

CC1

FOR USE WITH OE/1E/BX

Old School Adventures™ Accessory CC1

# CREATURE COMPENDIUM



Over 200 Monsters, from Abysmal to Zathoa,  
for Your Old-school Adventures & Campaigns

by Richard J. LeBlanc, Jr.

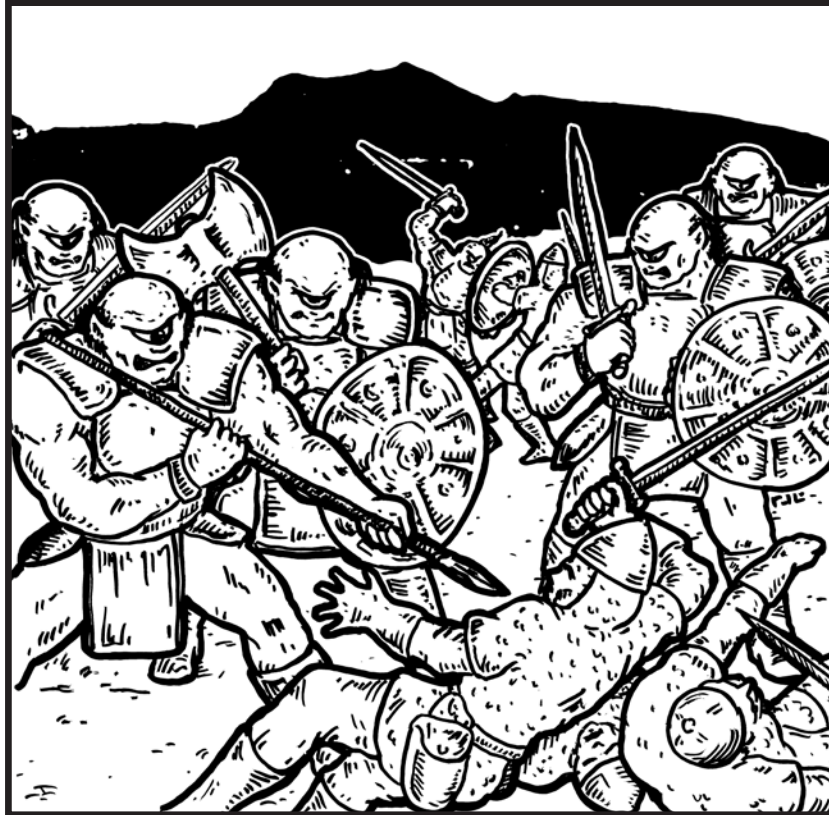


NEW BIG DRAGON  
GAMES UNLIMITED

Old School Adventures™ Accessory CCI

# CREATURE COMPENDIUM

Over 200 Monsters, from Abysmal to Zathoa,  
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by **Richard J. LeBlanc, Jr.**

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**NEW BIG DRAGON**  
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## Foreward

*Remember those flashes of inspiration that electrified your brain when you first picked up that hardback volume of monsters all those years ago? The countless nights you sat up thinking of how to use those monsters, where to put them, and when your players would meet them? Those unceasing waves of joy that swam over you and your players as you unleashed those creatures, critters, beasts and behemoths upon their characters?*

*By now, your players have read that very same volume hundreds of times. They have long since memorized all those monsters, can recall those stats with ease, and now find very little therein to surprise or even challenge them.*

*The memories of that original tome inspire this one—a book that is just as fun to peruse as use, a book that strives to challenge and surprise, and a book that attempts to rekindle that “first time” gaming table joy.*

*Collected herein are over 200 monsters I have tried to instill with that same spirit, and I humbly present them here for your gaming pleasure.*

*Good gaming!*

A handwritten signature in black ink, appearing to read 'Richard J. LeBlanc, Jr.', with a stylized flourish at the end.

*Richard J. LeBlanc, Jr.*

*New Big Dragon Games Unlimited*

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# Explanatory Notes

## Oe/1e Stats

**FREQUENCY** suggests the relative rarity of the monster.

<b>very rare</b>	seldom encountered; appearance draws great interest
<b>rare</b>	usually known to commoners, but mostly through rumor and folklore
<b>uncommon</b>	known to commoners but not often seen
<b>common</b>	well-known and often seen; appearance may cause alarm but not surprise

**NUMBER APPEARING** presents a guideline for the DM only. Numbers should be adjusted to suit world and campaign.

**ARMOR CLASS** is based on a scale where an AC of 10 is an unarmored human. AC indications for creatures that typically wear armor will show the creature's AC when wearing armor.

- #/# indicates different ACs for different body areas
- # [#] AC in brackets indicates AC rating in altered physical state or defensive position

**MOVE** represents the monster's scale movement.

- /# number to right of slash = flying speed
- //# number to right of 2 slashes = swimming speed
- (#) number in parentheses = burrowing speed
- {#} number in braces = speed in web or climbing
- [#] number in brackets indicates movement rating in altered state

**HIT DICE** indicates number of hit dice to be rolled to determine monster's hit points. This number may or may not be followed by an hp bonus modifier (indicated by +#).

**% IN LAIR** indicates chance monster will be encountered in lair (where its treasure is kept).

**TREASURE TYPE** tables for determining treasure by specific rules edition may be found on pages 84-85.

**NO. OF ATTACKS** indicates number of attacks monster is normally able to make during melee combat. May be modified by spells (e.g., *haste* or *slow*).

**DAMAGE PER ATTACK** indicates amount of damage caused by a given attack.

**SPECIAL ATTACKS** notes any special or unusual attack forms the creature may possess.

**SPECIAL DEFENSES** notes any special immunities or protections the monster possesses.

**MAGIC RESISTANCE** expresses, as a percentage, the chance of any magic spell failing in the monster's presence, based on a spell cast by an 11th level magic-user. Percentage should be adjusted up or down by 5% per level of the magic-user (e.g., the chance of a spell failing when cast by a 12th level magic-user would be reduced by 5%).

**INTELLIGENCE** indicates the creature's Intelligence relative to that of an average human.

<b>non-/not ratable:</b>	0	<b>very:</b>	11-12
<b>animal:</b>	1	<b>highly:</b>	13-14
<b>semi-:</b>	2-3	<b>exceptional:</b>	15-16
<b>low:</b>	4-7	<b>genius:</b>	17-18
<b>average (human):</b>	8-10	<b>supra-genius:</b>	19-20

**ALIGNMENT** shows the standard alignment for a creature of its type (based on a two-axis alignment system). Actual alignment may vary (at DM's discretion).

**SIZE** is abbreviated at S (small), M (medium), and L (large), with suggested or average sizes in feet presented in parentheses next to the letter indication.

**PSIONIC ABILITY** includes psionic strength point indications, as well as any attack/defense modes possessed. Disciplines and levels of mastery will be included in the monster's description (where applicable).

## BX Stats

**ARMOR CLASS** is based on a scale where an AC of 9 is an unarmored human. AC indications for creatures that typically wear armor will show the creature's AC when wearing armor.

- #/# indicates different ACs for different body areas
- # [#] AC in brackets indicates AC rating in altered physical state or defensive position

**HIT DICE** indicates number of hit dice to be rolled to determine monster's hit points. This number may or may not be followed by an hp bonus modifier (indicated by +#).

**MOVE** indicates monster's movement for turn (and round).

- /# number to right of slash = flying speed
- //# number to right of 2 slashes = swimming speed
- (#) number in parentheses = burrowing speed
- {#} number in braces = speed in web
- [#] number in brackets = movement rating in altered state

**ATTACKS** presents number and type of attack(s) monster may make during the melee round.

**DAMAGE** indicates amount(s) of damage by indicated attack(s).

**NUMBER APPEARING** presents a guideline for the DM only. Numbers should be adjusted to suit world and campaign.

**SAVE AS** provides a class and level equivalent for the monster for determining the monster's saving throws.

**MORALE** shows the suggested morale for the indicated creature (may be adjusted at DM's discretion based on situation).

**TREASURE TYPE** table for this edition is found on page 85.

**ALIGNMENT** shows the standard alignment for a creature of its type (based on a single-axis alignment system). Actual alignment may vary (at DM's discretion).



ABYSMAL • ADARNA BIRD • AIRWALKER • AQRASETH • ARASSAS • AZIZA

**Abysmal**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 2-5  
 ARMOR CLASS: 3 (variable)  
 MOVE: 12"  
 HIT DICE: 8 (+ variable hp)  
 % IN LAIR: 35%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 2-12/2-12/2-8  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Low  
 ALIGNMENT: Chaotic evil  
 SIZE: L (12' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 3 (variable)  
 HIT DICE: 8 (+variable hp)\*\*  
 MOVE: 120'(40')  
 ATTACKS: 2 claws/1 bite + special  
 DAMAGE: 2-12/2-12/2-8 + special  
 NO. APPEARING: 2-5  
 SAVE AS: Fighter:8  
 MORALE: 12  
 TREASURE TYPE: Nil  
 ALIGNMENT: Chaotic

Abysmals are subterranean dwellers that feed upon both the flesh and the fear of their victims. Appearing with a roughly octopus-like shape, abysmals walk aright on 6 "leg" tentacles, which are topped by 2 arms and an oversized head of vaguely humanoid appearance. Their rubbery skin is mottled gray, and their bodies appear as if waterlogged and bloated.

The sight of an abysmal alone can cause fear which, in turn, strengthens the abysmal. Each creature whose gaze falls upon an abysmal must make a saving throw vs. paralysis or be plagued by feelings of angst that persist until that particular abysmal is dead, or the fear has been removed by magical



means. Furthermore, an abysmal will attack as if 1 HD stronger for each affected creature within a 100' range of the abysmal (cumulative), regardless of whether the creature was affected by that abysmal or another one. An abysmal will lose this bonus should an affected creature move beyond 100', but regains it should the affected creature return. Any previously affected creature free from angst must make an additional saving throw (as per the first) should the creature return close enough to view the abysmal again.

In addition to the visage of an abysmal causing fear, every attack the abysmal makes with its razor sharp talons and/or gouging bite also has repercussive effects. During any melee round in which the abysmal makes one or more successful "to hit" rolls against an opponent, the victim must make a saving throw vs. paralysis or become full of a sense of dread and fear that reinvigorates the abysmal by adding a number of hit points to the abysmal equal to the damage inflicted upon the character by that abysmal during that round. The number of hit points that an abysmal may gain is not restricted by its starting hit points nor its number of hit dice.

Abysmals relish consuming the flesh of their victims, usually completing the task in 1d4+4 rounds. Additionally, they are quite territorial when it comes to their "food," often going to blows with one another over who killed it and therefore "deserves" it.

Abysmals are immune to the effects of fear and charm.

**Adarna Bird**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1  
 ARMOR CLASS: 3  
 MOVE: 6"/24"  
 HIT DICE: 1-4 pts.  
 % IN LAIR: 25%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-2  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Saves as 5th-level MU  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral



SIZE: L (3' long + 2'-3' tail)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 3  
 HIT DICE: 1-4 pts.\*  
 MOVE: 60'(20')/240'(80')  
 ATTACKS: 1 peck & gouge  
 DAMAGE: 1-2 or by special  
 NO. APPEARING: 1  
 SAVE AS: Magic-user:5  
 MORALE: 6  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

The adarna bird is a magical creature of such fantastic beauty as to almost seem unreal to those who do see it. All non-sentient creatures or sentient beings with an Intelligence of 12 or less will be unable to see an adarna bird, even if the bird should be only

inches away. All other sentient beings have a 10% chance per Intelligence point above 12 to see any individual adarna bird.

The true wonder of an adarna bird is the way it magically changes color after it finishes a song. For those unable to see an adarna bird, any singing by the adarna will “seem to come from nowhere” and does not increase the bird’s chances of being seen by such creatures. For those who are able to see the adarna bird, the sound will appear to come from the bird as normal. Furthermore, the song of the adarna bird is hypnotic and any creature who hears it must save vs. spells or be entranced into a sense of stupefaction for the duration of the song (usually 2-5 turns). Every time the adarna begins a new song, new saving throws are required for all within earshot.

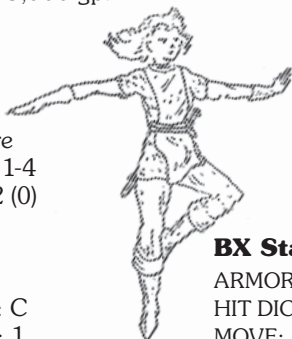
Should an adarna bird find itself endangered, it will attempt to fly away while releasing a piercing shriek. All creatures within earshot of the shriek must save vs. breath weapon or stand stunned for 1-4 turns. Furthermore, its magical properties allow the adarna bird to save as a 5th level magic-user.

The adarna bird is most prized for its quills which, when used to create a scroll for the *prismatic orb* spell, doubles the scribe’s chance for success. The price for a prepared adarna bird quill will often be over 5,000 gp.

**Airwalker**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 2 (0)  
 MOVE: 12"/12"  
 HIT DICE: 5  
 % IN LAIR: 20%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-9 or weapon  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Very  
 ALIGNMENT: Lawful neutral  
 SIZE: S (3' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats†**

ARMOR CLASS: 2 (0)  
 HIT DICE: 5\*\*  
 MOVE: 120'(40')/120'(40')  
 ATTACKS: 1 weapon + 1 special  
 DAMAGE: 2-9 (or by weapon) + special  
 NO. APPEARING: 1-4  
 SAVE AS: Fighter:5  
 MORALE: 8  
 TREASURE TYPE: C  
 ALIGNMENT: Lawful

Airwalkers are a magical race of beings from the elemental plane of air, often acting as protectors and guardians for travelers.

Airwalkers are able to travel at will between the prime material plane, ethereal plane, and elemental plane of air. By assuming a semi-ethereal form, airwalkers are able to “walk on air,” by co-existing in the prime material and ethereal planes. This provides them an ability similar to flight, but at their normal movement rate. Additionally, while in this form, they go unseen in the prime material plane, undetectable even with infravision.

Airwalkers normally carry a +1 sword, wear +1 chain mail, and carry a +1 shield (in addition to any treasure in lair per treasure type above). Their AC in human form is as a normal man (AC 2 in armor described above) but they receive a -2 AC bonus in their semi-ethereal state, and a +1 or better weapon is required “to hit” by attackers in the prime material plane. Attacks from the ethereal plane are also subject to the same conditions. Any airwalker fully in the ethereal plane will appear invisible to the prime material plane, and is completely immune to attacks

originating from the prime material plane, unless able to attack into the ethereal plane (e.g., through use of *oil of ethereality*).

Airwalkers are able to breathe a *cone of wind* that is 60' long and 10' wide at its terminus. Any creature caught in the wind’s path must save vs. breath weapon or “fall over,” halving their movement until they return to their feet (1 melee round).

Airwalkers are natural enemies of firewalkers.

**Aqraseth (Alligator Bird)**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 3-18  
 ARMOR CLASS: 2  
 MOVE: 15"/24"  
 HIT DICE: 5  
 % IN LAIR: 10%  
 TREASURE TYPE: Q (x2)  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-12  
 SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: L (20' wing spread)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 2  
 HIT DICE: 5  
 MOVE: 150'(50')/240'(60')  
 ATTACKS: 1 bite  
 DAMAGE: 2-12  
 NO. APPEARING: 1-2 (3-18)  
 SAVE AS: Fighter:5  
 MORALE: 8  
 TREASURE TYPE: L (x2)  
 ALIGNMENT: Neutral



The aqraseth (or “alligator bird”) is a close relative to both the crocodile and pterosaur families (being truly neither). With its spindly nimble legs, soft feathered wings, and coloration of deep teal, the aqraseth is a beautiful and formidable opponent.

While aqraseths will normally nest singly or in mated pairs, each aqraseth nest will usually be located within a few hundred feet of the nests of other members of its flock. Mates are most often chosen through mating competitions. When their eggs are laid, a few are laid at a time, buried in the nest, and reach full gestation in about 60 days. Baby aqraseths grow to full adulthood within a few years. There is a 10% chance that any aqraseth nest found will contain 1-4 eggs, and there is a further 75% chance that, if eggs are present, they will be guarded by a female aqraseth (75% the stats of the male noted above). Aqraseth young have 50% of the stats of an adult aqraseth.

**Arassas (Catdragon)**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1  
 ARMOR CLASS: 3  
 MOVE: 12"  
 HIT DICE: 10  
 % IN LAIR: 40%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 2-12/2-12/3-18

SPECIAL ATTACKS: Breath weapon  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Very  
 ALIGNMENT: Neutral  
 SIZE: L (40' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 2  
 HIT DICE: 10\*\*  
 MOVE: 120(40')  
 ATTACKS: 2 claws/1 bite or breath  
 DAMAGE: 2-12/2-12/3-18 or breath

NO. APPEARING: 1  
 SAVE AS: Fighter:10  
 MORALE: 10  
 TREASURE TYPE: C  
 ALIGNMENT: Neutral

An arassas is a large, fur-covered, dragon-esque beast with a feline head and lizard-like body, legs, and tail. They most often make their homes in the natural mountain caverns of arctic regions. The thick skin and coarse white fur of an arassas provide it with an AC of 2. Furthermore, its white fur allows it to surprise on a 1-4 (on 1d6) in icy/snowy conditions. The rough surfaces on the paws of an arassas allow it to get great traction (no movement penalties) on even the slipperiest of icy surfaces. Arassases will often go into short hibernation states, and there is a 25% chance any arassas encountered in its lair will be sleeping.

The standard attack of an arassas is to pounce with its slashing foreclaws and nasty bite. It also possesses an acerbic *ice breath* that is as corrosive (acid) as it is cold. This combination breath weapon appears as an icy blue cloud 60' long and 30' wide, and does a number of hp damage equal to half the arassas's remaining hit points. Creatures immune to acid but susceptible to cold take half damage from this breath attack, as do creatures immune to cold but susceptible to acid. Creatures immune to both take no damage. All others take damage as normal. A successful saving throw vs. breath weapon eliminates all damage from the attack. Arassases are immune to cold attacks, take normal damage from acid attacks, and take double damage from flame-based attacks.

**Aziza****Oe/1e Stats**

FREQUENCY: Uncommon  
 NO. APPEARING: 10-40  
 ARMOR CLASS: 5  
 MOVE: 12"  
 HIT DICE: 2  
 % IN LAIR: 25%  
 TREASURE TYPE: H, I  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-2

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES:  
   Saves as 5th level cleric  
 MAGIC RESISTANCE: See above  
 INTELLIGENCE: Very  
 ALIGNMENT: Neutral (good)  
 SIZE: S (3' tall)  
 PSIONIC ABILITY: Nil  
   Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 2\*\*  
 MOVE: 120(40')  
 ATTACKS: 1 weapon  
 DAMAGE: 1-2 or  
   by weapon type  
 NO. APPEARING: 2-8 (10-40)  
 SAVE AS: Cleric:5  
 MORALE: 5  
 TREASURE TYPE: H, I  
 ALIGNMENT: Lawful



Aziza (singular and plural) are a magical race of small, furry, forest-dwelling humanoids known as nature-protectors and luck-bringers. They are very shy and rarely choose to make their presence known. Their chestnut coloration and penchant for decorating themselves in foliage allows them a 5-in-6 chance to remain undetected in a forest environment, except through magic or some other special means (e.g., invisibility).

Aziza are naturally magical, gaining power from the spirits of the plants and animals native to the aziza's natural habitat. Therefore, all aziza attack and save as 5th level clerics. Aziza can use the following spells once per day each: *protection from evil*, *detect evil*, *speaking with animals*, *charm snake*, *speaking with plants*, and *sticks to snakes*.

Should an aziza (or group of aziza) choose to accompany a group of lawful characters or creatures into battle, those (lawful) characters in the group receive a +1 bonus to all "to hit" rolls against chaotic or evil characters for each aziza present (within 180 yards). Additionally, aziza are able to create "spell pouches" that, when carried by a character, provide the character with a +1 "to hit" bonus 25% of the time. If an aziza is captured, one of these luck pouches will generally be offered in return for the aziza's freedom.

Aziza may use blunt weapons of any type, but tend toward clubs and maces made of wood. They will never use an edged or pointed weapon of any sort.

Aziza do not speak common. Besides their own language, aziza speak only the languages of brownies, elves, pixies and sprites.





BAT, ARCTIC (ICE) • BAT, DEATH • BATAR • BEETLE, GIANT FLAYER • BESTIAL BEAST • BILOKO • BLOODBEAST • BLOODGILL • BRAIN BAT • BRAINCRAB • BURU

## Bat, Arctic (Ice)

### Oe/1e Stats

FREQUENCY: Rare	SPECIAL ATTACKS: See below
NO. APPEARING: 3-12	SPECIAL DEFENSES: See below
ARMOR CLASS: 8 (6)	MAGIC RESISTANCE: Standard
MOVE: 3"/15"	INTELLIGENCE: Non-
HIT DICE: 1-4 pts.	ALIGNMENT: Neutral
% IN LAIR: 50%	SIZE: S (3'-4' wingspan)
TREASURE TYPE: Nil	PSIONIC ABILITY: Nil
NO. OF ATTACKS: 3	Attack/Defense Modes: Nil
DAMAGE/ATTACK: 1-2	

### BX Stats

ARMOR CLASS: 8 (6)	NO. APPEARING: 3-12
HIT DICE: 1-4 pts.*	SAVE AS: Normal man
MOVE: 30'(10')/150'(50')	MORALE: 7
ATTACKS: 1 bite	TREASURE TYPE: Nil
DAMAGE: 1-2 + special	ALIGNMENT: Neutral

Arctic bats are white fur-covered bats of a slightly larger-than-normal size, having bodies reaching 18" in length and wingspans as wide as 4'. Their coloration gives them an advantage in the icy regions they call home, allowing them surprise on a 1-3 (on 1d6) and providing them with a -2 AC advantage under "white out" weather conditions.

Unlike most bat varieties, they are diurnal (sleeping at night). During the longer days of the year (in their polar locales), they will often take short "naps" to cope with the lack of night. By comparison, during the shortest days of the year, they will hibernate (50% chance during such time periods and conditions).

The bite of an arctic bat injects a venom that (on a failed saving throw vs. poison) turns the blood to ice, freezing the victim to death in 3d6 rounds. This venom may be counteracted by *neutralize poison* or by injecting arassass blood directly into the veins (as arassases possess a natural immunity to this venom).

## Bat, Death

### Oe/1e Stats

	ahool "howler"	kongamato "boatbreaker"	olitiau "nightflyer"
FREQUENCY:	Very rare	Rare	Uncommon
NO. APPEARING:	1-10	2-20	3-30
ARMOR CLASS:	5	4	6
MOVE:	9"/18"	6"/18"	9"/24"
HIT DICE:	5	4	3
% IN LAIR:	50%	40%	75%
TREASURE TYPE:	Nil	Nil	Nil
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-8/1-8/ 4-24	1-6/1-6/3-18	1-4/1-4/2-12
SPECIAL ATTACKS:	See below	Disease	Poison
SPECIAL DEFENSES:	Regeneration	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Non-	Non-	Non-
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE: (height/wingspan)	4'/10'	3'/8'	2'/6'
PSIONIC ABILITY:	nil	nil	nil
Attack/Defense Modes:	nil	nil	nil

	ahool "howler"	kongamato "boatbreaker"	olitiau "nightflyer"
<b>BX Stats</b>			
ARMOR CLASS:	5	4	6
HIT DICE:	5*	4*	3**
MOVE:	90'(30')/ 180'(60')	60'(20')/ 180'(60')	90'(30')/ 240'(80')
ATTACKS:	1	1	1
DAMAGE:	1-8/1-8/ 4-24 or special	1-6/1-6/3-18 + disease	1-4/1-4/2-12 + poison
NO. APPEARING:	1-10	2-20	3-30
SAVE AS:	Fighter:3	Fighter:2	Fighter:1
MORALE:	8	7	6
TREASURE TYPE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral

Death bats, as a species, include a number of giant carnivorous bats with long, shredding teeth and large, razor-sharp claws. The three most common varieties of death bat include the ahoool, the kongamato, and the olitiau.

**Ahoool ("howler"):** These impressive creatures are generally found in rain forests and warm tropical climates, stand nearly 4' tall, and boast a 10' wingspan. Their fuzzy, dark-gray fur and large, dark eyes provide them a natural camouflage in the dark, allowing them to surprise on a 1-4 (on 1d6) at night, and on a 1-2 (on 1d6) at dusk. Unlike many bats that "shriek" or "screech," the ahoool has a cry that sounds more akin to a howling dog (thus its nickname), and affects the equilibrium of those who hear it. Any creature within the range of an ahoool's howl (100') must save vs. breath weapon or be paralyzed with fear for 1d6 rounds.

**Kongamato ("boatbreaker"):** The reddish-black, leathery-winged kongamato is found mainly near rivers, lakes, and other large bodies of fresh water. Its reputation as a "boatbreaker" is derived from an attack it uses wherein it dives into the water and topples boats from underneath, then proceeds to attack those flailing prey who have fallen from the boat into the water. Given the kongamato's roosting and defecation habits, there is a 90% chance that a kongamato's claws will be carriers of a fungus that causes a "confusion" disease. On any successful "to hit" roll from the claws of a kongamato, the bat's victim must save vs. poison or contract the disease. The disease takes 1-3 turns for the onset of symptoms to become obvious. At such time, any afflicted creature must roll with a "to hit" penalty equal to the number of days they have been affected (e.g., -1 at the onset, -2 on the second day, -3 on the third day, and so on). Additionally, any afflicted spellcasters may not cast spells while symptoms prevail. The disease may be cured by a standard *cure disease* spell.

**Olitiau ("nightflyer"):** Though the olitiau may be the smallest variety of death bat, it is arguably the deadliest. Living mainly in riparian areas (those areas between land and rivers or streams that feature low-lying woodlands or open grasslands), the olitiau makes its nest under whatever covering it can find. The soft white fur that covers the olitiau's body is offset by its deep-yellow suede-like wings and soft facial features. While the olitiau's visage may be less imposing than some species of bat, their massive size strikes a daunting figure, and their bite transmits a lethal poison. Any creature that fails its saving throw will immediately fall into a coma-like state for 3d6 turns, followed by death, unless cured of the poison.

**Batar**

**Oe/1e Stats**

FREQUENCY: Uncommon  
 NO. APPEARING: 3-18  
 ARMOR CLASS: 7  
 MOVE: 15"/24"  
 HIT DICE: 5  
 % IN LAIR: 25%  
 TREASURE TYPE: I  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK:  
 2-8/2-8/3-18

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Very  
 ALIGNMENT: Neutral  
 SIZE: L (15' wingspan)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 7  
 HIT DICE: 5\*\*  
 MOVE: 150'(50')/240'(80')  
 ATTACKS: 2 claws/1 bite  
 DAMAGE:  
 2-8/2-8/3-18 + special

NO. APPEARING: 3-18  
 SAVE AS: Fighter:6  
 MORALE: 8  
 TREASURE TYPE: I  
 ALIGNMENT: Neutral

A batar (pron. "bât-TAR") is one of a species of giant flying creatures with a rodent-like body, bat-like wings, and a face and beak that resemble an owl. Batars normally make their nests in natural cave formations of the dry mountainous regions they inhabit.

Batars are predatory in nature, and quite cunning as well. Their agile bodies and acute vision allow them to surprise on a 1-3 (on 1d6). Additionally, batars have a special type of infravision (to 100') that provides them a radar-like depth perception, allowing them to attack at night or in the dark with a +1 bonus "to hit."

While the talons on the forelimbs of a batar are quite dangerous, it is the batar's beak that makes it truly deadly. On a natural "to hit" roll of 20, there is a 1-in-2 chance that the batar will sever one of its victim's limbs clean from the body, doing full damage (18 points) in the process. Otherwise, damage is determined as normal. To determine which limb has been severed, roll 1d12: 1-2=lower part of left leg, 3=entire left leg, 4-5=lower part of right leg, 6=entire right leg, 7-8=lower part of right arm, 9=entire right arm, 10-11=lower part of left arm, 12=entire left arm.

**Beetle, Giant Flayer**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 6  
 MOVE: 6" (15")  
 HIT DICE: 2+4  
 % IN LAIR: 15%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: See below  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard



INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: S (18" long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 6  
 HIT DICE: 2+4\*\*  
 MOVE: 60'(20') (150'(50'))  
 ATTACKS: 1 special  
 DAMAGE: See below

NO. APPEARING: 1-6  
 SAVE AS: Fighter:2  
 MORALE: 8  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Flayer beetles are nasty buggers that feed in a way similar to their namesake, burrowing into the head of a victim and sucking out the victim's brains. These cerebral pests attack by leaping up to 10', attempting to grapple a victim's head, and plunge a tentacle into one of the various facial cavities (ear, nose, throat, eye sockets). On a natural 20 "to hit" roll, the flayer beetle succeeds in doing so, using 5 of its tentacles to grab the victim's head and landing the other tentacle in a key location (1=left ear, 2=right ear, 3=nasal passage, 4=mouth, 5=right eye socket, 6=left eye socket). It then "digs" into the victim's skull, reaching the brain in 1 round (immediately putting the victim into a coma-like state), and killing 1 round later, unless the flayer beetle is killed first. The key location affected by this attack will permanently lose its functionality (e.g., hearing, sight, ability to speak, et al.) unless cured by a *potion of extra healing* or the 6th level cleric spell *heal*. On any other successful "to hit" roll (apart from a natural 20), the flayer beetle has only succeeded in "jabbing" its victim with 1-6 of its 6 tentacles (doing 1d6 damage total).



**Bestial Beast**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 3 (2)  
 MOVE: 24"  
 HIT DICE: 7  
 % IN LAIR: 10%  
 TREASURE TYPE:  
   I (x2), Q (x2),  
   X (x2) in lair  
 NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-12/2-12  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Average  
 ALIGNMENT: Chaotic evil  
 SIZE: L  
 PSIONIC ABILITY: Nil  
   Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 3  
 HIT DICE: 7\*\*  
 MOVE: 240'(80')  
 ATTACKS: 2 hooves  
   or 1 weapon  
 DAMAGE: See below

NO. APPEARING: 1-4  
 SAVE AS: Fighter:7  
 MORALE: 10  
 TREASURE TYPE:  
   H, I (x2), L (x2) in lair  
 ALIGNMENT: Chaotic

Bestial beasts are the spectral presences of centaurs who were particularly evil during their life. As undead, they exist primarily on the negative material plane, but in the prime material plane they are quite powerful at nighttime and conversely powerless during the day.

Bestial beasts are non-corporeal, making them immune to *sleep*, *charm*, *hold*, cold and poison, as well as allowing them to only be hit by magic weapons. Additionally, bestial beasts have a sort of "magic sense" which provides them with a -1 AC bonus against spell-like magical attacks (including wands, staves, and rods, but excluding magical weapons like swords and bows).

Their spectral substance makes bestial beasts extremely strong, giving them a +6 damage adjustment with all melee weapons, and making their trample attack twice as effective as when they were alive (doing 2-12 points of damage per hoof instead of 1-6 points each).

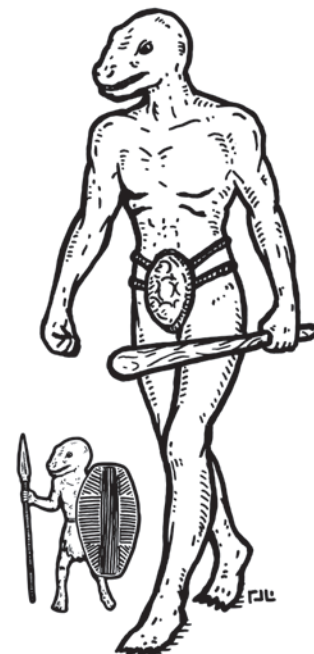


Bestial beasts are usually found haunting small villages and towns, and there is a 50% chance that any bestial beast will also be accompanied by 4d4 wild dogs. The sound of a bestial beast's galloping hooves is able to cause a reaction of fear among those who hear it as follows: 1) all hearing creatures with 1-2 hit dice must save vs. spells or flee in panic, 2) all hearing creatures with 3-4 hit dice must save vs. spells or be paralyzed with fear (50%) or run in fear (50%, as above), 3) all hearing creatures with 5-6 hit dice must save vs. spells or fight at -1 on their "to hit" rolls, and 4) all hearing creatures with 7 or more hit dice are immune to the effects. All canine creatures are immune to this fear, regardless of their hit dice.

**Biloko**

**Oe/1e Stats**

FREQUENCY: Uncommon  
 NO. APPEARING: 1-20  
 ARMOR CLASS: 2  
 MOVE: 12"/12"  
 HIT DICE: 9  
 % IN LAIR: 25%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK:  
   2-8 or by weapon type  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Average  
 ALIGNMENT: Chaotic neutral  
 SIZE: L (12' tall)  
 PSIONIC ABILITY: Nil  
   Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 2  
 HIT DICE: 9  
 MOVE: 120'(40')//120'(40')  
 ATTACKS: 1 bite or by weapon  
 DAMAGE: 2-8 or by weapon

NO. APPEARING: 1-4 (1-20)  
 SAVE AS: Fighter:9  
 MORALE: 10  
 TREASURE TYPE: C  
 ALIGNMENT: Chaotic

A biloko (singular and plural) is a member of a race of hairless, giant humanoids with crocodilian faces. They are found near forested tropical areas, usually in close proximity to fresh water sources. Unlike their vicious, magical genetic relatives the eloko, biloko are simple brutes with no magical abilities to speak of, and are amphibious with an agility in the water equal to when they are on land. While their bite is moderately destructive (doing 2-8 points of damage on a successful "to hit" roll), they normally arm themselves with clubs fashioned from any hardwood they can find in the vicinity of their jungle home. Due to their immense strength and the size and hardness of the wood they use, the standard biloko club attack does 3-18 points of damage.

For every 8 biloko encountered, there will be a leader (AC: 1, HD: 10, saves as 10th level fighter, +1 damage on bite attacks, +2 damage on club attacks). If 16 or more are present, there will be two such leaders, plus a chieftain (AC: 0, HD: 11, saves as 11th level fighter, +2 damage on bite attacks, +4 damage on club attacks).

Biloko speak only their own language and the language of the eloko, their diminutive genetic relatives. Biloko are the natural enemy of the eloko (pictured above for size comparison).

**Bloodbeast**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 2-8  
 ARMOR CLASS: 3  
 MOVE: 24"  
 HIT DICE: 5  
 % IN LAIR: 30%  
 TREASURE TYPE: U  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: L (6'-7' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 3  
 HIT DICE: 5\*  
 MOVE: 240'(80')  
 ATTACKS: 1 bite + special  
 DAMAGE: 2-12  
 NO. APPEARING: 2-8  
 SAVE AS: Fighter:6  
 MORALE: 9  
 TREASURE TYPE: U  
 ALIGNMENT: Neutral

Bloodbeasts are large multi-pedal reptilian beings with a snake-like neck and tail. They are incredibly quick and agile, and are able to jump as high as 30' (on average).

Bloodbeasts are normally found in mountainous areas of drier climates. They are hematophagous, needing only to drink the blood of other animals for sustenance, but they are constantly on the hunt. A bloodbeast will normally stalk its prey from overhead, then leap down to attack and surprises on a 1-4 (on 1d6). The creatures' piercing teeth and clamp-like jaws allow them to latch onto prey in order to suck its blood. Each melee round after a bloodbeast has latched onto its prey (per a successful "to hit" roll) it will continue to suck the blood out of a victim at a rate equal to the number of hit points of damage it scored during its initial attack. It will continue to drink until it has had its fill (a number of points equal to the bloodbeast's starting hit points) or until the bloodbeast is killed.

Bloodbeasts are unable to breathe underwater; the exposed gills on the top of their hind section are vestigial, and serve no apparent function, as the bloodbeast possesses an operational pair of lungs which it uses for breathing.

**Bloodgill**

**Oe/1e Stats**

FREQUENCY: Uncommon  
 NO. APPEARING: 5-40  
 ARMOR CLASS: 8  
 MOVE: 6"/9"  
 HIT DICE: 1/2  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-2  
 SPECIAL ATTACKS: Drain blood  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-



ALIGNMENT: Neutral  
 SIZE: S (1' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 8  
 HIT DICE: 1/2\*  
 MOVE: 60'(20')//90'(30')  
 ATTACKS: 1 bite + special  
 DAMAGE: 1-2

NO. APPEARING: 5-40  
 SAVE AS: Fighter:1  
 MORALE: 9  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Bloodgills are a distant amphibious cousin to the larger reptilian bloodbeast. They resemble a large two-legged frog (no forelimbs) with bulging reddish-brown eyes, pale green skin and spotted bellies. They breathe with the assistance of a dually capable set of gills (able to breathe in water and on land). While they are adequate swimmers, they are also more-than-capable jumpers on land, able to leap as high as 10'.

Their sharp teeth and gripping jaws allow them to latch onto prey in order to suck its blood. Each melee round after a bloodgill has latched onto its prey (per a successful "to hit" roll) it will continue to suck the blood out of a victim at a rate equal to the number of hit points of damage it scored during its initial attack. It will continue to drink until it has had its fill (a number of points equal to three times the bloodgill's starting hit points) or is killed.



**Brain Bat**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-10  
 ARMOR CLASS: 7  
 MOVE: 6"/12"  
 HIT DICE: 4  
 % IN LAIR: 40%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: Special

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Average to high  
 ALIGNMENT: Chaotic neutral  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 7  
 HIT DICE: 4\*\*  
 MOVE: 60'(20')//120'(40')  
 ATTACKS: 1  
 DAMAGE: See below

NO. APPEARING: 1-10  
 SAVE AS: Fighter:4  
 MORALE: 7  
 TREASURE TYPE: C  
 ALIGNMENT: Chaotic

The name "brain bat" is a little misleading given these creatures are more more akin to octopi than bats—appearing as octopus-like creatures with six "legs" and "brain-like" heads. Brain bats range in color from faded coral pink to deep magenta.

While brain bats have no way of communicating aloud, they are able to communicate with one another through a very limited form of telepathy. Furthermore, they are able to communicate

telepathically with any creature possessing this ability (psionic, magical, or otherwise). A brain bat's main form of expression is its eyes, which always reflect its true emotions (brain bats are unable to "hide" their feelings through false visual expression). For example, a brain bat who is likely to attack will give himself away through a malevolent expression, regardless of whether his telepathic communication says he is friendly or not.

Brain bats are naturally aggressive and there is a 5-in-6 chance (1-5 on 1d6) they will immediately attack any creatures within range of sight. They have infravision to a distance of 90'.

The brain bat attacks by "leaping" onto a victim's head (distance represented by second movement number). On a successful "to hit" roll, the brain bat has successfully grasped the target's head, and will begin to 'suck' the victim's consciousness out through its head (like a giant leech), permanently draining 1 point of Intelligence and 1 point of Wisdom per round (beginning with the initial attack), until the victim is reduced to an Intelligence or Wisdom of 0, or the brain bat has been killed. The victim's Intelligence and Wisdom may be raised only by magical means.

**Braincrab**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 10-40  
 ARMOR CLASS: 5  
 MOVE: 12"  
 HIT DICE: 2  
 % IN LAIR: 20%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 1-8/1-8  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-



ALIGNMENT: Neutral  
 SIZE: S  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 2\*\*  
 MOVE: 120'(40')  
 ATTACKS: 1 clamp or 2 claws  
 DAMAGE: Paralysis or 1-8/1-8

NO. APPEARING: 10-40  
 SAVE AS: Fighter:1  
 MORALE: 6  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

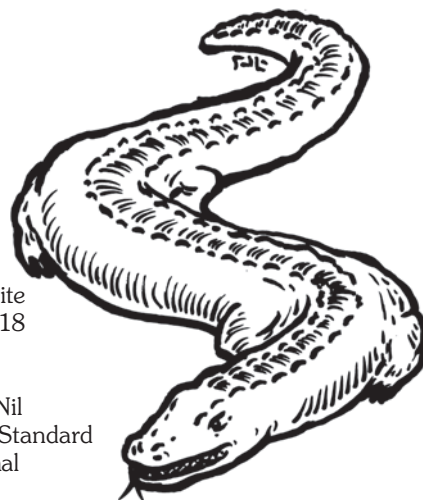
Often found in wet subterranean areas below or near human settlements, braincrabs are a form of carnivorous hermit crab. The preferred diet of the braincrab is the brain of its victims, and its preferred home is the skull that remains.

The standard method of attack of a braincrab is to leap (up to 10' high) onto the top of the head of a victim, planting the tips of their 8 standard legs into the victim, and injecting a paralyzing toxin (save vs. poison or paralyzed 1-8 turns). After a victim has been immobilized, the braincrab will use its powerful claws to work its way into the victim's skull via the nape of the neck. If a brain crab has not been stopped within 1 turn of beginning this, there is a 70% chance (+10% per turn thereafter) that the victim's neck will be snapped, resulting in permanent paralysis. Within 5 turns, the braincrab will have made its way into the skull and snapped the head of the victim from its body. Once the head has been removed, the braincrab will proceed to devour the victim's brain, using its skull as its new home. As a braincrab grows, it will continue to search out larger vertebrates (with larger skulls).

**Buru**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 2-8  
 ARMOR CLASS: 2  
 MOVE: 12"/18"  
 HIT DICE: 6  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1 bite  
 DAMAGE/ATTACK: 3-18  
 SPECIAL ATTACKS:  
 Parasitic disease  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: L (20' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 2  
 HIT DICE: 6\*  
 MOVE: 120'/180'  
 ATTACKS: 1 bite + special  
 DAMAGE: See below

NO. APPEARING: 1  
 SAVE AS: Fighter:5  
 MORALE: 10  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

The buru is a 20-foot-long bluish-black amphibious lizard most often found in or near lakes, swamps and lagoons in tropical climates. Burus, like their crocodilian cousins, are voracious eaters constantly on the hunt to feed. By comparison, however, burus are quicker and deadlier. In addition to the buru's shredding bite, there is a 50% chance that any buru is a contagious spreader of disease. On a successful "to hit" roll by one of these diseased burus, the victim must make a saving throw vs. poison or contract a parasitic blood disease that lowers a character's Constitution score by one point every three days until it reaches 0, at which point the character will die. A *cure disease* spell will remove the disease, but it will not restore any Constitution points already lost by the character due to the disease (but will halt any further loss). The affected character's Constitution may then be raised only by magical means.



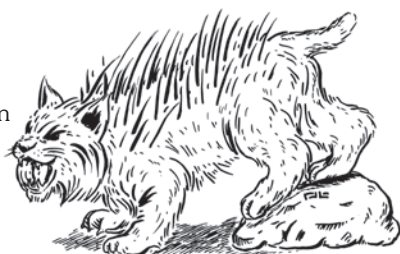


CACTUS CAT • CACUS • CADEJO • CALYTAUR • CENTAUR, CYPRIAN • CHÖTGÖR • COW DEMON • CYCLORC

**Cactus Cat**

**Oe/1e Stats**

FREQUENCY: Uncommon  
 NO. APPEARING: 2-12  
 ARMOR CLASS: 6  
 MOVE: 18"  
 HIT DICE: 2  
 % IN LAIR: 75%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS:  
 3 (claws/bite) or 2 (quills)  
 DAMAGE/ATTACK:  
 1-3/1-3/1-2 or special  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: S (2' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 6  
 HIT DICE: 2\*  
 MOVE: 180'(60")  
 ATTACKS: 2 claws/1 bite  
 or 2 quills  
 DAMAGE: 1-3/1-3/1-2  
 or poison  
 NO. APPEARING: 2-12  
 SAVE AS: Normal man  
 MORALE: 8  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Cactus cats are a bobcat-like creature, normally green or greenish brown in color, with quills on its back. In desert climates, it can be mistaken for a cactus and, in such environments, surprises on a 1-3. While its bite and claws are moderately harmless, a cactus cat is able to launch its thorns as missiles which, on successful "to hit" rolls, deliver a toxin that causes confusion (inflicts a -1 "to hit" penalty) for 1d6 turns per spike (on a failed save vs. poison). However, these spikes can cause death as follows: creatures may only fail a number of saving throws against these quills equal to their hit dice before the level of toxin in their system becomes life-threatening (killing them in 1-6 turns, no additional saving throw). Cactus cats are immune to the toxin/poison of other cactus cats, but are susceptible to all other forms of poison.

**Cacus**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 3  
 MOVE: 12"  
 HIT DICE: 11  
 % IN LAIR: 20%  
 TREASURE TYPE: B, C  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-16  
 or by weapon type  
 SPECIAL ATTACKS:  
 Breathe fire (3-18)  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Very  
 ALIGNMENT: Chaotic neutral  
 SIZE: L (12' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

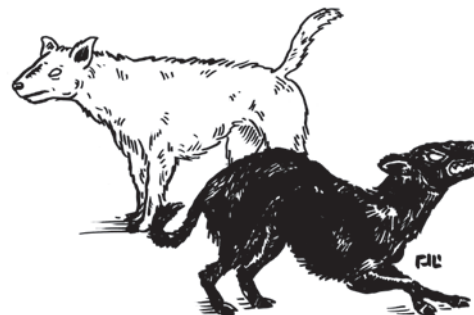


**Oe/1e Stats**

ARMOR CLASS: 3  
 HIT DICE: 11  
 MOVE: 120'(40")  
 ATTACKS: 1 breath or 1 weapon  
 DAMAGE: 3-18 (breath)  
 or by weapon type (2-16)  
 NO. APPEARING: 1-6  
 SAVE AS: Fighter:11  
 MORALE: 10  
 TREASURE TYPE: B, C  
 ALIGNMENT: Chaotic

Cacuses are a race of fire-breathing giants that may be found living in the caves of hilly or mountainous areas. By nature, they are thieves and robbers, and will often travel under the cover of night robbing travelers or stealing unguarded property (especially cattle). When attacking under the cover of night, cacuses surprise on a 1-3 (on 1d6). Additionally, they are able to hurl rocks from 100'-300' distances, causing 2-20 hit points of damage (on a successful "to hit" roll). They are also able to catch similar rocks hurled against them 50% of the time. Though normally armed with clubs (doing 2-16 points of damage), cacuses are also able to breathe fire in a cone that is 30' long and 10' across at its widest point (doing 3-18 points of damage on failed saving throw).

Though bandits by nature, cacuses fancy themselves as shepherds, raising sheep both for their wool and their meat. When encountered in their lair, there is a 75% chance there will be a herd of 10-40 sheep nearby. If there are 6 or more cacuses present in their lair, there is a 50% chance that one of them will be female. If there are 7 present, 1 of them will be female. If 8 are present, there will be at least one female, and there is a 50% chance there will be an additional female.



**Cadejo**

**Oe/1e Stats**

	<b>Black</b>	<b>White</b>
FREQUENCY:	Rare	Very rare
NO. APPEARING:	1-6	1-4
ARMOR CLASS:	5	4
MOVE:	12"	18"
HIT DICE:	5	4+1
% IN LAIR:	20%	35%
TREASURE TYPE:	A	C
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-6	1-6
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Standard	See below
INTELLIGENCE:	Low	Low
ALIGNMENT:	Chaotic evil	Lawful good
SIZE: M-L	4'-5' at shoulder	3'-4' at shoulder
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil

**BX Stats**

	<b>Black</b>	<b>White</b>
ARMOR CLASS:	5	4+1
HIT DICE:	5**	4**
MOVE:	120'(40')	180'(60')
ATTACKS:	1 bite or special	1 bite or special
DAMAGE:	1-6 or special	1-6 or special
NO. APPEARING:	1-6	1-4
SAVE AS:	Fighter:5	Cleric:4
MORALE:	10	8
TREASURE TYPE:	A	C
ALIGNMENT:	Chaotic	Lawful

Cadejos are large, magical dogs with cloven hooves and glowing eyes. They are immune to normal weapons and silver or +1 or better magic weapons are required "to hit" against them. A litter can often include both varieties of cadejo (black and white).

**Black:**

The black cadejo appears as a massive, shaggy black dog with cloven (goat) hooves and burning red eyes. It is nocturnal and prowls the shadows of night alongside roads, waiting to ambush unsuspecting travelers and kill them. While the darkness and their coloration make them difficult to see, the combination of their glowing red eyes and their smell (a melange of urine and burning sulphur) reduces their ability to surprise (1-2 on 1d6).

Black cadejos are able to use the following abilities (as a 5th-level magic-user) 3 times per day each: *charm person*, *charm animal*, *hallucinatory terrain* (appears as fiery, hellish place,) and *lightning bolt* (2d6). Additionally, black cadejos have a 50% chance to detect invisible persons within a range of 50'.

**White:**

The white cadejo appears as a slightly quicker, smaller, white version of the black cadejo, but with blue glowing eyes. The white cadejo is nocturnal as well but, unlike its evil counterpart, watches vigilantly over the roads often traveled at night to aid in protecting any passing travelers. White cadejos will attempt to go undetected, providing their protection from a distance. Unlike the putrid smell of black cadejos, white cadejos have a sweet, incense-like smell that lingers around them.

White cadejos are able to use the following abilities 3 times per day, each: *cure light wounds*, *protection from evil*, *bles* (per cleric spells), and *lightning bolt* (2d6, per magic-user spell). They make all saving throws as a 4th-level cleric.

**Calytaur**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 4-12  
 ARMOR CLASS: 5  
 MOVE: 9"  
 HIT DICE: 2+2  
 % IN LAIR: 20%  
 TREASURE TYPE:  
 Individuals J, K; C in lair  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK:  
 1-6/1-4 or by weapon  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Low  
 ALIGNMENT: Chaotic evil



SIZE: M (5'-6' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 5	NO. APPEARING: 4-12
HIT DICE: 2+2	SAVE AS: Fighter:2
MOVE: 90'(30')	MORALE: 7 (12 vs. humans)
ATTACKS: 1 tusk/1 bite or 1 weapon	TREASURE TYPE: Individuals J, K; C in lair
DAMAGE: 1-6/1-4 or by weapon	ALIGNMENT: Chaotic

Calytaurs are bi-corporeal creatures with the body of a man and the head of a boar, reported to have originated as the magical offspring of the Calydonian boar and human mothers. Unlike their minotaur brethren, calytaurs are wanderers and scavengers, and will often make sport of hunting humans (an ongoing attempt to avenge their ancestor's death at the hands of hunters). Calytaurs will attack any human on sight and, if the humans flee, will pursue them as long and as hard as possible, until the humans fight or escape. While calytaurs are omnivores who will eat any offal they come across, they will always eat the organs of any humans they have defeated.

**Centaur, Cyprian**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 3-18  
 ARMOR CLASS: 4  
 MOVE: 15"  
 HIT DICE: 5  
 % IN LAIR: 25%  
 TREASURE TYPE:  
 I (x2), Q (x2), X (x2) in lair  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK:  
 1-8/1-8/2-8/1-8  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard



INTELLIGENCE: Average  
 ALIGNMENT: Neutral good  
 SIZE: L  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 4	NO. APPEARING: 3-18
HIT DICE: 5	SAVE AS: Fighter:5
MOVE: 150'(50')	MORALE: 9
ATTACKS: 2 hooves/1 gore/1 weapon	TREASURE TYPE: H, I (x2), L (x2) in lair
DAMAGE: 1-8/1-8/2-8/1-8 or by weapon	ALIGNMENT: Lawful

Cyprian centaurs appear as normal centaurs, with the addition of bull-like horns growing from their heads, and a slight advantage in size and muscle over the standard type. This added size and muscle does make them slightly slower, however. Unlike the standard breed of centaurs, cyprian centaurs are generally friendly and less savage when dealing with other sentient creatures. Additionally, standard centaurs see the cyprian breed of centaurs as "unlike" them and, therefore, a natural enemy (though cyprian centaurs fail to admit the distinction).

In bands, one-quarter of the cyprian centaurs will be armed with pole-arms (2-handed, 2d6 points damage per attack), one-fourth will be armed with spears (1d8 points damage per attack), one-fourth will be armed with composite longbows and 10-40 arrows (320' range, 1d6 points damage/attack), and the rest will be as leaders (AC 3) with shield and lance (1d8 points damage/attack). All cyprian centaurs may attack twice during each melee round,

once with their hooves and a second time with their weapon or by making a gore attack with their horns (2d4 points damage per attack).

Cyprian centaurs prefer to live in tribes away from other civilizations, preferring warm areas with mild winters, usually near coastlines or on secluded islands. Females of the breed (which will outnumber males in their lair by 2-to-1) will fight as 3 hit dice monsters (1-4/1-4/1-6/1-4 or by weapon type), and the young (4-20 in number) as 2 hit dice monsters (1-2/1-2/2-4/1-2 or by weapon type).

**Chötgör**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-12  
 ARMOR CLASS: 3  
 MOVE: 12"  
 HIT DICE: 6+4  
 % IN LAIR: 10%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-4  
 SPECIAL ATTACKS:  
 Blood drain  
 SPECIAL DEFENSES:  
 +1 or better weapon to hit  
 MAGIC RESISTANCE:  
 See below  
 INTELLIGENCE: Average



ALIGNMENT: Lawful evil  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 3  
 HIT DICE: 6+4\*\*  
 MOVE: 120'(40')  
 ATTACKS: 1 bite  
 DAMAGE: 1-4 + blood drain  
 NO. APPEARING: 1-12  
 SAVE AS: Fighter:6  
 MORALE: 11  
 TREASURE TYPE: C  
 ALIGNMENT: Chaotic

Chötgörs are undead creatures with a ravenous hunger for flesh and thirst for blood. Their bodies appear as though interred in the grave for some time—with a skeletal form, long nails, disheveled hair, and missing eyes.

At death, the deceased's spirit either could not find its way to the afterworld, or refused reincarnation, preferring instead to haunt the world of the living. This spirit returns to re-inhabit its former body and rise as a chötgör, who then seeks out and brings devastation and ruin upon its blood kin. The chötgör begins by consuming the family's food-stores and livestock, but will turn to family members once all other resources have been depleted.

Death at the hands of a chötgör is death in the grips of horror. Chötgörs attack viciously, biting a victim and draining its blood at a rate of 1-4 hit points per round, beginning on a successful "to hit" roll. A chötgör that has landed a successful bite will not release the bite until either the chötgör or its prey has been killed. Once a victim has been drained of all its hit points, the chötgör will take another 1-4 rounds to fully exsanguinate the corpse, and a further 2-6 turns to consume its flesh.

If cornered or overmatched, a chötgör will use a confuse/fear/charm ability that causes a suicidal impulse in its opponents (once per opponent per day). Victims who fail their saving throw (vs. spells) become overwhelmed with feelings of loss and

despair, and with an immediate desire to kill themselves by any means available.

The soul of any victim left unburied will rise as a chötgör after a number of days equal to its hit dice (provided the corpse remains uneaten). Even a body given a proper burial has a 1-in-3 chance of rising as a chötgör unless dispel evil is cast upon it before it rises.

Chötgörs are immune to the effects of *sleep*, *charm*, and *hold*, and a +1 or better weapon is required "to hit."

**Cow Demon (Ushi Oni)**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: -1  
 MOVE: 12"/18"  
 HIT DICE: 7  
 % IN LAIR: 30%  
 TREASURE TYPE: F  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-12  
 SPECIAL ATTACKS:  
 See below  
 SPECIAL DEFENSES:  
 See below  
 MAGIC RESISTANCE:  
 See below



INTELLIGENCE: Very  
 ALIGNMENT: Chaotic evil  
 SIZE: L (10' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

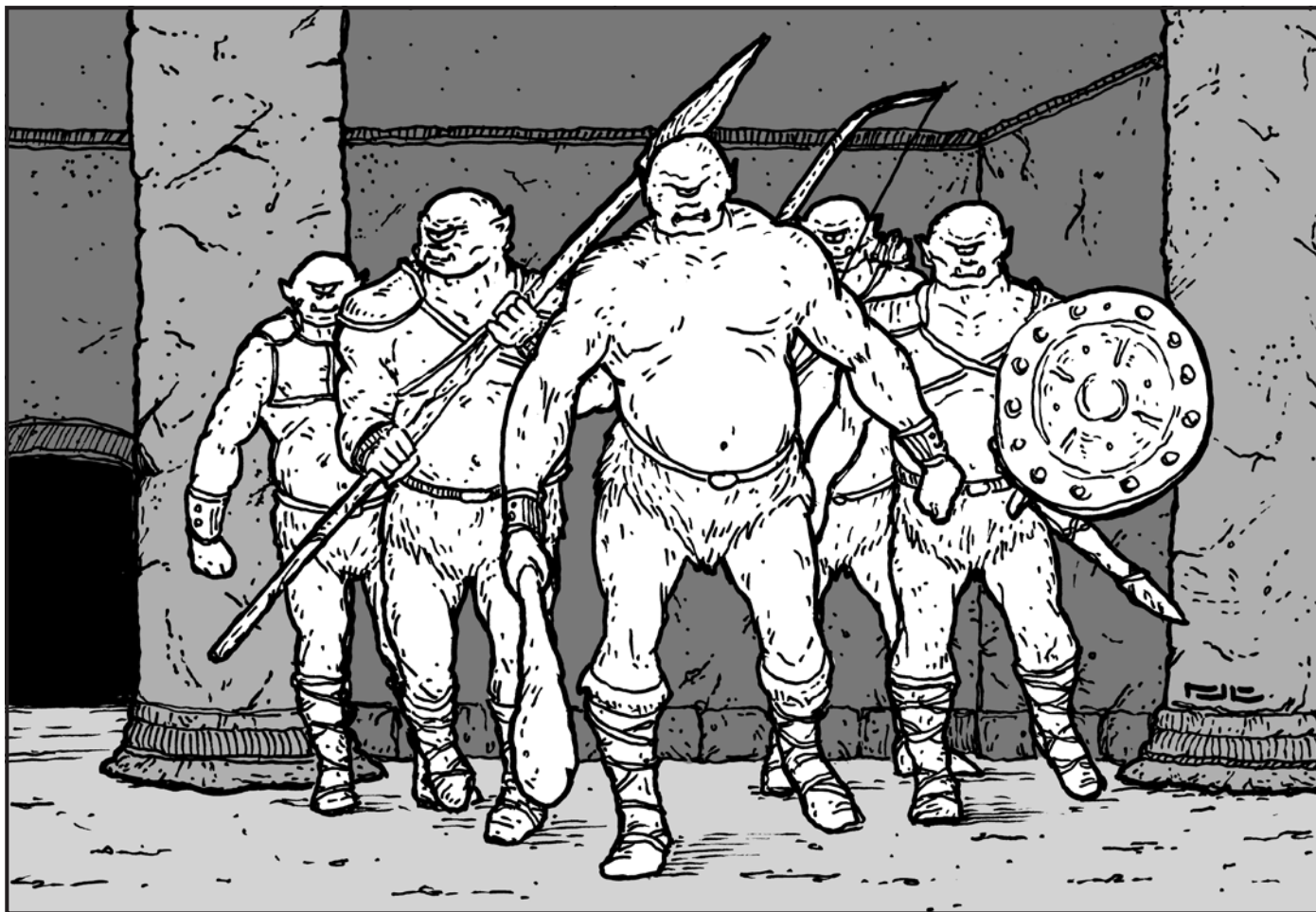
ARMOR CLASS: -1  
 HIT DICE: 7\*\*  
 MOVE: 120'(40')/180'(60')  
 ATTACKS: 1 gore or special  
 DAMAGE: 2-12 or by type  
 NO. APPEARING: 1-4  
 SAVE AS: Fighter:10  
 MORALE: 10  
 TREASURE TYPE: F  
 ALIGNMENT: Chaotic

Cow demons are not technically demons, although they are demonic in both nature and appearance, having spider-like bodies with six legs, and a head that is strangely both human and taurine. They are able to travel freely between the lower planes, elemental plane of water, and the prime material plane. When in the prime material plane, they are most often found in the coastal waters and on the coastal beaches of seas and oceans near volcanoes, but are also (though more rarely) found in mountains and forests, as well as along the edges of rivers, lakes and swamps. Cow demons are agile on land, but they are able to stretch out their skin to form fins, enabling them to move extremely rapidly in the water, where they are known to viciously attack boats and fishermen without provocation.

A cow demon's visage is so unnatural that any creature looking directly at it must save vs. spells or fall unconscious for 1d4 turns. Cow demons are also able to spit a deadly poison to a distance of 20'. Upon a successful "to hit" roll by the cow demon, any affected character must save vs. poison or die.

Cow demons are also magical creatures with a control over gravity. This allows them the following abilities 3 times per day each (as a 5th level magic-user): *slow* (per spell) and *levitate* (per spell). They are also able to summon 1d6 shadows once per day. Furthermore, they are immune to the effects of normal and silver weapons, fire (or flame-based attacks) and *webs* (spell), and take half damage from electricity, gas and poison. Cold attacks, however, will do double damage to a cow demon.





## Cyclorc

### Oe/1e Stats

FREQUENCY: Uncommon  
 NO. APPEARING: 5-20  
 ARMOR CLASS: 5  
 MOVE: 12"  
 HIT DICE: 1+4  
 % IN LAIR: 25%  
 TREASURE TYPE:  
 Individuals L;  
 C in lair  
 NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-9  
 or by weapon type  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Low  
 ALIGNMENT: Lawful evil  
 SIZE: L (7'+ tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 5  
 HIT DICE: 1+4  
 MOVE: 120'(40')  
 ATTACKS: 1 weapon  
 DAMAGE:  
 2-9 or by weapon

NO. APPEARING: 5-20  
 SAVE AS: Fighter:2  
 MORALE: 8  
 TREASURE TYPE:  
 Individuals L; C in lair  
 ALIGNMENT: Chaotic

Cyclorc are a slightly larger cycloptic version of an orc. While they are stronger than normal orcs (having a +4 bonus to their HD and fighting/saving as 2 HD monsters), their monocular vision gives them poor depth perception so all "to hit" rolls are made with a 1 point penalty. Like normal orcs, they are nocturnal and prefer living underground, so they must subtract an additional point from their "to hit" rolls while fighting in daylight. Cyclorcs tend to the same weapon choices as normal orcs.

Cyclorcs have a temperament similar to normal orcs (they have bad tempers, kill for amusement, hate elves and will attack on sight). They are, however, much more independent than standard orcs, and will rarely serve in any type of organized military, regardless of the Strength, Charisma, or alignment of the group's leader. Instead, they prefer to roam in loose bands (small tribes) comprised only of other cyclorcs.

When 12 or more cyclorcs are encountered, they will be accompanied by a leader with 4 HD (will have at least 1 hit point more than the other strongest member of the group), that fights as a 4 HD monster and saves as a 4th level fighter. If the leader of the group is killed, the morale of the other cyclorcs becomes 7 instead of 8.

Cyclorc tribes usually live underground (80%), or above ground in crude wooden huts (20%). For each male cyclorc in a tribal lair, there will be one female, and for each 2 adults in a tribal lair there will be 2 whelps (cyclorc children). Additionally, there is a 50% chance for each family unit in a tribe to possess 1-4 slaves (never elves). Cyclorcs prefer not to have ogres or trolls among their number.

In addition to speaking the standard orc language, cyclorcs have their own dialect which few standard orcs understand (10% chance for standard orc leaders or better only). Additionally, most cyclorcs are able to speak the languages of goblins, hobgoblins, and ogres as well as their alignment language (lawful evil).

All cycloptic orcs claim to be direct descendant of the one-eyed deity Gruumsh, though no proof of such exists.

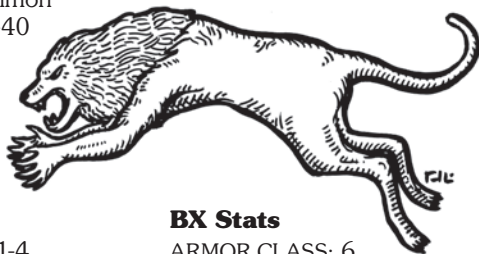


DEVIL MONKEY • DINGONEK • DJETABI • DOBARCHÚ, GREATER • DOBARCHÚ, LESSER • DONESTRE • DOVER DEMON • DRACOPEDE • DRAGI • DRAGONBOAR, WOOLY • DRAUGR • DUNTER • DWARF, BLACK • DWARF, RED • DZEE-DZEE-BON-DA

## Devil Monkey

### Oe/1e Stats

FREQUENCY: Uncommon  
 NO. APPEARING: 10-40  
 ARMOR CLASS: 6  
 MOVE: 15"  
 HIT DICE: 2  
 % IN LAIR: 10%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 5  
 DAMAGE/ATTACK:  
 1-6/1-6/1-2/1-2/1-4  
 SPECIAL ATTACKS:  
 Surprise on 1-3  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE:  
 Standard  
 INTELLIGENCE: Low  
 ALIGNMENT: Neutral  
 SIZE: M (5' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



### BX Stats

ARMOR CLASS: 6  
 HIT DICE: 2  
 MOVE: 150'(50')  
 ATTACKS: 4 claws/1 bite  
 DAMAGE:  
 1-6/1-6/1-2/1-2/1-4  
 NO. APPEARING: 10-40  
 SAVE AS: Fighter:2  
 MORALE: 12  
 TREASURE TYPE: C  
 ALIGNMENT: Neutral

Devil monkeys are large vicious marsupial primates with lower legs resembling those of a kangaroo. Their powerful hind legs enable them to leap as far as 30', giving them the ability to move quickly both on the ground and in the trees, where they spend most of their time. When springing down upon prey from their treetop perches, they are able to surprise on a 1-3 (on 1d6). Devil monkeys have razor sharp claws on their hands and feet and when attacking from above can make as many as 5 attacks (4 claws + 1 bite) against a single opponent. When attacking from the ground, they spring forward, able to attack only with their forelimb claws (1-6/1-6) and bite at the same time. For every 10 devil monkeys, there is a 25% (cumulative) chance that there will be a single "alpha" devil monkey acting as their leader. This alpha devil monkey has 1 additional hit die and a +1 damage bonus to each of its 5 attacks.

## Dingonek

### Oe/1e Stats

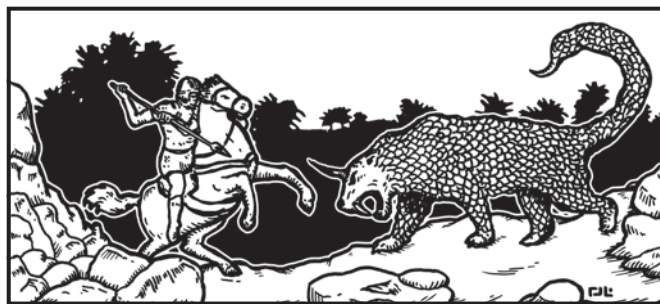
FREQUENCY: Rare  
 NO. APPEARING: 1-10  
 ARMOR CLASS: 2  
 MOVE: 18"  
 HIT DICE: 7  
 % IN LAIR: 35%  
 TREASURE TYPE: R  
 NO. OF ATTACKS: 3 or 4  
 DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: S (12' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 2  
 HIT DICE: 7\*\*  
 MOVE: 180'(60')  
 ATTACKS: 3 or 4  
 DAMAGE: See below

NO. APPEARING: 1-10  
 SAVE AS: Fighter:7  
 MORALE: 9  
 TREASURE TYPE: M  
 ALIGNMENT: Neutral



Dingoneks are scorpion-tailed, single-horned, saber-toothed quadrupeds covered with scales. While primarily found in the jungles of tropical climes, they also appear in sub-tropical areas located near heavy forested jungles. Large beasts, they usually measure 12' from tip to tail, but have been known to grow as large as 20' feet in length. Dingoneks are wily predators, surprising on a 1-4 (on 1d6). A dingonek is able to simultaneously claw, bite, and sting (1d6x2, 1d8, 1d4, respectively), or simultaneously claw and gore (1d6x2, 1d8, respectively) a single opponent during a single melee round. Both the bite and (tail) sting of the dingonek are deadly and either will kill in 2-5 turns. Any character struck by the dingonek's bite and tail sting during a single melee round must make a saving throw (vs. poison) for each attack. Dingoneks are affected by all poisons other than those produced by their own body (including the poisons of other dingoneks).

## Djetabi (Serpopard)

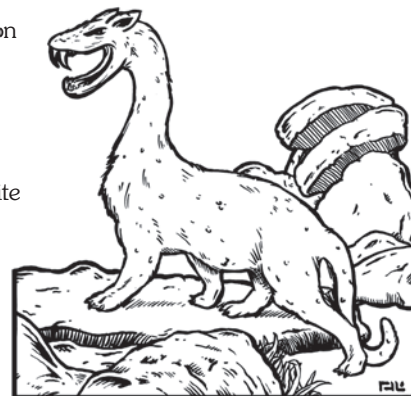
### Oe/1e Stats

FREQUENCY: Uncommon  
 NO. APPEARING: 1-3  
 ARMOR CLASS: 6  
 MOVE: 18"  
 HIT DICE: 4  
 % IN LAIR: 5%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK:  
 1-4/1-4/1-8 + poison

SPECIAL ATTACKS: Poison  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: L (7'-8' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 6  
 HIT DICE: 4\*\*  
 MOVE: 180'(60')  
 ATTACKS: 2 claws/1 bite  
 DAMAGE: 1-4/1-4/  
 1-8 + poison  
 NO. APPEARING: 1-3  
 SAVE AS: Fighter:2  
 MORALE: 8  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral



Sometimes referred to as "serpopards," djetabi (singular and plural) have the body of an oversized leopard with a serpentine neck and head. Normally found in the plains and shrub lands of warmer climates, djetabi are solitary animals, preferring to live

alone and mating only occasionally and indiscriminately. Djetabi are natural predators and attack most other animals. Furthermore, their tan coloration and light spotting provides them a bit of natural camouflage in shrub lands, allowing them to surprise their prey on a 1-3 (on 1d6) in that type of terrain. While the fangs of a djetabi are sharp and inflict a good deal of damage, its true danger is its poisonous bite. On any successful "to hit" roll from a djetabi's bite attack, its victim must save vs. poison or die immediately. While djetabi have been portrayed as domesticated in sculpture and on pottery, there is no record to support that this has ever happened. On the contrary, most of those who have ever tried to domesticate a djetabi have died in the process.

**Dobarchú, Greater (Water Devil)**

**Oe/1e Stats**

FREQUENCY: Rare	SPECIAL ATTACKS: Nil
NO. APPEARING: 1-3	SPECIAL DEFENSES: Nil
ARMOR CLASS: 4	MAGIC RESISTANCE: Standard
MOVE: 9"/12"	INTELLIGENCE: Low
HIT DICE: 6	ALIGNMENT: Neutral (evil)
% IN LAIR: 30%	SIZE: L (8'-10' long)
TREASURE TYPE: C	PSIONIC ABILITY: Nil
NO. OF ATTACKS: 3	Attack/Defense Modes: Nil
DAMAGE/ATTACK: 2-12/2-12/3-18	

**BX Stats**

ARMOR CLASS: 4	NO. APPEARING: 1-3
HIT DICE: 6	SAVE AS: Fighter:4
MOVE: 90'(30')//120'(40')	MORALE: 9 (12 vs. humans)
ATTACKS: 2 claws/1 bite	TREASURE TYPE: C
DAMAGE: 2-12/2-12/3-18	ALIGNMENT: Neutral

This larger variety of dobarchú ("water devils"), like the smaller variety ("water hounds"), are semi-aquatic mammals appearing as a cross between a dog and an otter with a fish-like mouth. They prefer to make their nests in or near freshwater rivers and lakes. Giant dobarchú are prized for their pelts, even more so than giant otters, considering the giant dobarchú's comparable rarity and larger size. Giant dobarchú have a particular fondness for the flavor of human flesh, and will attack them specifically for food (in deference to other races which might be present). They prefer to latch onto their prey with their clutching teeth, then drag their victim into the water until it suffocates, leaving the dobarchú with an inert feast to be devoured.



If encountered in their lair, there will be 3-4 greater dobarchú (2 adults, and 1-2 pups/young which are 40-60% grown). If a human intruder is present, all will attack. If no human intruder is present, only the adults will attack, but the young will defend themselves. If a greater dobarchú nest is encountered, there is a 50% chance that nearby (within 100' radius) there will be 2-5 nests of lesser dobarchú (per the lesser dobarchú description for encounters in their lairs).

**Dobarchú, Lesser (Water Hound)**

**Oe/1e Stats**

FREQUENCY: Uncommon	SPECIAL ATTACKS: Nil
NO. APPEARING: 1-5	SPECIAL DEFENSES: Nil
ARMOR CLASS: 5	MAGIC RESISTANCE: Standard
MOVE: 12"/18"	INTELLIGENCE: Exceptional
HIT DICE: 3	ALIGNMENT: Neutral (evil)
% IN LAIR: 20%	SIZE: S (2'-3' long)
TREASURE TYPE: Nil	PSIONIC ABILITY: Nil
NO. OF ATTACKS: 3	Attack/Defense Modes: Nil
DAMAGE/ATTACK: 2-5/2-5/2-12	

**BX Stats**

ARMOR CLASS: 5
HIT DICE: 3
MOVE: 120'(40')//180'(60')
ATTACKS: 2 claws/1 bite
DAMAGE: 2-5/2-5/2-12
NO. APPEARING: 1-5
SAVE AS: Fighter:2
MORALE: 7 (10 vs. humans)
TREASURE TYPE: Nil
ALIGNMENT: Neutral



Nasty creatures often described as "part dog and part fish," dobarchú are actually more akin to dogs and otters than to fish, and range in color from dark brown to black. In fact, while swimming, this smaller variety of dobarchú are often mistaken for standard otters, but are far from it, having the strength and ferocity of a much larger animal, and with a speed and temperament comparable to wolverines.

This variety of dobarchú has the same fondness for human flesh as the larger variety, and will attack them specifically for food (in deference to other races). They also will try to drown their prey to disable them, but their smaller size will sometimes prevent them from accomplishing the task, though their ferocity goes a long way.

If the lesser dobarchú are encountered in their lair, there will usually be 3-6 lesser dobarchú there (2 adults, and 1-4 pups/young which are 40-60% grown). If a human intruder is present, all will attack. If no human intruder is present, only the adults will attack, but the young will defend themselves.

**Donestre**

**Oe/1e Stats**

FREQUENCY: Very rare	SPECIAL ATTACKS: See below
NO. APPEARING: 2-3	SPECIAL DEFENSES: Nil
ARMOR CLASS: 5	MAGIC RESISTANCE: Standard
MOVE: 12"	INTELLIGENCE: High
HIT DICE: 5+3	ALIGNMENT: Chaotic evil
% IN LAIR: 35%	SIZE: L (7' tall)
TREASURE TYPE: C	PSIONIC ABILITY: Nil
NO. OF ATTACKS: 3	Attack/Defense Modes: Nil
DAMAGE/ATTACK: 1-4/1-4/2-12	

**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 5+3\*\*  
 MOVE: 120'(40')  
 ATTACKS: 2 claws/1 bite  
 DAMAGE: 1-4/1-4/2-12  
 NO. APPEARING: 2-3  
 SAVE AS: Fighter:5  
 MORALE: 11  
 TREASURE TYPE: C  
 ALIGNMENT: Chaotic



Donestres are creatures at odds with their own nature. On the one hand, they are conniving butchers who desire nothing more than to kill humans and demi-humans and consume their flesh. On the other, they are creatures who cannot help themselves—devastated by guilt over the cruelty and horror produced by their own hands.

Though the reputation of the donestres precedes them, their ability to charm is capable of influencing even the strongest of creatures. They are able to speak the languages of all humans and demi-humans with such eloquence that they surpass even the greatest orators of those races. With this finesse of language, the donestre will attempt to convince each human/demi-human they encounter of their complete friendliness, with no intentions of harm. Every creature who speaks with a donestre must make a saving throw vs. spells (at -1) or be charmed into believing the donestre is benevolent, with absolutely no inkling of desire to kill and consume them. Furthermore, all creatures with 4 hit dice or less who fail their saving throw will actually take up arms to defend the donestre should others in the party attack.

Once a donestre has killed a victim, it will consume the entirety of the victim's body, leaving only the head as a gruesome reminder of its brutal, atrocious nature. Looking upon its growing gallery of heads will immediately fill a donestre with remorse and sorrow. All feelings as such, however, will disappear when the chance to kill and consume any new victim presents itself.

*Description:* Donestres appear as moderately tall humanoids with a lion's head, furry ears, big eyes, and a mane that drapes over their shoulders, often reaching down to their waist.

**Dover Demon (Energy Eater)**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-3  
 ARMOR CLASS: 6  
 MOVE: 24"  
 HIT DICE: 5+special  
 % IN LAIR: 70%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-12/2-12  
 SPECIAL ATTACKS: Energy drain  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 100%  
 INTELLIGENCE: Average  
 ALIGNMENT: Chaotic evil  
 SIZE: S (2-1/2' tall at shoulder)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats†**

ARMOR CLASS: 6  
 HIT DICE: 5+special\*\*  
 MOVE: 240'(80')  
 ATTACKS: 2 touches  
 DAMAGE: 2-12/2-12  
 NO. APPEARING: 1-3  
 SAVE AS: Fighter:5  
 MORALE: 12  
 TREASURE TYPE: Nil  
 ALIGNMENT: Chaotic



Dover demons are not true demons. Rather, they are a race of energy eaters native to the astral plane who on occasion become displaced to the prime material plane when they have become too energy "deficient" to remain on the astral plane. On the prime material plane, their sole purpose is to consume enough spiritual energy to enable their voyage home.

A dover demon appears as a nimble, wiry humanoid that walks on all fours, with tendril-like digits on their hands and feet that seem to "anchor" them to the ground. They are hairless with gray, sandpaper-like skin, and their disproportionately-sized head is shaped like an up-ended egg and features no nose, ears or discernible mouth. Their large marble-like eyes appear to glow in a different color depending on the alignment of the viewer:

**chaotic** evil/dark red    neutral evil/violet    lawful evil/indigo  
 chaotic neutral/red    true **neutral**/gray    lawful neutral/green  
 chaotic good/orange    neutral good/blue    **lawful** good/white

A dover demon's only form of communication is a sort of psionic squawking, perceived by sentient creatures as similar to a hawk's screech combined with a snake's hiss. It may only be understood by those able to speak the language of dover demons.

In the material plane, dover demons assume a material form and are, therefore, susceptible to normal weapons and similar attacks. However, any direct contact between an attacker holding a metal weapon and a successful "to hit" roll against a dover demon will send a reciprocal amount of damage back at the attacker in the form of an electrical jolt (even though the original attack affects dover demon as normal). Additionally, the nature of their origin makes them immune to all forms of energy (cold, fire, electricity) as well as magical attacks. Furthermore, this ability converts any damage normally caused by such attacks into additional hit points for the creature.

The main form of attack of a dover demon is a special touch that allows it an energy drain which, on a successful "to hit" roll, automatically converts any damage it does into additional hit points for the creature. When a dover demon's hit points climb to greater than 50, it can attempt the transition back to the astral plane with the chance of succeeding equal to 5% for each hit point above 50 (e.g., 51=5% chance, 52=10% chance, etc.).

**Dracopede**

**Oe/1e Stats**

	<b>Blue</b>	<b>Green</b>	<b>Red</b>	<b>Black</b>
FREQUENCY:	Uncommon	Rare	Rare	Very rare
NO. APPEARING:	4-24	3-18	3-12	2-8
ARMOR CLASS:	8 [5]	7 [4]	7 [4]	6 [3]
MOVE:	6"	6"	6"	9"
HIT DICE:	2+1	2+2	2+3	2+4
% IN LAIR:	Nil	Nil	Nil	Nil
TREASURE TYPE:	Nil	Nil	Nil	Nil
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1 pt.	1-2	1-2	1-3
SPECIAL ATTACKS:	Cold/ surprise	Acid/ surprise	Fire	Poison/ surprise
SPECIAL DEFENSES:	See below			
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
INTELLIGENCE:	Non-	Non-	Non-	Non-
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
SIZE:	20" long	18" long	18" long	15" long
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil	Nil

<b>BX Stats</b>	<b>Blue</b>	<b>Green</b>	<b>Red</b>	<b>Black</b>
ARMOR CLASS:	8 [5]	7 [4]	7 [4]	6 [3]
HIT DICE:	2+1	2+2*	2+3*	2+4**
MOVE:	60'(20')	60' (20')	60' (20')	90' (20')
ATTACKS:	1 bite or 1 breath	1 bite or 1 breath	1 bite or 1 breath	1 bite or 1 breath
DAMAGE:	1 pt. or breath	1-2 pts. or breath	1-2 pts. or breath	See below
NO. APPEARING:	4-24	3-18	3-12	2-8
SAVE AS:	Fighter:1	Fighter:1	Fighter:1	Fighter:2
MORALE:	6	7	7	8
TREASURE TYPE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral

Dracopedes are a class of large (15"-20" long) arthropods with dragon-like heads and draconian abilities to match. Similarly to their winged reptilian namesakes, they come in several color variations (red, green, blue, and black), making each type easily distinguished from the others. Dracopedes are incredibly aggressive and will never hesitate to attack an opponent, regardless of size. While a dracopede's bite is relatively harmless (other than the poison bite of the black variety), their main attack is a formidable breath cloud which they "blow" at any opponent that is larger than themselves (save vs. breath weapon or damage per type as detailed below).

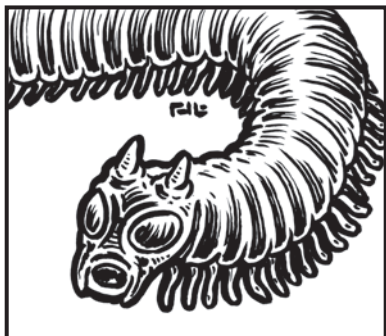
In addition to the various defensive abilities detailed below for each type, dracopedes are able to curl themselves up so that only their armor-like shell is exposed, providing them an armor class bonus while in that position (AC indication in brackets).

**Blue:** Blue dracopedes are usually found in cavernous environments of cold, icy regions. Their natural coloration (icy blue) allows them to surprise on a 1-4 (on 1d6) in such environments. They are immune to all cold-based attacks, and their ice breath does 1-6 points of damage. This variety of dracopedes may be omnivorous, but tends to eat other bugs and vermin, given the lack of vegetation in the areas where it lives.

**Green:** Green dracopedes are usually found above ground in swampy or marshy areas. Their natural coloration (varying shades of green) allows them to surprise on a 1-5 in such environments. They are poison resistant (all saves vs. poison are made at +3, and any damage is reduced by 50%), and their acid breath does 2-12 points of damage.

**Red:** Red dracopedes are usually found in forested, mountainous areas, particularly near volcanic activity. Their fire breath does 3-18 points of damage.

**Black:** Black dracopedes are found underground in a variety of climatic areas. They are poison immune, and their poison is incredibly toxic. All saving throws for bites received from a black dracopede are made at -1, and death is immediate. Any creature suffering the effects of a black dracopede's breath weapon (on a failed saving throw vs. breath) will fall unconscious immediately and lose 1 hit point during each consecutive melee round until the victim dies or is cured of the poison.



**Dragi**

**Oe/1e Stats**

FREQUENCY: Very rare to rare  
 NO. APPEARING: 1-3  
 ARMOR CLASS: 2  
 MOVE: 15"  
 HIT DICE: 7  
 % IN LAIR: 10%  
 TREASURE TYPE:  
     Individuals I;  
     A,B,C in lair  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK:  
     1-6 or by weapon  
 SPECIAL ATTACKS: Spells  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE:  
     Standard  
 INTELLIGENCE: Very  
 ALIGNMENT: Lawful evil  
 SIZE: M (7' tall)  
 PSIONIC ABILITY: Nil  
     Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 2	NO. APPEARING: 1-3
HIT DICE: 7**	SAVE AS: Fighter:7
MOVE: 150'(50')	MORALE: 10
ATTACKS: 1 weapon or special	TREASURE TYPE: Individuals I; A, B, C in lair
DAMAGE: 1-6 or by weapon	ALIGNMENT: Chaotic

A dragi (pron. "drah-gee") is a member of a race of magical, dragon-headed humanoids that have scaly green-gray skin and stand nearly 7' tall. Like dragons, they are hatched from eggs, eat meat, and live rather long for a humanoid (about 500 years). Unlike dragons, the dragi have no breath weapon.

In addition to the physical similarities that the dragi share with dragons, they also exhibit archetypal draconian personality traits as well. In addition to being arrogant and selfish, they are also extremely territorial, rarely associating with other draconian types at all. Instead, they prefer the company of non-draconian creatures, particularly as domestic help and as a military force. Though they have a great appreciation for the finest of food, drink, culture, traditions and rituals, the dragi tend to make their homes (usually small castles filled with non-dragi servants) in secluded areas, often quite far away from the sources of the finer-ies of life that they admire so much.

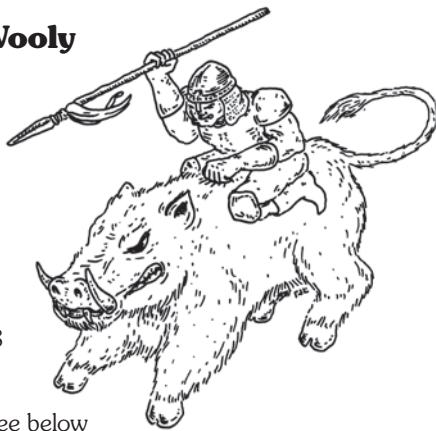
Dragis are hoarders of valuable items. There is a 50% chance for every dragi encountered that it will be carrying a magic weapon, and a further 50% chance that it will be wearing magic armor, and a further 25% chance that it will be carrying a potion or a scroll (in addition to any similar items that may otherwise be part of the dragi's complete horde kept in his lair). Otherwise, dragi are usually armed with swords, wear plate mail, carry a shield, and employ a griffon as their steed.

As naturally magical beings, all dragis are able to use magic as a 5th level magic-user, and know 4 first level spells, 2 second level spells, and 1 third level spell.

**Dragonboar, Wooly**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 5  
 MOVE: 12"  
 HIT DICE: 5+4  
 % IN LAIR: 10%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-8  
 SPECIAL ATTACKS:  
 Breath weapon  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Low  
 ALIGNMENT: Neutral



SIZE: L  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 5+4 (w/gland: 5+4\*)  
 MOVE: 120'(40')  
 ATTACKS: 1 gore or special  
 DAMAGE: 2-8

NO. APPEARING: 1-6  
 SAVE AS: Fighter:5  
 MORALE: 10  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Wooly dragonboars are large, muscular, fur-covered, swine-like creatures with a mouth and snout similar in appearance to a dragon. Normally found in forested areas of sub-arctic climes, wooly dragonboars are sometimes employed as steeds by those with the patience required to train them.

A dragonboar can attack by goring at a victim with its massive tusks and sharp teeth. However, dragonboars are similar to dragons in that they are able to breathe a cloud of acidic gas that does an amount of damage (on a failed saving throw vs. breath weapon) equal to the dragonboar's remaining hit points. Dragonboars in the wild will possess this breath weapon 100% of the time, but there is a 50% chance that any dragonboar being used as a steed will have had these glands removed, disabling the dragonboar's use of the breath weapon.

**Draugr**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-3  
 ARMOR CLASS: 0 [-2]  
 MOVE: 12" [18"]  
 HIT DICE: 10+2  
 % IN LAIR: 65%  
 TREASURE TYPE: A  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK:  
 2-7 or by weapon  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: +1 or  
 better weapon to hit  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: High  
 ALIGNMENT: Chaotic evil  
 SIZE: M (L)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 0 [-2]  
 HIT DICE: 10+2\*\*  
 MOVE: 120'(40') [180'(60')]  
 ATTACKS: 1 weapon  
 DAMAGE: 2-7 or by weapon

NO. APPEARING: 1-3  
 SAVE AS: Fighter:10  
 MORALE: 12  
 TREASURE TYPE: A  
 ALIGNMENT: Chaotic

Draugen (sing.= "draugr") are the animated corpses of once great warriors driven in their afterlife by jealousy and contempt for the living, as well as a burning greed that never lets them rest. They are most often found in their own place of burial and will attack any and all grave robbers without question (both to protect their own treasure as well as acquire anything the robbers possess). A draugr will sometimes leave his dwelling place to visit the living at night, often in the search for more treasure, never hesitating to slaughter innocents in the quest to increase his hordes.

There is a 25% chance that any humanoid killed by a draugr will return to life as a draugr approximately 24 hours after death. A newly transformed draugr will seek out its nearest living relatives with the sole desire of slaughtering them and stealing valuables and treasure.

Draugrs do not eat and do not sleep. However, without constant targets for their contempt and greed, a draugr will slowly become dormant... until his wrath is incurred again.

As undead creatures, draugen are not affected by sleep, cold, hold, poison or paralysis, and can only be hit by magic weapons. Unlike many other undead beings, draugen are not affected by light, and therefore may travel freely and unrestricted at both nighttime and daytime. Once killed, a draugr will come back to life (with full hit points) in 1-4 turns unless its body is disposed of properly. At the very least, this disposal requires cutting off the draugr's head and burning its body. It preferably includes the dumping of the draugr's ashes at sea.

The body of a draugr is both dense (providing it with a substantially low AC) as well as possessed of great strength (giving them a standard +1 bonus to all damage with handheld weapons). In addition to this natural density, a draugr is able to increase the size of his body at will, doubling in size from its normal height (6'-7") to approximately 13' tall. In this larger form, a draugr receives bonuses to both its movement and AC (each noted in brackets above), as well its strength, giving the draugr a +3 damage bonus (rather than its standard +1) for all attacks with handheld weapons while in this enlarged form.

In addition to a draugr's standard treasure (by type above), there is a 90% chance a draugr will also have a magic weapon, and a further 90% chance that the draugr will have magic armor. Any weapons or armor (including magic) possessed by the draugr will also increase in size with the draugr (if in enlarged form), providing any weapon (magic or otherwise) with an additional damage bonus of +3 (in addition to the draugr's +3 STR bonus as noted above, and in addition to any bonuses normally provided by magic weapons). This power to enlarge his possessions comes from the draugr, not from the items; should one of these items be "dropped" by the draugr in enlarged form, the item will "return" to normal size while out of the draugr's possession.

A draugr is able to *polymorph self* (as MU spell) up to three times per day. Additionally, a draugr has the following abilities (as a 6th level cleric) that he is able to use up to three times per day each: *curse*, *hold person*, *cause disease*, and *protection from good* (10' radius).

## Dunter (Redcap Goblin)

### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 20-200  
 ARMOR CLASS: 6  
 MOVE: 15"  
 HIT DICE: 1+4  
 % IN LAIR: 15%  
 TREASURE TYPE:  
 Individuals K, C in lair  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 3-8  
 or by weapon + 2  
 SPECIAL ATTACKS:  
 See below

SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Average (low)  
 ALIGNMENT: Chaotic evil  
 SIZE: S (4'-5' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



### BX Stats

ARMOR CLASS: 6  
 HIT DICE: 1+4\*  
 MOVE: 90'(30')  
 ATTACKS: 1 weapon  
 DAMAGE: 3-8  
 or by weapon + 2  
 NO. APPEARING:  
 2-8 (20-200)  
 SAVE AS: Fighter:1  
 MORALE: 12  
 TREASURE TYPE: K (C)  
 ALIGNMENT: Chaotic

A dunter is a goblin-like creature, slightly larger and stronger than goblins, and possessing an unquenchable bloodlust. In fact, their "redcap" nickname stems from the dunters' peculiar habit of wearing stocking style caps drenched in the blood of their victims. All dunters share a superstitious belief that should the blood dry out in their caps, bad luck will befall them, reinforcing their urges to kill regularly.

Dunters tend to inhabit castle ruins in close proximity to highly-traveled routes, as the roads provide a steady stream of victims. Dunters attack these travelers with the sole purpose of killing for sport (and superstition). The acquisition of treasure is not the dunters' primary goal. It is simply a by-product of the opportunity to kill. Furthermore, dunters are sometimes known to travel in bands, preying upon small communities, where they sweep in at night and massacre an entire settlement.

In battle, the dunters' bloodlust allows them to attack similarly to a berserker, attacking any human, or human-like creature, with a +1 bonus to all "to hit" and damage rolls. Additionally, dunters never fail morale checks, and therefore will never retreat nor surrender. Furthermore, dunters never take victims, though they will often take body parts from their victims, as they are vicious cannibals (having been known to eat even their own kind).

For every 20 dunters encountered, there will be a leader with HD of 2+4 (attacking and saving as such). If 50 or more are present, there will be an additional sub-chief with 16 hit points, armor class 5, and doing 4-9 points of damage (fighting and saving as a 2+HD monster). In the dunter's lair will be a dunter chief with 3 hit dice (attacking and saving as such), armor class 4, and doing 5-10 points of damage, who will be accompanied by 2-4 guards (equal to a dunter leader). Dunters appearing in larger groups are prone to infighting, spurred on by mistrust and greed. This will often lead to fractures and power struggles within the group.

Dunters are normally armed as follows:

short sword & military pick	35%	pike	20%
short sword & axe	35%	short sword	10%

Dunters speak their own language, as well as that of normal goblins. There is a 50% chance that any dunter will be able to speak common, but given their anti-social behavior, it is rare that a dunter will speak any other language (other than those noted).

*Description:* Dunters are typically pale ochre in color, and their skin has a leathery, weathered appearance. Their eyes are blood red to reddish black in color, and their teeth are as yellow as their skin. Their fingers are long (appearing taloned to some) and their nails are dark gray in color.

## Dwarf, Black

### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 2-20  
 ARMOR CLASS: 4  
 MOVE: 12"  
 HIT DICE: 2+2  
 % IN LAIR: 20%  
 TREASURE TYPE:  
 Individuals: M;  
 in lair: G, Q (x10), R  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK:  
 1-8 or by weapon  
 SPECIAL ATTACKS:  
 See below

SPECIAL DEFENSES: Saves at  
 5 levels higher (see below)  
 MAGIC RESISTANCE: As above  
 INTELLIGENCE: Highly  
 ALIGNMENT: Lawful good  
 SIZE: S (4'+ tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 4  
 HIT DICE: 2+2\*\*  
 MOVE: 120'(40')  
 ATTACKS: 1 weapon  
 DAMAGE: 1-8 or by weapon  
 NO. APPEARING: 2-20  
 SAVE AS: Dwarf:3  
 MORALE: 10  
 TREASURE TYPE:  
 Individuals: K;  
 in lair: G, M (x4) in lair  
 ALIGNMENT: Lawful



Black dwarves are an inherently magical race of dwarves. They have jet black hair and cut a leaner and paler figure than standard dwarves. They are also more evenly tempered and moderately reserved comparatively. For these reasons, they do not receive the standard attack bonus normally afforded dwarves against goblins, hobgoblins, and orcs.

In addition to saving one level higher than standard dwarves, black dwarves have spells as a 2nd level magic-user.

For every 10 black dwarves encountered, there will be a leader type having one additional HD, possessing spells as a 3rd level magic-user, and attacking and saving at one level higher.

Black dwarves speak their own language (which normal dwarves do not understand), as well as the languages of gnomes, kobolds, and orcs. Additionally, all black dwarves speak the common tongue and there is a 25% chance that any black dwarf will also speak the language of elves.

## Dwarf, Red

### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 4-40  
 ARMOR CLASS: 8 (6)  
 MOVE: 9"  
 HIT DICE: 2+4  
 % IN LAIR: 50%  
 TREASURE TYPE:

Individuals: M (x2);  
 in lair: G, Q (x10), R

NO. OF ATTACKS: 1

DAMAGE/ATTACK:  
 2-9 or by weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Saves at  
 4 levels higher (see below)

MAGIC RESISTANCE: As above

INTELLIGENCE: Low to average

ALIGNMENT: Lawful evil

SIZE: S (4'+ tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil



### BX Stats

ARMOR CLASS: 8 (6)

HIT DICE: 2+4\*

MOVE: 90'(30')

ATTACKS: 1 weapon

DAMAGE: 2-9 or by weapon

NO. APPEARING: 4-40

SAVE AS: Dwarf:2

MORALE: 10 or see below

TREASURE TYPE:

Individuals: K (x2);

in lair: G, M (x4) in lair

ALIGNMENT: Chaotic

This barbaric race of dwarves have unruly reddish-brown hair, eyes so red they seem to burn like fire, and teeth so black as to appear like little bits of coal. They are stouter and more muscular than standard dwarves, and all but ignore social conventions like hygiene and manners.

Red dwarves are migratory, living a semi-nomadic life. They tend to move biannually between climatic zones, establishing their seasonal lair in natural caverns in rocky hills whenever possible. Red dwarves commonly enlist the use of trained bears to act as both pack animals and lair guardians. For each 6 members in a clan, there will be one black bear in service to that clan. Their nomadic lifestyle does not provide them the same mining expertise of normal dwarves, giving them none of the benefits of that expertise (e.g., detecting passages, new construction, etc.).

Red dwarves will either be completely unarmored (no armor, no shield; 50% of the time) or will wear leather armor and carry a shield (50%). The members of a group are normally armed as follows:

axe & hammer	35%	hammer & spear	20%
axe & spear	35%	axe & mace	10%

For every 8 red dwarves that appear in a group, there will be an additional leader type (as "clan leader") with hit dice 4+6 (saving at 2 levels higher than a normal red dwarf) and wearing leather armor carrying a shield (AC: 6). If more than 20 are present, there will be an additional red dwarf phratry leader (as "chieftain") with hit dice 6+8 (saving at 4 levels higher than a normal red dwarf) wearing +1 leather armor and carrying a shield (AC: 5). If encountered in their lair (or caravan, as above) there will be additional females and young with 50% and 25% of adult male stats respectively.

Red dwarves are generally hostile to other races, including other types of dwarves, and are extremely competitive with red dwarves from other clans (even within the same phratry). While many red dwarf clans maintain "unspoken" alliances with one another, a red dwarf clan will rarely hesitate to abandon any sort of allegiance to another clan in deference to the good, well-being, and benefit of their own. This hostility towards other races includes

the dwarven hatred of goblins, hobgoblins and orcs, giving them a +1 bonus "to hit" against them. Furthermore, their barbaric nature provides them with a battle rage, increasing that bonus to +2 whenever 5 or more of these creatures are present. Additionally, when a leader is present (and alive) their morale is 12 rather than 10. Their training in fighting giant-classed monsters also affects such creatures (ogres, trolls, giants) and gives them a -4 "to hit" penalty when fighting red dwarves. All red dwarves also benefit from a +1 damage bonus with all hand-to-hand weapons (due to strength). While red dwarves have a natural resistance to poison and magic (per higher than standard save), they are incapable of magic use (i.e., "spells") or psionics.

Red dwarves speak their own dialect that normal dwarves will only understand 50% of the time. Red dwarves also speak the standard dwarven dialect, and understand (though they never converse in) the language of goblins and orcs. There is only a 25% chance that a red dwarf will speak the common language.

## Dzee-dzee-bon-da

### Oe/1e Stats

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOR CLASS: 4

MOVE: 6"

HIT DICE: 8

% IN LAIR: 90%

TREASURE TYPE: Nil

NO. OF ATTACKS: 2-5

DAMAGE/ATTACK: 2-12 each

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low



ALIGNMENT: Neutral

SIZE: L (10'-12' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 4

HIT DICE: 8\*\*

MOVE: 60'(20')

ATTACKS: 2-5 claws

DAMAGE: 2-12 per attack

NO. APPEARING: 1

SAVE AS: Fighter:7

MORALE: 7

TREASURE TYPE: Nil

ALIGNMENT: Neutral

Dzee-dzee-bon-das are true abominations of nature—creatures so hideous they scare even themselves. It is for this reason that only one dzee-dzee-bon-da will appear in one place at a time. Any creature gazing upon a dzee-dzee-bon-da must save vs. paralysis or die immediately from fright. Any creature with 3 or fewer hit dice that makes a successful saving throw will still become catatonic for the remainder of their life with no chance for cure. Any creature with 4-7 hit dice that makes a successful saving throw will still go into convulsions for 4-24 turns. Finally, creatures with 8 or more hit dice that make a successful saving throw will attack at -1 "to hit" for 3-18 turns. Any dzee-dzee-bon-da that gazes upon itself must save vs. paralysis or fall unconscious for 2-5 turns. In addition to their horrifying appearance, dzee-dzee-bon-das also produce a stench that is so strong, any creature coming within 50' of it must make a saving throw vs. poison or fall unconscious for 3-12 turns.

*Description:* Dzee-dzee-bon-das are drooling beasts of twisted flesh that possess 2-5 arms with taloned hands (each of which provides an attack that does 2-12 points of damage), 5-8 eyes (which eliminate bonuses for attacking from behind and allow surprise only on a 1), 3-4 legs, 5-8 tentacles (mostly on its head), and 2-5 horns.





EAGLE HOUND • ELEMENTAL, MUDMIST • ELEMENTAL, SAND • ELEPHANT, WHITE • ELOKO • EMERALD STINKBUG

### Eagle Hound

#### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 4-16  
 ARMOR CLASS: 6  
 MOVE: 12"/24"  
 HIT DICE: 6  
 % IN LAIR: 20%  
 TREASURE TYPE: D  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 3-18  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Very



ALIGNMENT: Neutral  
 SIZE: M (4'-5' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

#### BX Stats

ARMOR CLASS: 6  
 HIT DICE: 6  
 MOVE: 120'(40')/240'(80')  
 ATTACKS: 1 bite or special  
 DAMAGE: 3-18 or special

NO. APPEARING: 4-16  
 SAVE AS: Fighter:3  
 MORALE: 9 (12 if hungry)  
 TREASURE TYPE: D  
 ALIGNMENT: Neutral

An eagle hound is an atrocity of nature with the body and head of a hound but the wings and beak of an eagle. They appear slightly emaciated, but this is due to metabolism, as they are voracious eaters taken to both hunting and scavenging. While they tend to be both bad-tempered and aggressive, they are even more so when hungry. Like standard eagles, the eyesight of eagle hounds is superlative so they are only surprised on a 1 (on 1d6). Additionally, they receive a +2 "to hit" bonus when "diving" from the air to attack (from at least 50' up). The eagle hound is endowed with a piercing screech that can cause any creature within close range (50') to "fumble." Any creature subject to the eagle hound's screeching attack must save vs. breath weapon or "drop" whatever they are holding in their hands to cover their ears or go deaf in 2d8 rounds (if the screeching persists).

### Elemental, Mudmist

#### Oe/1e Stats

	Staff	Device	Conjured
FREQUENCY:	Very rare	Very rare	Very rare
NO. APPEARING:	1	1	1
ARMOR CLASS:	2	0	-2
MOVE: <i>in mist form:</i>	-/18"	-/18"	-/18"
<i>in mud form:</i>	6"	6"	6"
HIT DICE:	8	12	16
% IN LAIR:	Nil	Nil	Nil
TREASURE TYPE:	Nil	Nil	Nil
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	2-12	3-18	4-24
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	+2 or better weapon to hit		
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Low	Low	Low
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	L	L	L
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil

#### BX Stats

	Staff	Device	Conjured
ARMOR CLASS:	2	0	-2
HIT DICE:	8**	12**	16**
MOVE: <i>in mist form:</i>	-/180'(60')	-/180'(60')	-/180'(60')
<i>in mud form:</i>	60'(20')	60'(20')	60'(20')
ATTACKS:	1	1	1
DAMAGE:	2-12	3-18	4-24
	or special	or special	or special
NO. APPEARING:	1	1	1
SAVE AS:	Fighter:8	Fighter:12	Fighter:16
MORALE:	10	10	10
TREASURE TYPE:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral

Mudmists are an oddity among elementals. While technically originating as a type water elemental (the mist form being their "base" form), they are able to seep into a large amount of dirt and thereby transform themselves into a mud elemental, adopting new properties in that form. At any time, a mudmist may abandon the earthen part of their makeup, returning to mist form. They can freely move from one form to another, as long as there is enough earth/dirt present to take on the mud form.

In their mist form, a mudmist attacks by raising its temperature to create a burning touch. Additionally, they are able to create an *obscuring mist* (per spell) over an area equal to 5 square feet per hit die of the mist. A mudmist may not attack in mist form if obfuscating, and vice versa. In their mud form, a mudmist attacks through the form of a powerful striking slap. Additionally, in their mud form, mudmists also able to move around an opponent in an attempt to slow them, then smother them (similarly to a sand elemental). The affected area in this type of attack is approximately 2 square feet per per hit die of the elemental. All creatures with 3 or fewer hit dice that have been surrounded by a mudmist (in mud form) will have their movement effectively lowered to 0. Creatures with 4 or more hit dice that have been surrounded by a mudmist (in mud form) will have their movement halved. Furthermore, for each hit die of an opponent less than the hit dice of the mud elemental that has surrounded them, there is a 10% chance (per melee round) that the opponent will stumble, be covered by the mud elemental, and suffocate in 2-8 melee rounds unless the mudmist is killed, dispelled or taken over by another magic-user, or the magic-user controlling the elemental is incapacitated. (For example, a 7 hit die creature surrounded by a 12 hit die elemental would have a 50% chance per melee round of stumbling).

Mudmists are only affected by magical weapons that are +2 or better, and take half damage from flame- or cold-based attacks, but otherwise are normally affected by magic.





**Elemental, Sand**

Oe/1e Stats	Staff	Device	Conjured
FREQUENCY:	very rare	very rare	very rare
NO. APPEARING:	1	1	1
ARMOR CLASS:	2	0	-2
MOVE:	9"	9"	9"
HIT DICE:	8	12	16
% IN LAIR:	Nil	Nil	Nil
TREASURE TYPE:	Nil	Nil	Nil
NO. OF ATTACKS:	2	3	4
DAMAGE/ATTACK:	1-8 x 2	2-12 x 3	2-16 x 4
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Low	Low	Low
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	L	L	L
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil

BX Stats	Staff	Device	Conjured
ARMOR CLASS:	2	0	-2
HIT DICE:	8**	12**	16**
MOVE:	90'(30')	9'(30')	90'(30')
ATTACKS:	2 + special	3 + special	4 + special
DAMAGE:	1-8 x 2 or special	2-12 x 3 or special	2-16 x 4 or special
NO. APPEARING:	1	1	1
SAVE AS:	Fighter:8	Fighter:12	Fighter:16
MORALE:	10	10	10
TREASURE TYPE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral

Sand elementals are summoned from the elemental plane of earth into a large amount of sand, but differ from standard earth elementals in several ways. First, they move slightly faster than standard elementals by sliding across the ground (rather than "walking" on it)—their sandy composition allowing the individual grains of sand to move comparatively quickly. Second, when crossing water, they need only move across the surface of the river- or lake-bed, and are not required to travel

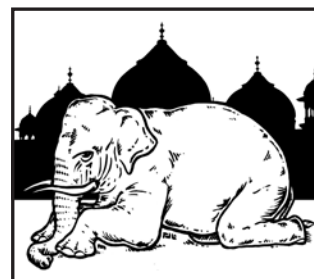
subterraneously in such instances. And third, they attack opponents in the air and on the ground equally (no attack penalties against airborne creatures or damage bonuses to opponents on the ground).

Because a sand elemental is generally amorphous in shape (appearing as a moving mound of sand), the number of attacks it may make (i.e, the number of appendages it may extend) at one time are determined by its hit dice. While a sand elemental's general form of attack is to "punch" at its opponents with these appendages, it is also able to move around opponents in an attempt to immobilize them, then smother them. The affected area in this type of attack is approximately 2 square feet per hit die of the elemental. All creatures with 3 or fewer hit dice that have been surrounded by a sand elemental will have their movement effectively lowered to 0. Creatures with 4 or more hit dice that have been surrounded by a sand elemental will have their movement halved. Furthermore, for each hit die of an opponent less than the hit dice of the sand elemental that has surrounded them, there is a 10% chance (per melee round) that the opponent will stumble, be covered by the sand elemental, and suffocate in 2-8 melee rounds unless the sand elemental is killed, dispelled or taken over by another magic-user, or the magic-user controlling the elemental is incapacitated. (For example, a 7 hit die creature surrounded by a 12 hit die elemental would have a 50% chance per melee round of stumbling).

Sand elementals are only affected by magical weapons that are +2 or better, and any flame-based attack does only half damage against a sand elemental.

**Elephant, White**

Oe/1e Stats
FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 3
MOVE: 12"
HIT DICE: 6+1
% IN LAIR: 30%
TREASURE TYPE: F
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-12/2-12/4-32
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 40%
INTELLIGENCE: Exceptional
ALIGNMENT: Lawful (neutral)
SIZE: L (10' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



BX Stats†
ARMOR CLASS: 3
HIT DICE: 6+1**
MOVE: 120'(40')
ATTACKS: 2 tusks or 1 trample or special
DAMAGE: 2-12/2-12 or 4-32 or see below
NO. APPEARING: 1
SAVE AS: Dwarf:6
MORALE: 7
TREASURE TYPE: F
ALIGNMENT: Lawful

It is said that when the gods and demons churned the seas to produce the nectar of life that would make them immortal, nine jewels surfaced. Among those nine were the elephant, a jewel to be preserved and protected. The most precious variety of that particular jewel is the white elephant, a pachyderm that bears both the boon of sacred powers and the burden of responsibility. Too divine to be worked, anyone owning a white elephant must cater to them as royalty. While some see this as a blessing, others see it as a hardship, considering the white elephant typically lives to be 500 plus years old.

A white elephant is able to use the following spells once a day: *detect evil*, *protection from evil*, *bless*, *hold person*, *speak with animals*, *cure disease*, *prayer*, *remove curse*, and *dispel evil*. A white elephant may consider using those spells for the benefit of others, but only if the person wishing to engage the services of the elephant has first made an offering of some sort, and doesn't "ask" the creature directly for assistance. Instead, the "petitioner" must present his or her situation, and speak of the benefits of the elephant's assistance (if it were to be offered).

If a white elephant is attacked, or if its owner attempts to draw it into service, a white elephant will become ethereal, susceptible only to others in ethereal form (e.g., through *oil of etherealness* or *armor of etherealness*). Furthermore, white elephants are immune to the *phase door* spell.

At its moment of death, a white elephant is capable of granting one wish to its current owner, assuming: 1) the owner has taken good care of the elephant while in his or her charge, 2) the owner makes the elephant as comfortable and cared for as possible during its dying moments, and 3) the owner does not ask the creature directly for the wish.

**Eloko**

**Oe/1e Stats**

FREQUENCY: Uncommon  
 NO. APPEARING: 30-300  
 ARMOR CLASS: 7  
 MOVE: 9" (6")  
 HIT DICE: 1-4 pts.  
 % IN LAIR: 30%  
 TREASURE TYPE:  
 Individuals Q, U in lair  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK:  
 1-3 or by weapon  
 SPECIAL ATTACKS:  
 See below  
 SPECIAL DEFENSES: Nil



MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Average  
 ALIGNMENT: Lawful evil  
 SIZE: S (2-1/2' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats†**

ARMOR CLASS: 7  
 HIT DICE: 1-4 pts.\*  
 MOVE: 90'(60")  
 ATTACKS: 1  
 DAMAGE: 1-3 or by weapon  
 NO. APPEARING: 30-300  
 SAVE AS: Normal man  
 MORALE: 9  
 TREASURE TYPE: 1 x 5 (L)  
 ALIGNMENT: Chaotic

An eloko (singular and plural) is a member of a race of magical, hairless, gnome-like humanoids with crocodilian faces found in forested tropical areas, where they choose to make their homes in the densest and darkest areas of the jungle. Eloko are natural hunters, being both dauntless and vicious, while bordering on being truly psychotic. Furthermore, their prey is not confined to game animals. They often hunt humanoids simply for sport, proudly displaying the heads of their victims alongside those of their animal conquests. Eloko have druid-like abilities which aid them in their hunting, with all members of the race having the ability *locate animal* 2 times per day (as 1st level druid). Additionally, as trained hunters who are small and agile, they surprise on a 1-5 (on 1d6).

The weapons normally carried by eloko are:

spear	40%	short sword and spear	30%
javelins (2-4)	20%	javelins (2-4) and club	10%

There is also a 50% chance that any eloko will be carrying a net, which they drop from tree tops over prey located on the ground below. (Treetop movement noted in parentheses.)

While the population of eloko settlements number as high as 300 members, hunting parties of eloko normally number from 4-16. For every 10 eloko encountered, there will be a leader (AC: 6, HD: 1, saves as 1st level fighter) doing 1-4 points of damage, with the abilities *locate animal* and *obscuring mist* (as 2nd level druid, 3 times per day each). For every 40, there will be an additional leader (AC: 5, HD: 1+4, saves as 2nd level fighter) doing 1-6 points of damage with the abilities *locate animal*, *obscuring mist*, and *warp wood* (as 3rd level druid, 3 times per day each). If encountered in their lair, there will be females and young, with the population divided as follows: male, 60%; female 20%; young, 20%. Females and young will equal to 75% and 25% (respectively) of the male's stats.

Eloko speak only their own language and the language of the biloko, their giant genetic relatives. Eloko are natural enemies of the biloko.

**Emerald Stinkbug**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 5-50  
 ARMOR CLASS: 2  
 MOVE: 15"  
 HIT DICE: 2  
 % IN LAIR: 25%  
 TREASURE TYPE: R  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-12  
 SPECIAL ATTACKS: Breath weapon  
 SPECIAL DEFENSES:

Poison and acid immune  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: S (3' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 2  
 HIT DICE: 2\*  
 MOVE: 150'(50")  
 ATTACKS: 1 breath  
 DAMAGE: 2-12  
 NO. APPEARING: 5-50  
 SAVE AS: Fighter:1  
 MORALE: 8  
 TREASURE TYPE: M  
 ALIGNMENT: Neutral



Emerald stinkbugs are giant insects with a snout-like nose and an iridescent green armored exoskeleton. They are omnivorous in that they eat smaller bugs as well as fruits and flowers. When eating bugs (ants and the like), they suck them up through their snout, much as an anteater does. Similarly, they use their snout like a straw when eating fruits and flowers, the remains of which not only become quickly rotted, but poisonous as well, causing anyone who eats these rotted foods to come down with severe nausea and cramping for approximately 24 hours.

Emerald stinkbugs tend to make their lairs in burrows under small hills near areas with rich wild vegetation. While their natural green coloration provides them some visual camouflage (all "to hit" rolls against at -3 while "hiding" in brush), their pungent natural odor (a mix of burning rubber and rotten cheese) eliminates any ability to surprise. The main offense and defense of an emerald stinkbug is the ability to emit a cloud of corrosive breath that is 10' wide, 20' long and 10' tall. Any creature caught inside the cloud must save vs. breath weapon. Failing the save results in 2d6 damage, while a successful save results in 1d6. In turn, emerald stinkbugs are immune to the effects of poison and acid attacks in cloud or mist form.



FEAR LIATH • FETCH • FILTH LICKER • FIRE FOX • FIREWALKER • FLASH DRAGON • FLUXBUG • FLYING HEAD

**Fear Liath**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 5  
 MOVE: 12"  
 HIT DICE: 9+3  
 % IN LAIR: 5%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 2-12/2-12  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below

**BX Stats†**

ARMOR CLASS: 5  
 HIT DICE: 9+3\*  
 MOVE: 120'(40')  
 ATTACKS: 2 claws  
 + special  
 DAMAGE: 2-12/2-12  
 NO. APPEARING: 1-6  
 SAVE AS: Fighter:6  
 MORALE: 10  
 TREASURE TYPE: Nil  
 ALIGNMENT: Chaotic

MAGIC RESISTANCE: See below  
 INTELLIGENCE: Average  
 ALIGNMENT: Chaotic evil  
 SIZE: L (15'-20')  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



Fear liaths are giant supernatural hominids that stand 15'-20' tall. The flesh of a fear liath is olive in color, but the thick layer of short hair covering its body is dark gray, and its fingers and toes feature long talons.

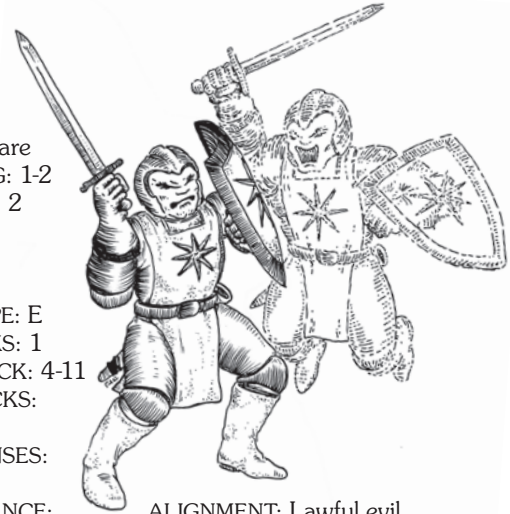
Fear liaths are able to "throw" sounds (similar to the MU spell *audible glamor*) that create the effect of echoing or crunching footsteps, simulating the sounds made by a group of creatures following a target character or characters. Additionally, fear liaths are accompanied by an *obscuring mist* (per 2nd level druid spell, always in effect), that surrounds them to a radius of 90'. The combination of these abilities enables a fear liath to create the assumption that a foe is approaching from a different direction, allowing the fear liath to surprise on a 1-5 (on 1d6).

Beyond their natural mist defense, fear liaths also radiate a type of negative energy (20' radius) that causes fear and misery. Any character with 3 hit dice or less that fails a saving throw vs. spells will not only flee the area, but will be so filled with despair that, once they reach a moderately safe distance (approximately 500') they will fall to their knees and cry uncontrollably, unable to do anything else for 1d4 turns. Any creature with 4 or more hit dice that fails the saving throw will drop whatever they are carrying and flee as far away as they can. Furthermore, this negative aura also creates a natural lethargy in those affected. Any characters affected (by failed saving throw, regardless of hit dice) will have their movement halved and, if any party member has failed their saving throw, the entire party will lose their initiative during combat for the remainder of the encounter.

**Fetch**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-2  
 ARMOR CLASS: 2  
 MOVE: 15"/15"  
 HIT DICE: 6+2  
 % IN LAIR: 20%  
 TREASURE TYPE: E  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 4-11  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Average to very



ALIGNMENT: Lawful evil  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 2  
 HIT DICE: 6+2\*\*  
 MOVE: 150'(50')/150'(50')  
 ATTACKS: 1  
 DAMAGE: 4-11  
 NO. APPEARING: 1-2  
 SAVE AS: Fighter:6  
 MORALE: 8  
 TREASURE TYPE: E  
 ALIGNMENT: Chaotic

In essence, fetches are spectral doppelgangers, able to assume the ghost-like appearance of any 4'-8' humanoid creature (living, dead, or undead) which they have had chance to observe.

Should any sentient humanoid see a fetch which appears as a ghostly image of himself or herself, that humanoid must save vs. paralysis or be reduced to a permanent catatonic state that may only be cancelled through the use of the spells *bless* or *dispel evil*. Even a successful saving throw will stun for 1d4 rounds.

Fetches have the unique capability of hiding in mirrors and displacing the reflection of persons who view themselves in that mirror. The standard modus operandi of the fetch is to hide in a mirror, waiting for an unsuspecting victim to pass by and view themselves, at which point the fetch will take on that person's appearance and attempt to place that person into a catatonic state (as above). Once the victim is paralyzed with fear, the fetch will lunge from the mirror and attack the victim directly.

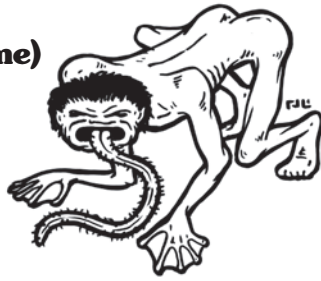
Though a fetch may also take on the appearance of any armor or weapon worn or carried by the humanoid whose appearance it takes on, each attack is essentially treated as a "touch" attack, doing 1d8+3 points of damage on a successful "to hit" roll. Should the mirror in which the fetch is hiding be destroyed while the fetch is still inside, the fetch will be killed immediately, but its spiritual remnants will leap into the nearest living humanoid, bringing them a streak of bad luck in the form of a -1 "to hit" penalty that will last for a duration of 7-10 days.

Because fetches are non-corporeal and have no solid body, they can only be hit by magic weapons (silver weapons have no effect), and as undead they are immune to the effects of *sleep*, *charm*, and *hold*. Furthermore, they are capable of flight.

**Filth Licker (Akaname)**

**Oe/1e Stats**

FREQUENCY: Uncommon  
 NO. APPEARING: 2-12  
 ARMOR CLASS: 7  
 MOVE: 18"  
 HIT DICE: 2+1  
 % IN LAIR: 70%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-2  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 7  
 HIT DICE: 2+1\*  
 MOVE: 180'(60")  
 ATTACKS: 1 tongue  
 DAMAGE: 1-2 or disease  
 NO. APPEARING: 2-12  
 SAVE AS: Fighter:2  
 MORALE: 6  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Filth lickers are gaunt, gingly humanoids with burnt orange skin and matted black hair. These vile creatures scour dungeons, seeking out and eating the bodily wastes of all manner of beings. The webbed, salamander-like hands of the filth licker allow them to climb on walls and ceilings equally as well as they move on the ground. Moreover, filth lickers are extremely silent movers and surprise opponents on a 1-4 (on 1d6).

A filth licker's only attack is its highly-infectious 3'-long tongue. Any creatures struck by a filth licker's tongue save vs. poison at -2, or contract a disease that induces cramping, nausea and vomiting for 2d8 turns. This disease slows an affected creature's movement to 1/2 normal, and enforces a -1 penalty on all "to hit" rolls and saving throws for the duration. The disease may be removed by a *cure disease* spell. Filth lickers are immune to all forms of disease and poison, as well as acid attacks.

**Fire Fox**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 5 [3]  
 MOVE: 12" [24"]  
 HIT DICE: 3+1  
 % IN LAIR: 25%  
 TREASURE TYPE: C, U  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: See below  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Very  
 ALIGNMENT: Neutral  
 SIZE: S (2' at shoulder)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 5 [3]  
 HIT DICE: 3+1\*  
 MOVE: 120'(40") [240'(80")]  
 ATTACKS: See below  
 DAMAGE: See below  
 NO. APPEARING: 1-6  
 SAVE AS: Fighter:2 [F:5]  
 MORALE: 6  
 TREASURE TYPE: C, I (x3)  
 ALIGNMENT: Neutral

The fire fox is a magical creature, able to transform at will from a normal fox (its "material" form) to an elemental being of fire (its "elemental" form).

In its material form, a fire fox has the look, appearance and abilities of a standard fox. In its "elemental" state, a fire fox appears as a fox formed from flame, and possesses an increased set of

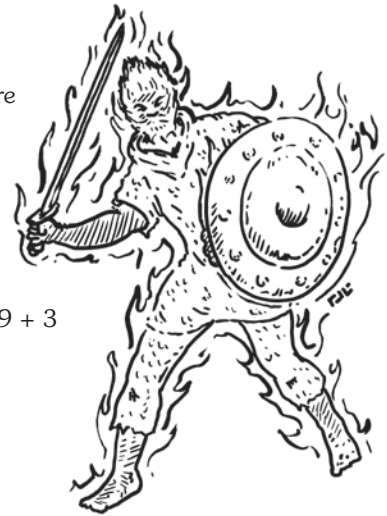
abilities (numbers in brackets above). In material form, the creature's sole attack consists of a rather benign bite, doing only 1-2 points of damage. However, in its fiery form, a fire fox is able to attack a target as a 5 HD monster with its two burning paws and fiery bite (3 attacks doing 1-6/1-6/2-12 points respectively) or by "throwing" fireballs from its mouth (1 per melee round), each doing 3-12 points of damage. The intense heat radiated by the firefox in its elemental form does 2 points of heat damage to all creatures within a 10' radius of the fox (no saving throw).

In both its material and elemental forms, a fire fox is immune to poison and all flame- or heat-based attacks. In its elemental form (only), a fire fox is immune to normal weapons, and can only be hit by magic weapons or spells.

**Firewalker**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 2 [0]  
 MOVE: 12"  
 HIT DICE: 4+4  
 % IN LAIR: 20%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-9 + 3  
 or by weapon + 3  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Very  
 ALIGNMENT: Chaotic neutral  
 SIZE: M



PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 2 [0]  
 HIT DICE: 4+4\*\*  
 MOVE: 120'(40")  
 ATTACKS: 1 weapon  
 or 1 special  
 DAMAGE: 2-9 + 3  
 (or by weapon + 3) or 3-18

NO. APPEARING: 1-4  
 SAVE AS: Cleric:5  
 MORALE: 8  
 TREASURE TYPE: C  
 ALIGNMENT: Chaotic

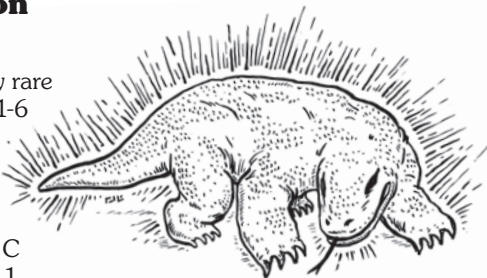
Firewalkers are a magical race of beings able to transform at will (along with equipment carried) into a being of pure fire (statistics in brackets). Firewalkers normally carry a +1 sword, wear +1 chain mail, and carry a +1 shield (items which are in addition to any in-lair treasure). Their AC in human form is as a normal man (AC 2 in armor described above), but they receive a -2 AC bonus in their transformed (fiery) state. Whether in their human or fiery form, firewalkers attack as a 4 HD creature, are immune to all flame-based attacks, and save as a 5th level cleric.

In their fiery form, a +1 or better weapon is required to hit a firewalker. Any attack by a firewalker with a weapon that is in fiery form does an additional 3 points of flame damage. Furthermore, in their fiery form, firewalkers are able to "spray" a cone of fire from any weapon they are holding. This cone of fire extends 20' in length and is 5' wide at its terminus. Any creature caught in this cone of fire must save vs. wands or take 3-18 points of flame damage.

## Flash Dragon

### Oe/1e Stats

FREQUENCY: Very rare  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 4  
 MOVE: 9"  
 HIT DICE: 5  
 % IN LAIR: 10%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-12  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES:  
 Teleporting  
 MAGIC RESISTANCE: Standard



INTELLIGENCE: Low  
 ALIGNMENT: Neutral  
 SIZE: L (10'-12' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 4  
 HIT DICE: 5\*  
 MOVE: 90'(30')  
 ATTACKS: 1 bite  
 DAMAGE: 2-12 + poison

NO. APPEARING: 1-6  
 SAVE AS: Fighter:4  
 MORALE: 12  
 TREASURE TYPE: C  
 ALIGNMENT: Neutral

These massive, scaly lizards are natural-born predators, made more dangerous by the ability to employ a limited form of teleportation known as "flashing." This ability allows a flash dragon to immediately disappear from one location with a blinding flash and reappear in another up to 50' away from their starting spot. This target location is usually an advantageous attack position for the flash dragon (e.g., at the flank of a defending creature), which gives it a +2 "to hit" bonus. Furthermore, any creature facing a flash dragon as it teleports must save vs. spells or be blinded for 1-4 melee rounds. An inherent instinct allows flash dragons to use this teleportation ability without the fear of blinking into a solid object. They may use this ability (or simply "flash" without teleporting) once every 4 rounds. Flash dragons are fearless fighters and will normally fight to the death once they've committed to an attack.

## Fluxbug

### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 5  
 MOVE: 12"  
 HIT DICE: 4+1  
 % IN LAIR: 25%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-5

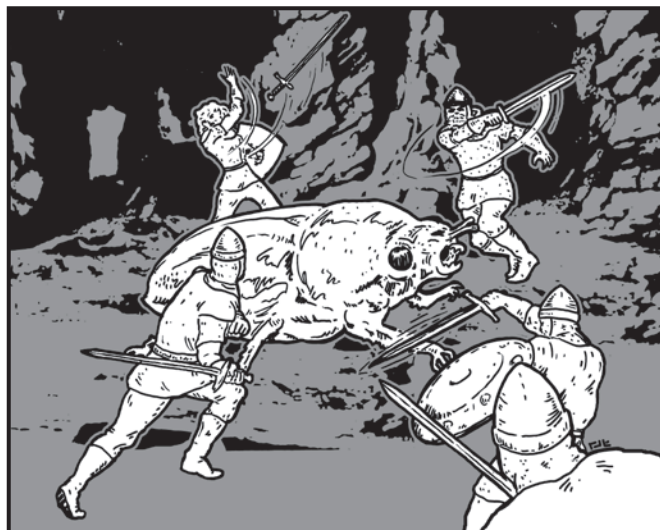
SPECIAL ATTACKS: Poison  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Very  
 ALIGNMENT: Neutral  
 SIZE: L (7' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 5  
 HIT DICE: 4+1\*\*  
 MOVE: 120'(40')  
 ATTACKS: 1 bite  
 DAMAGE: 2-5 + poison

NO. APPEARING: 1-6  
 SAVE AS: See below  
 MORALE: 7  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Fluxbugs are usually found in abandoned mines and appear as giant silver beetles with a mirror-polished exterior. They possess incredible anti-magnetic properties and they seem to "hum" with vibration.



Due to the warping a fluxbug causes in the other planes, it saves as 10 HD monster against all magical attacks, but saves as a 2 HD monster against all other forms of attack (including non-magical fire, ice, etc.), except electrical-based attacks, to which it is completely immune. Additionally, fluxbugs are immune to any attack made by metal weapons (bronze, iron, etc.—even silver and/or magic weapons), including all missiles containing metal. Should any creature attempt such an attack, there is a 50% chance that any hand-held weapon will be "flung" from the attacker's hand. For every creature within a 30' range of the fluxbug, there is a 5% chance that any metal missile or "flung" hand-held weapon will strike one of those creatures (including the original attacker), inflicting up to the full damage of the attack against the creature struck (no saving throw). Characters wearing metal armor (standard or magical) may get no closer to a fluxbug than 30'.

The bite of a fluxbug contains a toxic metal substance akin to lead or mercury that (on a failed saving throw vs. poison) reduces the victim's Constitution by 1 point per day, until the victim reaches 0 Constitution (and dies), or is cured of the poison.

## Flying Head

### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 4-16  
 ARMOR CLASS: 8  
 MOVE: 0"/18"  
 HIT DICE: 1-4 pts.  
 % IN LAIR: 90%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-2



SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: S  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 8  
 HIT DICE: 1-4 pts.  
 MOVE: 0'(0)/180'(60')  
 ATTACKS: 1 bite  
 DAMAGE: 1-2

NO. APPEARING: 4-16  
 SAVE AS: Normal man  
 MORALE: 4  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Flying heads appear as a human skull with bat wings, and are created by magical means. They are rather benign, and act mainly as alarm systems for their creators as they cackle incessantly when disturbed from their dormant state.

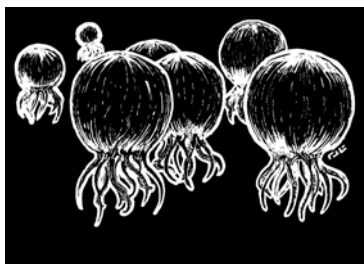


GASEOUS LANTERN • GIANT, DIRT • GIANT, PHASE • GOLEM, CANINE (FLESH) • GORILLA, GIANT SPIDER • GOWROW • GUARDIAN BRAMBLE

## Gaseous Lantern

### Oe/1e Stats

FREQUENCY: Rare  
NO. APPEARING: 10-60  
ARMOR CLASS: 9  
MOVE: -/1"  
HIT DICE: 1 pt.  
% IN LAIR: Nil  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: See below  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: Standard



INTELLIGENCE: Non-  
ALIGNMENT: Neutral  
SIZE: S (2' diameter)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 9  
HIT DICE: 1 pt.\*  
MOVE: -/10'(3")  
ATTACKS: 1  
DAMAGE: 1d6+2/1d6+2

NO. APPEARING: 10-60  
SAVE AS: Normal man  
MORALE: 7  
TREASURE TYPE: Nil  
ALIGNMENT: Neutral

Gaseous lanterns are seemingly benign creatures that appear as a sort of veiny fleshy 2'-diameter balloon set atop 7-12 tentacles each approximately 8" in length. As a biological by-product of their digestion process (their diet consists mostly of lichen), they "glow," with each lantern emitting an amount of light equal to a dim candle. It is said that viewing an underground cavern filled with gaseous lanterns is truly a sight to behold. Unfortunately, the gas that gives these creatures their buoyancy is extremely volatile and highly explosive.

If contact is made between open flame (e.g., candles, torches and fireballs) and a gaseous lantern, the gaseous lantern will combust, doing 1-2 points of fire damage to all creatures within a 5' radius (unless a saving throw +1 vs. breath weapon is made) and producing a cloud of toxic smoke that will cause all creatures within the same 5' radius to fall unconscious for 1-3 turns (unless an additional saving throw +2 vs. poison is made). Any gaseous lantern within 5' of a gaseous lantern that has combusted must make a saving throw at -1 vs. breath weapon or combust as well, creating the same flame/smoke effects, and potentially continuing a chain reaction of explosions among other nearby gaseous lanterns.

Any successful "to hit" roll against a gaseous lantern by an edged weapon will automatically cause the gaseous lantern to explode and release its toxic gas, causing the same effects as the toxic smoke noted above (but will not create any of the flame effects nor will it cause a chain reaction). For any successful "to hit" roll against a gaseous lantern by a blunt (non-edged weapon), there is a 50% chance that the gaseous lantern will burst, causing the same gaseous effects as an edged weapon. Exposure to (without contacting) a significant heat source will cause a gaseous lantern to expand, causing it to "burst" (as by a weapon) in 1-2 turns.

Gaseous lantern spores are released during these explosions. Though the spores are not dangerous, the 5-30 spores that are released from a single gaseous lantern will each mature to a full gaseous lantern in approximately 2 weeks.

## Giant, Dirt

### Oe/1e Stats

FREQUENCY: Rare  
NO. APPEARING: 1-6  
ARMOR CLASS: 2  
MOVE: 9" (3")  
HIT DICE: 8+6  
% IN LAIR: 50%  
TREASURE TYPE: E  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 1d6+2/1d6+2

SPECIAL ATTACKS: Nil  
SPECIAL DEFENSES: Not affected by light  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Low to average  
ALIGNMENT: Neutral  
SIZE: L (11' tall)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 2  
HIT DICE: 8+6  
MOVE: 90'(30') (30'(10'))  
ATTACKS: 2 hand gouges  
DAMAGE: 1d6+2/1d6+2

NO. APPEARING: 1-6  
SAVE AS: Fighter:8  
MORALE: 8  
TREASURE TYPE: E  
ALIGNMENT: Neutral

Dirt giants dwell in underground burrows and lairs in almost any type of locale or climate. These burrows are generally of the dirt giant's own construction, having been created with the aid of their powerful, oversized hands and talon-like fingers. These hands also allow them to burrow at a reasonable speed (movement in parentheses). In combat, the gouge of each of a dirt giant's hands does 1d6+2 points of damage on successful "to hit" rolls.

From years of living underground, dirt giants have lost the use of normal eyesight, but have developed the ability to "see" in darkness through a type of "radar" that is accomplished with the aid of "clicking" sounds uttered from their mouths. Therefore, dirt giants are unaffected by light-based effects (e.g., flashing blindness attacks or visual illusions), but will be "blinded" in the presence of any type of silencing spell or effect (which disables the use of their clicking). Under the effects of this "blindness," a dirt giant has an effective Armor Class of 6 and suffers a -4 penalty on all "to hit" rolls.



*Description:* Dirt giants have calloused light to medium brown skin, wiry brown hair, and always appear to be squinting. They are 13' from head to toe, but usually scurry around on all fours (second movement rating, same as burrowing) and rarely stand upright (first movement rating), and appear "hunched" when they do. Their large hands feature imposing talon-like fingers and are often caked with clay and dirt. They rarely wear anything at all and are never seen holding a weapon of any sort.

## Giant, Phase

### Oe/1e Stats

FREQUENCY: Rare  
NO. APPEARING: 1-6  
ARMOR CLASS: 4  
MOVE: 12"  
HIT DICE: 9+4  
% IN LAIR: 30%  
TREASURE TYPE: D  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 3-18

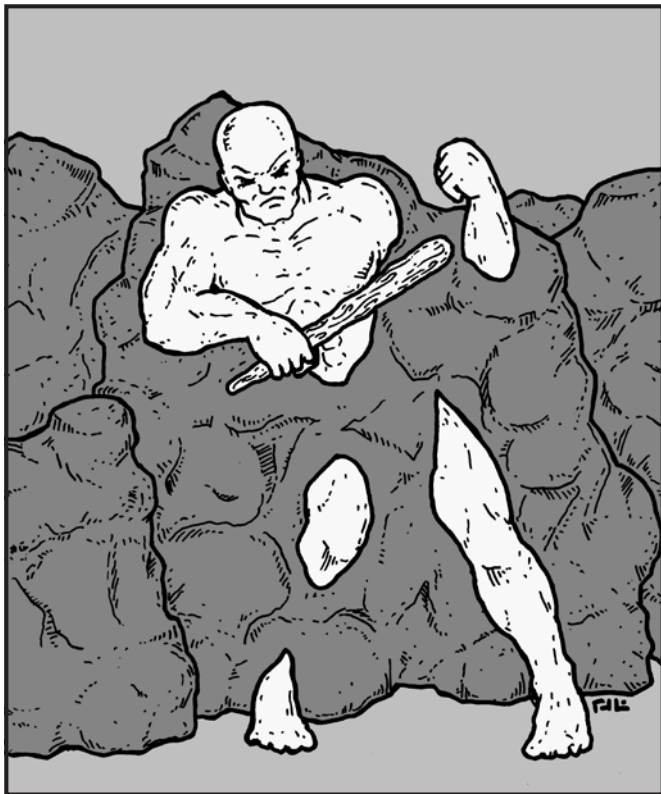
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: See below  
INTELLIGENCE: Average  
ALIGNMENT: Neutral  
SIZE: L (12' tall)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil

### BX Stats†

ARMOR CLASS: 4  
HIT DICE: 9+4\*\*  
MOVE: 120'(40')  
ATTACKS: 1 weapon  
DAMAGE: 3-18 or by weapon

NO. APPEARING: 1-6  
SAVE AS: Fighter:9  
MORALE: 9  
TREASURE TYPE: D  
ALIGNMENT: Neutral

A phase giant is similar in most regards to a stone giant, save for the ability to phase. This gives the phase giant the ability to shift out of phase with its surroundings, bringing itself back into phase when it is ready to attack. Any weapon held by a phase giant when shifting will go out of phase as well. This allows phase giants to hide easily "inside" the rocky structures of the steppe



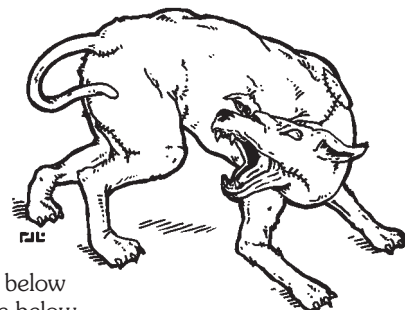
environments they call home, and allows them to surprise on a 1-5 (on 1d6) when attacking. Additionally, like stone giants, phase giants are able to hurl rocks up to a 300' distance for 3-30 points of damage.

When out of phase, a phase giant is impervious to all forms of attack. However, a *phase door* spell will cause the creature to remain in phase for 6 melee rounds. *Oil of etherealness* or *armor of etherealness* will put a user into the same phase as the giant, allowing them to make attacks as per normal (while in the same phase as the giant).

## Golem, Canine (Flesh)

### Oe/1e Stats

FREQUENCY: Very rare  
NO. APPEARING: 1-6  
ARMOR CLASS: 7  
MOVE: 9"  
HIT DICE: 2  
% IN LAIR: Nil  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 2-8  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: See below  
INTELLIGENCE: Animal  
ALIGNMENT: Neutral



SIZE: M (3' at shoulder)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 7  
HIT DICE: 2\*\*  
MOVE: 90'(30')  
ATTACKS: 1 bite  
DAMAGE: 2-8

NO. APPEARING: 1-6  
SAVE AS: Fighter:1  
MORALE: 11  
TREASURE TYPE: Nil  
ALIGNMENT: Neutral

A canine flesh golem is a dog that is animated by magical means from the corpses of dead dogs. A high-level magic-user may create a canine flesh golem by engaging the corpse of a dead dog through the use of a magical tome with the appropriate incantations. Otherwise, a 12th-level+ magic-user may use a combination of the following: a *polymorph object* spell, a *strength* spell, a *charm monster* spell, and a *wish* spell. Synthesizing the creature (regardless of method) costs 500 gold pieces per hit point of the creature, and requires two weeks time.

A canine flesh golem will follow only standard canine commands (heel, fetch, growl, attack, etc.) and only from its creator. Additionally, the activities of a canine flesh golem may be "suspended" until triggered by some event (e.g., when someone enters the room). These beasts are quite unpredictable, and there is a 5% chance per melee round that a canine flesh golem will go wild and randomly attack any creature in sight. There is also only a 5% chance per melee round that the creature's master may regain control of the beast.

Canine flesh golems are unharmed by normal weapons, but are affected normally by magical ones. Electrical attacks restore lost hit points at a rate equal to the damage that sort of attack may normally do (e.g., a 4 point lightning bolt would restore 4 hit points to the creature). Fire and cold-based attacks slow canine flesh golems by 50% for 3-12 melee rounds. Otherwise, most spells have no effect on these creatures.



**Gorilla, Giant Spider**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 5  
 MOVE: 15"  
 HIT DICE: 7  
 % IN LAIR: 15%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 5 or 4  
 DAMAGE/ATTACK:  
 1-6/1-8/1-10/1-12 or  
 1-6/1-6/1-6/1-6/1-4

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Low  
 ALIGNMENT: Neutral  
 SIZE: L (12' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 7  
 MOVE: 150'(50')  
 ATTACKS: 4 hands/1 bite  
 or 4 "tearing" hands  
 DAMAGE: 1-6/1-8/1-10/1-12  
 or 1-6/1-6/1-6/1-6/1-4  
 NO. APPEARING: 1-6  
 SAVE AS: Fighter:8  
 MORALE: 10  
 TREASURE TYPE: C  
 ALIGNMENT: Neutral

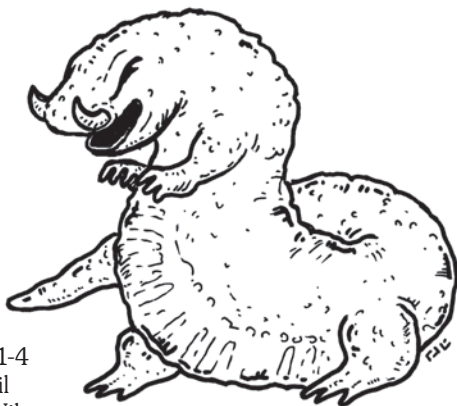
Giant spider gorillas are 4-armed, carnivorous, gargantuan monstrosities covered in red-orange fur and having glowing white eyes. They dwell in the darkest of forests and caves. Their superior eyesight, hearing and smell allow them to only be surprised on a roll of 1 (on 1d6), often detecting intruders as far as 100' away. The giant spider gorilla attacks with a "rending" attack (during which it must yield its biting attack), where each successive hit during the same turn does an increasing amount of damage to the same opponent (1d6 on the first hit, 1d8 on the second hit, 1d10 on the third hit, and 1d12 on the fourth hit).

**Gowrow**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 4  
 MOVE: 15"/18"  
 HIT DICE: 8  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK:  
 2-16 or 1-8 + 1-4/1-4

SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: L (20' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 4  
 HIT DICE: 8  
 MOVE: 150'(50')/180'(60')  
 ATTACKS: 1 gore or 1 bite + 2 claws  
 DAMAGE: 2-16 or 1-8 + 1-4/1-4

NO. APPEARING: 1-6  
 SAVE AS: Fighter:8  
 MORALE: 8  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

A gowrow is akin to a gigantic, tusked skink lizard and is named for the sound it makes, a sort of hissing growl. They normally make their home in forested areas near large bodies of water (particularly medium to large rivers). The clawed, webbed feet of the gowrow allow it to swim quickly as well as make a formidable attack when combined with its tusks or bite.

**Guardian Bramble**

**Oe/1e Stats**

FREQUENCY:  
 Uncommon  
 NO. APPEARING: 4-16  
 ARMOR CLASS: 6  
 MOVE: Nil  
 HIT DICE: 2  
 % IN LAIR: 100%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: See below  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: See below



MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: S (3'-4' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 6  
 HIT DICE: 2\*  
 MOVE: Nil  
 ATTACKS: 1  
 DAMAGE: See below

NO. APPEARING: 4-16  
 SAVE AS: Fighter:2  
 MORALE: 12  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Guardian brambles are fashioned by magic means from standard bramble bushes. To create a guardian bramble a medium-level magic-user must enchant the brambles through use of a magical tome, or an 8th-level+ magic-user may use a combination of the following: a *polymorph object* spell, a *strength* spell, and a *charm monster* spell. Guardian brambles are engaged to perform the simple act of protecting doors, passageways and other points of access, and are entreated to stop anyone from passing except as instructed by their creator.

A guardian bramble bush stands between 2' and 3' tall and can occupy anywhere from 3-5 square feet of ground, appearing as a larger, thicker, thornier variety of standard brambles, with the exception that they never bear fruit (berries). At first glance, a guardian bramble will not be perceived as anything more than a normal overgrown plant (except through magic detection or similar means) until the guardian bramble is approached and/or engaged by an intruding party attempting to pass and access the door and/or passage it guards. At that point, the bramble will attack any creature within 3' of the area it protects.

A hit by a guardian bramble indicates that the target (i.e., the "victim") is entwined within the bramble's branches. Each bush has a Strength equal to its current hit points. A victim compares his Strength to that of the bush, and has a 10% chance to escape each round for every Strength point of difference the victim has over the bush (e.g., a 1 point advantage gives the victim a 10% chance, a 2 point advantage gives the victim a 20% chance, and so on). If the victim has a deficit in points, he will take a number of points of damage equal to the deficit during every round until the bush is killed (loosing the victim). Any victim with a Strength equal to or greater than the bramble's hit points will not take damage, but will remain entangled until such time as the victim escapes. A guardian bramble may only entangle 1 man-sized creature or smaller at a time. Any entwined creature suffers a -4 penalty on all "to hit" rolls while entangled in the bramble.



HAYRA • HEIKEGANI • HIBAGON • HSIGO • HYRCINIAN BIRD

## Hayra

### Oe/1e Stats

FREQUENCY: Very rare  
 NO. APPEARING: 1-2  
 ARMOR CLASS: 2  
 MOVE: 12"  
 HIT DICE: 10  
 % IN LAIR: 65%  
 TREASURE TYPE: H  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK:  
 1-4/1-4/1-2  
 SPECIAL ATTACKS:  
 See below

### BX Stats

ARMOR CLASS: 2  
 HIT DICE: 10\*\*  
 MOVE: 120'(40')  
 ATTACKS:  
 2 claws/1 bite  
 DAMAGE: 1-4/1-4/  
 1-3 + poison  
 NO. APPEARING: 1-2  
 SAVE AS: Fighter:10  
 MORALE: 11  
 TREASURE TYPE: H  
 ALIGNMENT: Chaotic

SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: High  
 ALIGNMENT: Lawful evil  
 SIZE: L (15' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

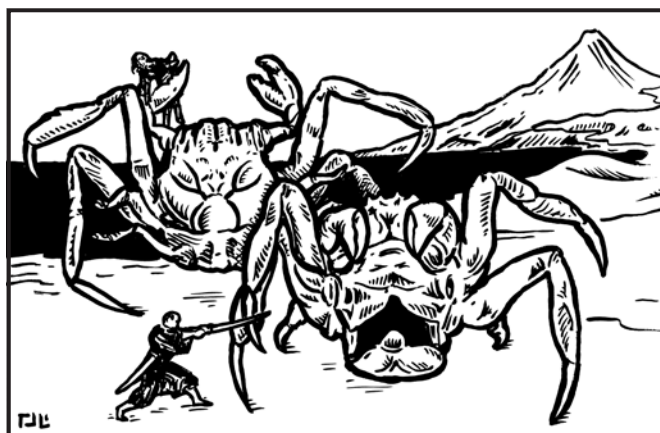


Hayras are magical, extremely rational and intelligent naga-like creatures with a crocodilian lower body, serpentine neck and the head of a man. They are amphibious, and are most often found in warmer climates dwelling near large bodies of water, particularly in wet caves or underground caverns. Their thick green hide glimmers with a golden sheen and the mane that runs down their backs to the tips of their tails appears almost as a fire of golden bristles. The eyes of the hayra appear as orbs of gold and, while they do not provide the hayra normal eyesight, it does provide them with infravision to 120'. This lack of sight makes hayras immune to such visual effects as blindness and illusions.

Hayras do not speak aloud. Instead, they communicate through a form of telepathy with other creatures, able to transmit to those creatures in a way that any sentient being is able to understand. Additionally, hayras comprehend the spoken language of any creature by telepathically sensing the meaning underlying the creature's words.

Hayras are carnivorous, normally preferring to devour their prey while still alive. The standard physical attack of the hayra combines the use of their forelimb claws with a poisonous bite that kills in 1 turn unless a saving throw vs. poison is made.

Hayras are possessed of a variety of magical abilities, including the ability to *levitate*, *charm person*, *charm monster*, and *confusion*. They are able to use these abilities 5 times per day (each) as a 6th level magic-user.



## Heikegani

### Oe/1e Stats

FREQUENCY: Very rare  
 NO. APPEARING: 1-2  
 ARMOR CLASS: 0  
 MOVE: 12"/6"  
 HIT DICE: 7  
 % IN LAIR: 20%  
 TREASURE TYPE: B  
 NO. OF ATTACKS: See below  
 DAMAGE/ATTACK:  
 2-12/2-12 or 3-14/3-14

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Average  
 ALIGNMENT: Lawful evil  
 SIZE: L (15' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats†

ARMOR CLASS: 0  
 HIT DICE: 7\*\*  
 MOVE: 120'(40')//60'(20')  
 ATTACKS: See below  
 DAMAGE: 2-12/2-12  
 or 3-14/3-14 or special

NO. APPEARING: 1-2  
 SAVE AS: Fighter:7  
 MORALE: 12  
 TREASURE TYPE: B  
 ALIGNMENT: Chaotic

Heikegani are giant crabs inhabited by the spirits of warriors that died dishonorably in battle, the faces of which appear on the tops of their shells. They are normally found in deep ocean waters or on the shores of larger bodies of salt water. They are moderately fast moving on land, slightly slower walking underwater (second movement rating), and completely unable to swim.

Because they are physical presences of deceased spirits, they can see into the positive material and ethereal planes, and are therefore able to see most invisible creatures. Their attacks, however, are limited to the prime material plane only. Their standard form of attack is to either clamp down with their 2 forceful pincers (1 attack each per melee round, 2d6 points of damage each) or to "stab" opponents with their 2 piercing forelegs (1 attack each per melee round, 1d12+2 points of damage each).

Heikegani possess several extraordinary abilities due to their unique (spiritual) circumstance. First, they are gifted with premonitions during combat, so they enjoy a relatively low armor class, receive a bonus of +2 on all "to hit" rolls, and are surprised only on a roll of 1. Second, they are immune to all fear attacks. Finally, five times a day they are able to summon a 5d6 lightning bolt against an opponent on land.

## HIBAGON

### Hibagon

#### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 1-12  
 ARMOR CLASS: 5  
 MOVE: 18"  
 HIT DICE: 5  
 % IN LAIR: 10%  
 TREASURE TYPE: C  
 NO. OF ATTACKS:

SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Low  
 ALIGNMENT: Neutral  
 SIZE: M (5' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

See below

DAMAGE/ATTACK:  
 1-6/1-6 or 3-10  
 or by weapon  
 SPECIAL ATTACKS: Nil

#### BX Stats

ARMOR CLASS: 5  
 HIT DICE: 5  
 MOVE: 180'(60")  
 ATTACKS: 2 fists/1 bite  
 or 1-2 weapons  
 DAMAGE: 1-6/1-6 or  
 3-10 or by weapon  
 NO. APPEARING: 1-12  
 SAVE AS: Fighter:5  
 MORALE: 10  
 TREASURE TYPE: C  
 ALIGNMENT: Neutral



These forest-dwelling relatives of the yeti are slightly more diminutive, measuring only 5' high and weighing in around 180 pounds. They have glaring eyes, reddish brown or black fur, and the unmistakable musky, skunk-like feter common to these types of animals (yeti, sasquatch, etc.). While hibagons appear ape-like and can move on all fours, they most often walk upright.

As slightly intelligent tool users, hibagons often carry on their person chiseled flint stones to act as both common working tools and de facto weapons. When using flint stones as weapons, hibagons can either attack with one stone in each fist (for 1d6 points damage each) or hold one stone in both hands to attack (doing 1d8+2 points of damage).

Hibagons can communicate with one another through simple grunts and visual cues, but have no language proper. Hibagons normally gather into small tribal units, living either in caves or primitive structures made of sticks and mud. In tribal units of 10 or more hibagons, there will be a tribal leader with one additional hit die, doing +1 point of damage per single-handed attack, and +2 points of damage on two-handed attacks.

### Hsigo

#### Oe/1e Stats

FREQUENCY: Uncommon  
 NO. APPEARING: 10-100  
 ARMOR CLASS: 7  
 MOVE: 12"/24"  
 HIT DICE: 1  
 % IN LAIR: 20%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK:  
 1-2 or by weapon

SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Low  
 ALIGNMENT: Neutral  
 SIZE: S (4' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

## HYRCINIAN BIRD



#### BX Stats

ARMOR CLASS: 7  
 HIT DICE: 1  
 MOVE: 120'(40')/240'(80")  
 ATTACKS: 1 weapon  
 DAMAGE: 1-2 or by weapon

NO. APPEARING: 10-100  
 SAVE AS: Fighter:1  
 MORALE: 10  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Hsigos are winged monkeys with human faces and dog-like tails. While sometimes found in the wild in forested areas, they are usually bred to act as servants for those that own them (most often high-level magic-users).

The weapons normally carried by hsigos are:

small sword	40%	morning star	20%
club	30%	spear	10%

For every 10 hsigos appearing as part of their owner's army, there will be an additional leader with 2 hit dice (attacks and saves as 2 HD monster), carrying a +1 sword. For every hsigo army numbering 50 or greater, there will be a hsigo general with 3 hit dice (attacks and saves as a 3 HD monster), carrying a +1 sword and wearing a magic helmet (-1 bonus to AC).

### Hyrcinian Bird

#### Oe/1e Stats

FREQUENCY: Very rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 7  
 MOVE: 6"/18"  
 HIT DICE: 1 pt.  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: Nil  
 DAMAGE/ATTACK: Nil  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE:  
 Standard



INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: S  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

#### BX Stats

ARMOR CLASS: 7  
 HIT DICE: 1 pt.  
 MOVE: 60'(20')/180'(60")  
 ATTACKS: Nil  
 DAMAGE: Nil

NO. APPEARING: 1-4  
 SAVE AS: Normal man  
 MORALE: 5  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Hyrcinian birds are small, unassuming avians that appear white under normal lighting conditions, but in truth (and the dark) they are actually luminous, providing light to a distance of 30'. The light of an hyrcinian bird will continue to shine as long as the bird is alive, but will cease to exist upon the creature's death. The quill of an hyrcinian bird increases the chance of successfully creating a light spell scroll by 50%, and these birds have been known to serve as familiars to wizards.



**IPOTANE • IZZOO**

**Ipotane**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 2-16  
 ARMOR CLASS: 4 or 5  
 MOVE: 18"  
 HIT DICE: 5  
 % IN LAIR: 20%  
 TREASURE TYPE:  
     M (x2), H in lair  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: See below  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Average  
 ALIGNMENT: Neutral good  
 SIZE: M-L  
 PSIONIC ABILITY: Nil  
     Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 4 or 5	NO. APPEARING: 2-16
HIT DICE: 5	SAVE AS: Fighter:5
MOVE: 180'(60')	MORALE: 9
ATTACKS: 1 weapon	TREASURE TYPE: S (x2), H in lair
DAMAGE: See below	ALIGNMENT: Neutral

Ipotanes are half-horse/half-human creatures loosely related to satyrs and centaurs. They have a human appearance with the legs, hindquarters, tail, and ears of a horse. Though legend holds ipotanes have been in existence much longer than satyrs, they are much rarer.

Ipotanes are normally found in forested mountainous areas with temperate climates and mild winters, though they have been known to inhabit flat forested areas in colder climates.

In bands, one-half of the ipotanes encountered will be armed with swords and shields (AC: 4) and the other half will be armed with composite longbows and 10-40 arrows (320' range, 1-6 points damage/attack; AC: 5) and the rest will be armed with swords and shields (1-8 points damage/attack; AC: 4). If 10 or more ipotanes are present, one of them will be a leader type with one additional HD, attacking and saving one level higher, and armed with a +1 sword (2-9 points of damage/attack) and a shield (AC: 4).

There is a 50% chance any ipotane possesses the gift of prophecy, and is able to foretell basic details about major events in the immediate-to-near future (from a few minutes to a few days).

**Selinian ipotane:** Given to excessive drink and celebration, selinian ipotanes are fat, bald and bearded, with long donkey-like ears. All selinian ipotanes are gifted with the ability of prophecy, but are usually too drunk to discern the difference between a true vision and a falsehood (50% chance). Though they are 5 HD creatures, selinian ipotanes attack as 4 HD creatures and move slightly slower (15"/150'(50')). Additionally, they will rarely carry any money on their person, and in their lair will only possess half the amount of the in-lair treasure of normal ipotanes.

**Izzoo**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 6  
 MOVE: 6"  
 HIT DICE: 3  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1-6  
 DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: M  
 PSIONIC ABILITY: Nil  
     Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 6  
 HIT DICE: 3\*\*  
 MOVE: 60'(20')  
 ATTACKS: 1-6  
 DAMAGE: See below  
 NO. APPEARING: 1-4  
 SAVE AS: Fighter:3  
 MORALE: 12  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral



Izzoos are strange, amorphous, viscid beings that are incessantly on the hunt for the animal flesh they so ravenously desire. These mindless automatons do little more than seek and destroy any and all living creatures.

Due to the high calcium contents of bones, izzoos are incapable of digesting them the way they are capable of eating the flesh from them. Instead, they utilize the arms and legs of their victims as an *ad hoc* limb system, allowing them to "fling" wads of themselves at a target. They are capable of wielding up to 6 of these limbs at any given time.

The flung goo attack of an izzoo is extremely paralytic and any creature that fails his saving throw (vs. paralysis) will become paralyzed for 5-30 turns. Once an izzoo has subdued a target through paralysis, it will envelop the creature and begin to digest it, a process which takes approximately 1 turn for each 10 pounds in weight of its victim. If there is an incapacitated creature within a 50' range of an izzoo, it will attempt to consume that creature in lieu of attacking other creatures. It will, however, attempt to defend itself while continuing to consume its prey. Izzoos are also capable of using their mucus covered limbs to effect their paralyzing touch at close range, but if they are not in possession of any limbs they must make all "to hit" rolls at -3.

An izzoo may pass through cracks or under doors, but doing so will "filter out" any bones being held within the creature. The izzoos' heavy mass makes them slow movers and prevents them from being able to climb walls (even though their cell structure would otherwise allow it).

The nature of izzoos makes them impervious to all weapons (magical or otherwise), and immune to the effects of electricity and poison. They are susceptible to magic (except electricity and poison) and fire, but all cold-based attacks (including magical) only slow them to 1/2 their normal movement.



JELLY DEATH • JENGLOT • JOGAH

**Jelly Death**

**Oe/1e Stats**

FREQUENCY: Rare	DAMAGE/ATTACK: 3-18
NO. APPEARING: 1-6	SPECIAL ATTACKS: Paralyzation
ARMOR CLASS: 6	SPECIAL DEFENSES: See below
MOVE: 9"	MAGIC RESISTANCE: See below
HIT DICE: 6	INTELLIGENCE: Low
% IN LAIR: 20%	ALIGNMENT: Neutral
TREASURE TYPE: C	SIZE: M-L
NO. OF ATTACKS:	PSIONIC ABILITY: Nil
2 + special	Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 7	NO. APPEARING: 1-6
HIT DICE: 6**	SAVE AS: Fighter:6
MOVE: 90'(30')	MORALE: 10
ATTACKS: 2 + special	TREASURE TYPE: C
DAMAGE: 3-18	ALIGNMENT: Neutral

These bipedal humanoids are sentient distant relatives to both gelatinous cubes and izzoos. Unlike the transparent gelatinous cube, jelly deaths are translucent and luminescent, radiating an eerie green glow that provides an amount of light sufficient enough to see details to 10' and shapes/forms to 20'.

Like their cubed cousins, jelly deaths are scavengers of underground passages and caverns, eating anything and everything they can, including any creatures they happen to come across. Jelly deaths attack with two paralytic touches (save vs. paralysis for each), which will paralyze an affected creature for 5-20 melee rounds. Once a victim is paralyzed, the hulking jelly death that attacked it will surround the creature and begin to consume it, doing 3-18 points of damage per melee round (due to secretion of digestive fluids as it feeds).

Jelly deaths are greedy and gluttonous, often abandoning an attack against a potential victim in favor of stealing an already paralyzed creature from another jelly death (50% chance). Jelly deaths are very protective of their kills (meals), going so far as to fight off other jelly deaths to keep from having to share any food already "on their plate."

Jelly deaths are immune to the effects of electricity, fear, hold, paralyzation, polymorph and sleep-based attacks. Furthermore, cold attacks will only slow them to 50% of normal movement. Jelly deaths can, however, be hit by all types of weapons, and are affected normally by fire.



**Jenglot**

**Oe/1e Stats**

FREQUENCY: Very rare	SPECIAL ATTACKS: See below
NO. APPEARING: 1	SPECIAL DEFENSES: +1 or better weapon to hit
ARMOR CLASS: 5	MAGIC RESISTANCE: See below
MOVE: 12"	INTELLIGENCE: Low
HIT DICE: 4+4	ALIGNMENT: Chaotic evil
% IN LAIR: 25%	SIZE: S (2'-3' tall)
TREASURE TYPE: C	PSIONIC ABILITY: Nil
NO. OF ATTACKS: 1	Attack/Defense Modes: Nil
DAMAGE/ATTACK: 1-6 + special	

**BX Stats**

ARMOR CLASS: 5	NO. APPEARING: 1
HIT DICE: 4+4**	SAVE AS: Fighter:4
MOVE: 120'(40')	MORALE: 11
ATTACKS: 1 bite	TREASURE TYPE: C
DAMAGE: 1-6 + special	ALIGNMENT: Chaotic

Jenglots are a type of feral undead, found in a variety of locales, from underground environments, to the trunks of trees, to the attics of abandoned residences. It is believed that jenglots become undead through a process similar to that of lichens, enacted by the grant of an evil deity to whom the jenglot (in his previous demi-human form) petitioned for immortality.

As undead, jenglots are immune to the effects of *sleep*, *charm*, *hold*, *poison* and *paralysis*, and can only be hit with magic or silver weapons. Jenglots are not affected by garlic or sunlight, but are susceptible to the effects of holy water and may be turned by clerics.

Jenglots exist in two states: 1) an “animated” state (in which they appear alive and move as normal), and 2) a “suspended” state (in which they appear simply as the long-haired corpses of deceased demi-humans). They will often remain in this suspended state, laying in wait until suitable prey comes along, at which point they “spring” into their animated state, surprising on a 1-3 (on a 1d6) and attacking the nearest target.

Jenglots survive by feeding on the blood of the living. While they prefer human blood, they will feed on animal blood (preferably that of goats or pigs). On a natural “to hit” roll of 19 or 20, a jenglot has succeeded in locking its clamping bite on a victim, and will drain blood (1-4 hit points) from its victim during each successive melee round until the victim is dead or the jenglot has been killed.

**Jogah**

Oe/1e Stats	gahonga “thrower”	gandayah “grower”	odhow “burrower”
FREQUENCY:	Rare	Rare	Very rare
NO. APPEARING:	2-8	3-12	1-6
ARMOR CLASS:	5	7	6
MOVE:	6”/9”	6”	9” (6”)
HIT DICE:	2+2	2+3	2+1
% IN LAIR:	50%	75%	90%
TREASURE TYPE:	C	C	C
NO. OF ATTACKS:	1	1	2
DAMAGE/ATTACK:	1-4	1-3	1-4/1-4
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Average	High	Average
ALIGNMENT:	Lawful neutral	Lawful good	Lawful evil
SIZE:	2’	18”	18”
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil

BX Stats	gahonga “thrower”	gandayah “grower”	odhow “burrower”
ARMOR CLASS:	5	7	6
HIT DICE:	2+2	2+3	2+1*
MOVE:	60’(20’)// 90’(30’)	60’(20’)	90’(30’) (60’(20’))
ATTACKS:	1 stone or 1 weapon	1 fists	2 claws
DAMAGE:	1-4 or special	1-3 + disease	1-4/1-4 + poison
NO. APPEARING:	2-8	3-12	1-6
SAVE AS:	Fighter:1	Fighter:1	Fighter:1
MORALE:	8	9	10
TREASURE TYPE:	C	C	C
ALIGNMENT:	Neutral	Lawful	Chaotic

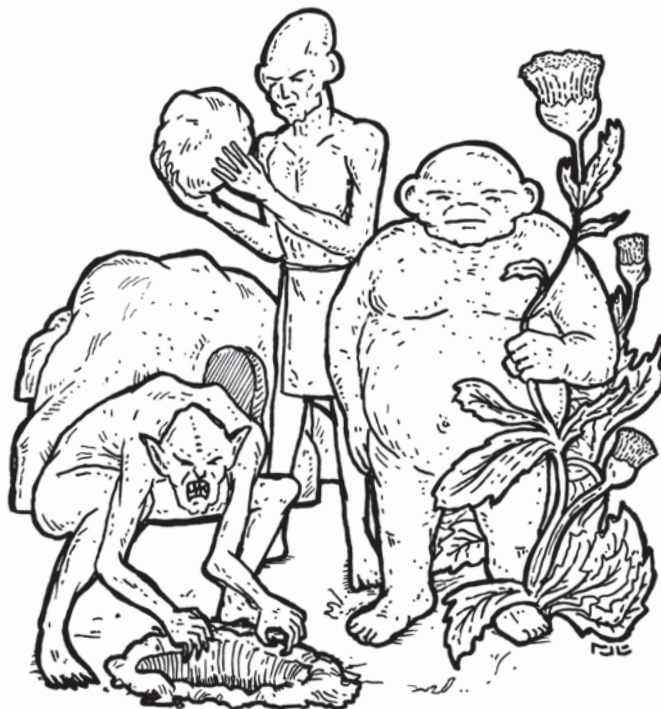
Jogah are tiny creatures found in a variety of temperate terrains. They see themselves as protectors of the areas which they inhabit, and will usually go to great lengths to safeguard those areas from intruders, or those who might otherwise upset the balance of nature in those places. All three varieties of jogah may become invisible at will, and they rarely reveal themselves to humankind. When they do reveal themselves, it tends to be to children, elders, and those spellcasters understanding of nature spirits (e.g., druids and shamans).

**Gahonga (“thrower”):** The gahonga are protectors of rocks and rivers. They sometimes go by the nickname “throwers,” due

to a proclivity for throwing rocks (which they do for 1d4 damage on a successful “to hit” roll). The gahonga appear almost exactly like “miniature versions” of stone giants (but are unrelated). They tend to live in hollowed out rocks near rivers (the gahonga are excellent swimmers). Additionally, they have the ability to *transmute rock to mud* (as the magic-user spell), and they are able to use this ability up to 3 times per day (this is how they construct their homes).

**Gandayah (“grower”):** The gandayah are protectors of the earth, and maintain fertility in the areas they inhabit (thus providing them with their nickname of “growers”). The gandayah are on the small side for jogah, have quite rotund bodies, move rather slowly, and have greenish brown skin. They tend to live under the protection of plants (e.g., hollow trees or burrows under bushes). While they are capable diggers (e.g., when planting), they are inept as burrowers. Although the gandayah are almost ineffective in combat (their fists only do 1d3 damage total on a successful “to hit” roll), they are incredibly shrewd and resourceful, preferring to protect their lands with camouflaged traps, rather than engage in direct combat. Additionally, the gandayah possess the following abilities, which they are able to use 3 times per day each: *purify food and water* (as cleric spell), *find traps* (as cleric spell), *plant growth* (as magic-user spell), and *entanglement* (as druid spell).

**Odhow (“burrower”):** The odhow are the nastiest of all the jogah, in regards to both personality and appearance. They have mottled dark-brown skin, long stringy hair, and are quite hunched. They have long nasty claws, which provide them both with a dangerous attack form and the ability to burrow (thus their nickname). The odhow are dwellers and protectors of the underground, making their homes in complex burrows of their own construction. They see it as their duty to control all creatures that live below ground, and prevent them from reaching the surface. They are actually able to *charm monster* (as the magic-user spell), but any creature with 5 or less hit dice that has been affected will remain charmed indefinitely, unless the charm is removed through use of *dispel magic*. An odhow burrow will usually be protected by a great variety of low-level underground-dwelling creatures.





## KALA • KAM WARRIOR • KHIIMORI • KRABEN

**Kala****Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 4  
 MOVE: 12"  
 HIT DICE: 6+6  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1 touch  
 DAMAGE/ATTACK: Special  
 SPECIAL ATTACKS:  
 See below  
 SPECIAL DEFENSES:  
 See below  
 MAGIC RESISTANCE:  
 See below  
 INTELLIGENCE: Average



ALIGNMENT: Chaotic evil  
 SIZE: M (4'-5' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 4  
 HIT DICE: 6+6\*\*  
 MOVE: 120'(40')  
 ATTACKS: 1 touch  
 DAMAGE: Disease (see below)

NO. APPEARING: 1-4  
 SAVE AS: Fighter:6  
 MORALE: 9 (or see below)  
 TREASURE TYPE: Nil  
 ALIGNMENT: Chaotic

A kala (plural="kalau") is a being of pure disease and decay originating from the negative material plane. They are normally found in the prime material plane in areas where conditions prevail which allow disease to flourish (e.g., the murky waters of tropical swamps, dank sludge-filled caves, etc.).

Kalau have a natural hatred of humans, but particularly despise any humanoid with a lifespan greater than 100 years (e.g. elves and dwarves). As such, they seek to spread disease to these communities. In combat, they will attack opponents in order from those with the greatest standard life expectancy to the least. Additionally, a kala receives a +1 bonus to morale for each member of the defending party with a life expectancy over 100 years (maximum morale of 12).

The touch of a kala carries a combination of harmful and corruptive effects, depending on the hit dice of the creature being attacked. First, all creatures 3 hit dice and under are susceptible to a poison that (unless a successful saving throw vs. poison is made) will kill in 3-12 rounds unless cured. Second, all creatures 6 hit dice and under are susceptible to a paralytic agent that (unless a successful saving throw vs. paralysis is made) will put creatures with 3 hit dice or less into a coma-like state for 3-12 turns, or slow creatures with 4-6 hit dice to half their normal movement. Third, all creatures with 9 hit dice or less are susceptible to a rotting disease that (unless a successful saving throw vs. spells is made) will do 1 hit point of damage during each successive melee round until cured (and is only curable by magic through use of a *cure disease* spell). Finally, all creatures (regardless of hit dice) are subject to boils and sores (no saving throw) upon a successful "to hit" roll by a kala. There is a 50% chance that these boils will appear on a creature's lower extremities (halving both movement and encumbrance) and a 50% chance they will appear on the creature's upper extremities (giving them a -1 "to hit" penalty).

The duration of these boils is 12 turns minus the hit dice of the affected creature, with a minimum duration of 1 turn.

Kalau are immune to the effects of all poison, paralysis and disease. Flame-based attacks do only half their normal damage to a kala, and cold only slows them (to half their normal movement). Additionally, a +1 or better magical weapon is required to hit a kala.

**Kam Warrior****Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 5  
 MOVE: 12"  
 HIT DICE: 12 (see below)  
 % IN LAIR: 10%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK:  
 By weapon type  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES:  
 See below  
 MAGIC RESISTANCE:  
 Standard  
 INTELLIGENCE: Average  
 ALIGNMENT: Neutral



SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 12 (see below)  
 MOVE: 120'(40')  
 ATTACKS: 1 weapon  
 DAMAGE: 1-8 or by weapon

NO. APPEARING: 1-6  
 SAVE AS: See below  
 MORALE: 11  
 TREASURE TYPE: C  
 ALIGNMENT: Neutral

A kam warrior is a supernatural being that, when killed, splits into two separate warriors which both then "rise from the dead" and continue to fight. A kam warrior begins as an 4 HD monster (and saves as a fourth level fighter). When that 4 HD kam warrior is killed, it arises as two identical (but individual) kam warriors, each with 2 HD (each fighting and saving as a 2nd level fighter) and wearing/carrying everything that was on the 4 HD kam warrior's person when it died, including normal weapons, armor, and equipment (magic items will not split; one kam warrior will receive the magic item and the other will receive a normal/non-magical version of the item). When a 2 HD kam warrior is killed, it rises as two 1 HD kam warriors (duplicating possessions as above, each fighting and saving as 1st level fighters). When a 1 HD kam warrior is killed, it does not "split," and simply dies. (Note to DMs: to completely kill a 4 HD kam warrior requires killing 12 HD worth of monsters.)

Kam warriors normally wear padded armor, carry a shield, and wield broadswords. Though kam warriors have been known to wear more protective (even magic) armor, or carry magical weapons, this is relatively uncommon.

Kam warriors are often employed as soldiers for evil armies.



**Khiimori**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-8  
 ARMOR CLASS: 5  
 MOVE: 24"/48"  
 HIT DICE: 5  
 % IN LAIR: 90%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK:  
 1-10/1-10/1-4

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Average to very  
 ALIGNMENT: (Lawful) neutral  
 SIZE: L  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 5  
 MOVE: 240'(80')/480'(160')  
 ATTACKS: 2 hooves/1 bite  
 DAMAGE: 1-10/1-10/1-4

NO. APPEARING: 1-8  
 SAVE AS: Fighter:4  
 MORALE: 10  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Compared to its closest equine relative the pegasus, the khiimori is slightly smaller, moderately stronger, and just as quick. Its coat is an ebony color so deep it is almost frightening. In fact, in battle, any horse facing a khiimori suffers a -1 morale penalty for the duration of the confrontation.

The khiimori is also much more brazen and less reclusive than the pegasus. In the mountains where they nest and the steppes where they graze, they are generally reckless in regards to their outgoing behavior, often finding themselves captured for the purpose of being broken and trained. However, there is only a 10% chance that any single adult male khiimori may be broken for the purposes of serving as a steed. They are, therefore, highly prized, and command great prices when sold. There is a 15% chance that any single adult female may be broken, and a 25% chance that any single young (male or female) may be broken.

Like pegasi, khiimori attack with their forehooves and powerful teeth. Additionally, though small in stature, khiimoris are incredibly strong, with males being able to carry weight equal to a heavy warhorse, and females able to carry as much as a medium warhorse. Even young khiimoris are able to carry as much as a light warhorse.

Khiimoris speak their own language, and there is a 50% chance that all members of a herd will speak common (or none of them will). There is a further 50% chance that all members of a herd will speak the language of pegasi (or none of them will). With sufficient training, a khiimori is able to learn commands in the language used when breaking/training each animal.

When encountered in their lair, there will be one nest for each pair of khiimoris. In each nest, there is a 15% chance of 1-2 eggs, or a 60% chance of young that are 15-60% of maturity. On the open market, it is not uncommon for khiimori eggs to fetch two to three times more gold than pegasus eggs.

**Kraben**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-2  
 ARMOR CLASS: 7  
 MOVE: 3"/36"  
 HIT DICE: 1  
 % IN LAIR: 50%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-2

SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE:  
 Saves as 1st-level magic-user  
 INTELLIGENCE: Average to very  
 ALIGNMENT: (Lawful) neutral  
 SIZE: S  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 7  
 HIT DICE: 1\*  
 MOVE: 30'(10')/360'(120')  
 ATTACKS: 1 beak  
 DAMAGE: 1-2

NO. APPEARING: 1-2  
 SAVE AS: Magic-user:1  
 MORALE: 9  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Krabens are a species of three-eyed raven most often found as the familiars of magic-users or employed as spies. The kraben's natural stealth makes them perfectly suited for this job, able to move silently and hide in shadows as a 7th-level thief. Their natural intelligence also enables them in this capacity; while they are only capable of speaking their only language, they are able to understand the common tongue, as well as 3-5 additional common languages (e.g., elvish, dwarvish, etc.) and an additional 1-2 uncommon languages (e.g., trollish, hill giant, etc.). Furthermore, krabens make all their saving throws as a 1st-level magic-user.





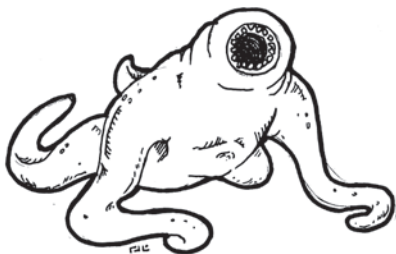


LEECH-MAN • LEOGRYPH • LESHII • LICH, NEPHIL • LIGER • LINNORM • LITHOPEDE • LIZARD, GIANT TRAPPER • LONGMA • LYMPAGO

**Leech-man**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 2-12  
 ARMOR CLASS: 8  
 MOVE: 6"  
 HIT DICE: 2  
 % IN LAIR: 65%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: See below  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 8  
 HIT DICE: 2\*  
 MOVE: 60'(20')  
 ATTACKS: 1 grab/1 bite  
 DAMAGE: See below  
 NO. APPEARING: 2-12  
 SAVE AS: Fighter:2  
 MORALE: 6  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

A leech-man appears as a quadrupedal creature with tentacle-like limbs, and a neck that opens directly into a mouth-hole that is lined with pointed, shark-like teeth.

On its initial attack, a leech-man attempts to "grab" an opponent with its two foretentacles. On a successful "to hit" roll for the grab, the leech-man gets a second attack, attempting to bite its opponent (doing 1-6 points of damage on a successful "to hit" roll on the bite attack). On any natural "to hit" roll of 20 on a leech-man's bite attack, the leech-man has latched on, and will start drawing blood immediately at a rate of 2-8 pts. of damage per round, until the victim or the leech-man has been killed.

Leech-men are susceptible to salt. Each cubic inch of salt thrown on a leech-man does 1 hit point of damage per round until it has been washed off the leech-man or kills it.

**Leogryph**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-3  
 ARMOR CLASS: 4  
 MOVE: 12"/24"  
 HIT DICE: 7  
 % IN LAIR: 75%  
 TREASURE TYPE: Ux2  
 NO. OF ATTACKS: 4  
 DAMAGE/ATTACK: 1-4/1-4/1-6/1-6  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard



INTELLIGENCE: Semi-  
 ALIGNMENT: Neutral  
 SIZE: L  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 4  
 HIT DICE: 7\*  
 MOVE: 120'(40')/240'(80')  
 ATTACKS: 2 claws/2 bites  
 DAMAGE: 1-4/1-4/1-6/1-6

NO. APPEARING: 1-3  
 SAVE AS: Fighter:8  
 MORALE: 11  
 TREASURE TYPE: Ix2  
 ALIGNMENT: Neutral

Leogryphs appear with the body of a lion, the wings of an eagle, and two eagle heads. They most often make their nests in the highest peaks of the tallest mountains, where they are sometimes used as protectors for special magic artifacts or articles of power. Legend holds that leogryphs were a creation of Tiamat but these dangerous beasts are ironically friendly, except in the presence of any item entrusted to them, in which case they become fiercely protective of the item.

The dangerous but friendly duality in the leogryph's nature is mirrored in its breath weapons, with one of the heads able to breathe a cone of fire, and the other head able to breathe a cone of frost (cold). Each of these cones measures 30' long and 10' wide, may be used up to 5 times per day, and does 2d6 damage (on a failed saving throw vs. breath weapon).

Like normal eagles, the leogryph's eyesight is so keen as to make them unable to be surprised if encountered in their lair at night. Furthermore, if they make a diving attack from 100' or higher, they gain a +4 bonus to their "to hit" roll, and do double damage from their claws, but may not make any beak attacks. For both land-based and air-based attacks, if both of a leogryph's foreclaws strike successfully, the leogryph may choose to attack with its rear claws, doing an additional 1d6+1 damage per claw attack (on successful "to hit" rolls, double damage bonuses from successful diving attacks apply), but may not make any beak attacks.

Leogryphs possess a magical ability to create weather events (per the magic-user spell *control weather*), for a duration of up to 6 turns per day, but under the condition that the leogryph must remain airborne over the weather event within a range of 240'.

**Leshii**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-2  
 ARMOR CLASS: 5  
 MOVE: 3"-18" (see below)  
 HIT DICE: 8  
 % IN LAIR: 30%  
 TREASURE TYPE: E  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 1-10+4/1-10+4  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Average



ALIGNMENT: Lawful neutral  
 SIZE: Varies  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 8\*  
 MOVE: 30'-180' (see below)  
 ATTACKS: 2 fists  
 DAMAGE: 1-10+4/1-10+4

NO. APPEARING: 1-2  
 SAVE AS: Fighter:8  
 MORALE: 9  
 TREASURE TYPE: E  
 ALIGNMENT: Lawful

The leshii is a woodland dweller, often appearing as a tall man with greenish-yellow skin. The leshii is able to change his size from as small as a blade of grass (just a few inches) to as large as

a tall tree (approximately 40' tall). In these altered forms, a leshii retains his standard hit points, attacks and armor class, but his movement will change as outlined below:

size	Oe/1e movement	BX movement
3" to 2'	3"	30'
2'+ to 3'	6"	60'
3'+ to 4'	9"	90'
4'+ to 9'	12"	120'
9'+ to 20'	15"	150'
20'+ to 40'	18"	180'

Due to its massive strength, a leshii is able to do 1d10+4 with each fist on a successful "to hit" roll (regardless of the leshii's size when it attacks). At sizes of 20' and larger, the leshii is also able to throw fallen trees to a distance of 60', doing 3d10. A leshii will never uproot a living tree to make this kind of attack. A leshii is also able to use the following abilities 3 times per day each (as an 8th level magic-user): *polymorph self*, *ESP*, and *telekinesis*.

Leshii have a susceptibility to iron, and take double damage from iron weapons. Furthermore, there is a 1-in-20 chance that an iron sword used against a leshii while the leshii is at roughly human size or smaller will decapitate the leshii, killing it immediately.

## Lich, Nephil

### Oe/1e Stats

FREQUENCY: Very rare  
 NO. APPEARING: 1  
 ARMOR CLASS: -2  
 MOVE: 9"/12"  
 HIT DICE: 12+  
 % IN LAIR: 90%  
 TREASURE TYPE: A  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-12  
 SPECIAL ATTACKS:  
 See below  
 SPECIAL DEFENSES: +1 or

better weapon needed to hit  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Supra-genius  
 ALIGNMENT: Chaotic (neutral)



SIZE: L (10'-12' tall)  
 PSIONIC ABILITY: See below  
 Attack/Defense Modes:  
 See below

### BX Stats

ARMOR CLASS: -2  
 HIT DICE: 12+\*\*\*  
 MOVE: 90'(30')/120'(40')  
 ATTACKS: 1  
 DAMAGE: 2-12 + paralysis  
 or by spell

NO. APPEARING: 1  
 SAVE AS: Character type  
 and level  
 MORALE: 10  
 TREASURE TYPE: A  
 ALIGNMENT: Chaotic

Instead of beginning life as normal humans, nephil liches began life as nephilim (the giant offspring of fallen angels and humans), then became liches through the same combination of desire and arcane magic by which normal humans are transformed. However, because nephil liches began life as "more than human," as undead they are also "more than liches," with many advantages over the normal variety.

The magical properties that protect a nephil lich provide it with an armor class equal to +2 plate armor and a +2 shield. Additionally, it possesses a slightly higher magic immunity, being immune to all spells of less than 6th level, and unable to be harmed by any creature with magical properties of 6 HD or less. Furthermore,

nephil liches are immune to the effects of *sleep*, *charm*, *cold*, *hold*, *feeblemind*, *polymorph*, *lightning*, and *death* spells.

The touch of a nephil lich does 2-12 hit points of damage and (on a failed saving throw) will cause paralysis for 5-100 days (curable by magical means). The sight of a nephil lich will cause any creature with 5 or fewer hit dice to run in fear (no saving throw), but (unlike the normal variety) is also enough to frighten even stronger creatures. When gazing upon a nephil lich for the first time, any creature with 6-8 hit dice that fails a saving throw vs. spells will flee in fear, and any creature with 9 hit dice or greater that fails a saving throw vs. spells will strike at -1 "to hit" for the remainder of the encounter with the nephil lich. Additionally, nephil liches use magic at the same level equal to their abilities as a magic-user and a cleric before they were transformed (not less than 20th level, often 25-35).

In addition to the normal treasure type in its lair (as noted above), a nephil lich will have 4-24 more temporary magic items, 2-5 of which will be carried by the nephil lich when outside of its lair.

## Liger

### Oe/1e Stats

FREQUENCY:  
 Very rare  
 NO. APPEARING: 1  
 ARMOR CLASS: 4  
 MOVE: 12"/24"  
 HIT DICE: 8  
 % IN LAIR: 15%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK:  
 2-8/2-8/2-12  
 SPECIAL ATTACKS:  
 See below  
 SPECIAL DEFENSES:  
 See below



MAGIC RESISTANCE: See below  
 INTELLIGENCE: Very  
 ALIGNMENT: Neutral  
 SIZE: L  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 4  
 HIT DICE: 8\*\*  
 MOVE: 120'(40')/240'(80')  
 ATTACKS: 2 claws/1 bite or special  
 DAMAGE: 2-8/2-8/2-12 or special

NO. APPEARING: 1  
 SAVE AS: Fighter:8  
 MORALE: 10  
 TREASURE TYPE: U  
 ALIGNMENT: Neutral

Ligers are a lion and tiger mixed, bred for their skills in magic. Ligers are fearsome beasts, easily the size of their two parents combined. Liger bones are also completely indestructible, often used (after its death) for defensive structures and the like. The liger's commanding physical prowess provides it with a deadly standard attack (2 claws each doing 2-8 points of damage, and 1 bite doing 2-12 points of damage).

As magical creatures tied to the elements, ligers are immune to all cold-, flame- and electrical-based attacks and, reciprocally, are able to breathe (cone-shaped, 50' long and 20' wide at far end) fire, cold and lightning (each for 3-18 points of damage). They are able to use each of these three breath weapons one time per day. Additionally, three times per day, a liger may use a magical roaring breath attack that causes paralysis. All creatures standing in the direct path of a liger's roar (a cone extending from the liger's mouth to a distance of 50' and a width of 20') must save vs. breath weapon or be paralyzed for 1-6 turns. Ligers are also capable of flight.

## Linnorm

<b>Oe/1e Stats</b>	<b>Flame</b>	<b>Forest</b>	<b>Frost</b>	<b>Gray</b>	<b>Land</b>	<b>River</b>
FREQUENCY:	Very rare	Very rare	Very rare	Very rare	Very rare	Very rare
NO. APPEARING:	1	1	1	1	1	1
ARMOR CLASS:	-3	1	-3	-1	0	3
MOVE: (Mo/FI/Sw/Bu)						
Serpentine	32"/36"	24"/12"	18"/18"	12"/36"/12"	32"/18"/-	12"/32"
Bipedal	18"/24" (6")	18"/9" (6")	12"/18" (6")	12"/24"/9" (6")	24"/18" (6")	9"/24" (6")
Quadrupedal+	12"/24"/ (12")	18"/9" (12")	12"/18" (12")	12"/24"/9" (12")	18"/12" (12")	9"/18" (12")
HIT DICE:	12	10	12	11	9	9
% IN LAIR:	60%	40%	60%	70%	50%	35%
TREASURE TYPE:	H	H	H	H	H	H
NO. OF ATTACKS:						
Serpentine	2 + special	2 + special	2 + special	2 + special	2 + special	2 + special
Bi/Quadrupedal	4 + special	4 + special	4 + special	4 + special	4 + special	4 + special
Hexa/ Octopedal	6 + special	6 + special	6 + special	6 + special	6 + special	6 + special
DAMAGE/ATTACK:						
Serpent	4-24/3-18 + special	3-18/2-12 + special	4-24/3-18 + special	3-24/2-16 + special	3-18/2-12 + special	3-12/2-8 + special
Bi/Quadrupedal	2-12/2-12/4-24/ 3-18 + special	1-6/1-6/3-18/ 2-12 + special	2-12/2-12/4-24/ 3-18 + special	1-8/1-8/3-24/ 2-16 + special	1-6/1-6/3-18/ 2-12 + special	1-4/1-4/3-12/ 2-8 + special
Hexa/ Octopedal	2-12/2-12/ 2-12/2-12/4-24/ 3-18 + special	1-6/1-6/ 1-6/1-6/3-18/ 2-12 + special	2-12/2-12/ 2-12/2-12/4-24/ 3-18 + special	1-8/1-8/ 1-8/1-8/3-24/ 2-16 + special	1-6/1-6/ 1-6/1-6/3-18/ 2-12 + special	1-4/1-4/ 1-4/1-4/3-12/ 2-8 + special
SPECIAL ATTACKS:	Spells, breath weapon	Spells, breath weapon	Spells, breath weapon	Spells, breath weapon	Spells, breath weapon	Spells, breath weapon
SPECIAL DEFENSES:	Spells	Spells	Spells	Spells	Spells	Spells
MAGIC RESISTANCE:	See description	See description	See description	See description	See description	See description
INTELLIGENCE:	Exceptional	Average	Genius	Very	Exceptional	Average
ALIGNMENT:	Neutral Evil	Chaotic Evil	Neutral Evil	Chaotic Evil	Chaotic Evil	Chaotic Evil
SIZE:	3' long per HD	3' long per HD	3' long per HD	3' long per HD	3' long per HD	3' long per HD
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil	Nil
Att./Def. Modes:	Nil	Nil	Nil	Nil	Nil	Nil

<b>BX Stats</b>	<b>Flame</b>	<b>Forest</b>	<b>Frost</b>	<b>Gray</b>	<b>Land</b>	<b>River</b>
ARMOR CLASS:	-3	1	-3	-1	0	3
HIT DICE:	12**	10**	12**	11**	9**	9**
MOVE: (Mo/FI/Sw/Bu)						
Serpentine	320/360'	240//120'	180//180'	120/360/120'	320//180'	120//320'
Bipedal	180/240' (60')	180//90' (60')	120//180' (60')	120/240/90' (60')	240//180' (60')	90//240' (60')
Quadrupedal+	120/240' (120')	180//90' (120')	120//180' (120')	120/240/90' (120')	180//120' (120')	90//180' (120')
ATTACKS:						
Serpentine	1 bite/1 tail + special	1 bite/1 tail + special	1 bite/1 tail + special	1 bite/1 tail + special	1 bite/1 tail + special	1 bite/1 tail + special
Bi/Quadrupedal	2 claws/1 bite/ 1 tail + special	2 claws/1 bite/ 1 tail + special	2 claws/1 bite/ 1 tail + special	2 claws/1 bite/ 1 tail + special	2 claws/1 bite/ 1 tail + special	2 claws/1 bite/ 1 tail + special
Hexa/Octopedal	4 claws/1 bite/ 1 tail + special	4 claws/1 bite/ 1 tail + special	4 claws/1 bite/ 1 tail + special	4 claws/1 bite/ 1 tail + special	4 claws/1 bite/ 1 tail + special	4 claws/1 bite/ 1 tail + special
DAMAGE/ATTACK:						
Serpentine	4-24/3-18 + special	3-18/2-12 + special	4-24/3-18 + special	3-24/2-16 + special	3-18/2-12 + special	3-12/2-8 + special
Bi/Quadrupedal	2-12/2-12/4-24/ 3-18 + special	1-6/1-6/3-18/ 2-12 + special	2-12/2-12/4-24/ 3-18 + special	1-8/1-8/3-24/ 2-16 + special	1-6/1-6/3-18/ 2-12 + special	1-4/1-4/3-12/ 2-8 + special
Hexa/ Octopedal	2-12/2-12/ 2-12/2-12/4-24/ 3-18 + special	1-6/1-6/ 1-6/1-6/3-18/ 2-12 + special	2-12/2-12/ 2-12/2-12/4-24/ 3-18 + special	1-8/1-8/ 1-8/1-8/3-24/ 2-16 + special	1-6/1-6/ 1-6/1-6/3-18/ 2-12 + special	1-4/1-4/ 1-4/1-4/3-12/ 2-8 + special
NO. APPEARING:	1	1	1	1	1	1
SAVE AS:	Fighter:12 (adj. ± per HD)	Fighter:10 (adj. ± per HD)	Fighter:12 (adj. ± per HD)	Fighter:11 (adj. ± per HD)	Fighter:9 (adj. ± per HD)	Fighter:8 (adj. ± per HD)
MORALE:	11	9	10	11	10	9
TREASURE TYPE:	H	H	H	H	H	H
ALIGNMENT:	Chaotic	Chaotic	Chaotic	Chaotic	Chaotic	Chaotic

These ancient, primeval cousins of dragons are cunning, cruel, and territorial—often wreaking havoc upon “trespassers” within their ever-expanding domains.

Linnorms appear in 6 different subspecies, each with its own distinct appearance and set of abilities: flame, forest, frost, gray, land, and river. Linnorms are wingless and generally serpentine, growing longer as they grow older, and possessing a number of pairs of legs determined by their age (and correlating length). Although only certain types of linnorm possess the power of flight, any linnorm that possesses at least 2 pairs of legs (i.e., 4 legs or more) is able to burrow. The length of a linnorm is approximately 3' per HD.

The age of a linnorm affects many of its abilities, including the number of spells it may cast, and the number of times a day it may use its breath weapon.

Age Level	Age	HD Adj.	# of Legs
1. Very Young	1-5 years old	-4	0
2. Young	6-15 years old	-3	0
3. Sub-adult	16-25 years old	-2	0
4. Young Adult	26-50 years old	-1	2
5. Adult	51-100 years old	±0	2
6. Mature Adult	101-150 years old	±0	2
7. Old	151-200 years old	+1	4
8. Very old	201-250 years old	+2	4
9. Venerable	251-300 years old	+3	4
10. Elder	301-350 years old	+4	6
11. Ancient	351-400 years old	+5	6
12. Legendary	401+ years old	+6	8

Linnorms with 2 or more appendages are capable of making a number of claw attacks (determined by total number of appendages) against the same target as their poisonous bite attack. In conjunction with a bite/claw attack, all linnorms are able to attack with a tail slap against the same or a different opponent.

All linnorms possess a breath weapon that may be used in lieu of other attacks, doing a number of hit points in damage equal to half the linnorm's remaining hit points. Linnorms may use their breath weapon a number of times each day equal to their age level (e.g., a venerable linnorm would be able to use its breath weapon up to 9 times per day).

Beginning at a particular age level (by linnorm type), linnorms gain spellcasting abilities equal to a first level magic-user or a cleric, and improve by one spellcasting level for each additional age level. For example, a linnorm attaining magic-user spells beginning at their 4th age level would use spells equal to a 1st level magic-user at their 4th age level, a 2nd level magic-user at their 5th age level, and so on.

All linnorms possess infravision to 90' and are able to detect invisibility within a 30' range. Additionally, all linnorms are immune to poison.

Each linnorm type speaks its own language, but only has a 50% chance of speaking the language of any other linnorm type. Furthermore, linnorms only have a 20% chance of speaking common.

### Flame Linnorm

Flame linnorms have deep orange to flaming red scales, and are found in any type of terrain (though they are particular to volcanic areas). Their bite kills in 3d4 rounds (on a failed saving throw vs. poison), and their breath weapon is a stream of flame 5' wide and 100' long. They are immune to fire (non-magical and magical), are able to create *pyrotechnics* (as the magic-user spell) 3 times per day, and are able to “spit” a fireball (3d6 damage, 120' range) once every 3 rounds. Flame linnorms gain spells as a magic-user, beginning at their 1st age level.

### Forest Linnorm

Forest linnorms have mottled green and black scales, and are generally found in sub-arctic & temperate forests. Their bite kills in 4d6 rounds (on a failed saving throw vs. poison), and their breath weapon is a stream of acid 1' wide and 80' long. Forest linnorms are able to speak with animals (at will), although they are also invisible to animals. In a forest environment, a forest linnorm surprises on a 1-3 (on 1d6). Forest linnorms gain spells as a magic-user, beginning at their 4th age level.

### Frost Linnorm

Frost linnorms have pearly blue scales, and are generally found in arctic & subarctic areas. Their bite kills in 3d6 rounds (on a failed saving throw vs. poison), and their breath weapon is a cloud of cold (ice particles) 60' wide and 40' high. Frost linnorms are immune to all forms of cold (non-magical and magical), and are able to use *phantasmal force* (3 times per day). Frost linnorms gain spells as a cleric, beginning at their 4th age level.

### Gray Linnorm

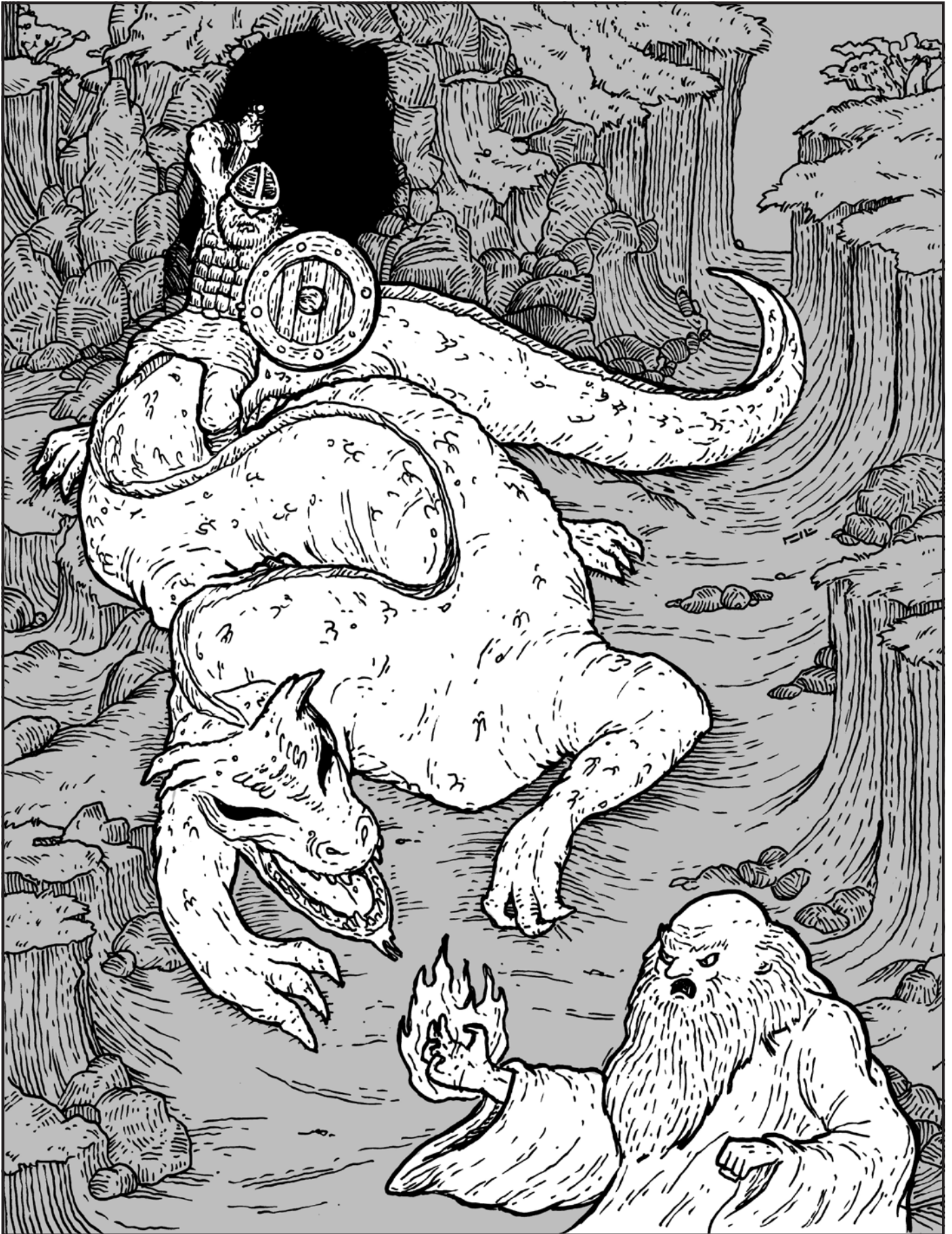
Gray linnorms have tiny, shiny black scales (appearing almost skin-like), and can be found in almost any climate or terrain. Their bite kills in 3d4 rounds (on a failed saving throw vs. poison), and their breath weapon is a jet of acid 3' wide and 60' long; this acid corrodes in 3d6 rounds unless washed off. Gray linnorms may shape change (at will) up to 3 times per day. Gray linnorms gain spells as a cleric, beginning at their 1st age level.

### Land Linnorm

Land linnorms have dull green to brown scales, and are only found in any type of terrain in non-arctic and non-tropical climates. Their bite kills in 4d6 rounds (on a failed saving throw vs. poison), and their breath weapon is a cone of heat that is 5' wide at the mouth, 40' wide at its terminus, and 120' long. A land linnorm may become invisible at will up to 3 times per day. Land linnorms gain spells as a cleric, beginning at their 2nd age level.

### River Linnorm

River linnorms have pale green-gray scales, and are generally found in sub-arctic and temperate forests near water (particularly rivers and lakes). Their bite kills in 3d6 rounds (on a failed saving throw vs. poison), and their breath weapon is a cloud of steam 80' long and 30' wide. River linnorms are immune to electricity, and may “spit” a lightning bolt (3d6 damage, 120' range) up to 2 times per day. River linnorms gain spells as a magic-user, beginning at their 7th age level.



## Lithopede

### Oe/1e Stats

FREQUENCY: Uncommon  
 NO. APPEARING: 10-100  
 ARMOR CLASS: 2/\*  
 MOVE: 3" (0")  
 HIT DICE: 1-2 pts.  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: Nil  
 DAMAGE/ATTACK: Nil  
 SPECIAL ATTACKS:

See below



SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: S (5"-8" diameter)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 2/\*  
 HIT DICE: 1-2 pts.  
 MOVE: 30'(10') (0'(0'))  
 ATTACKS: Special  
 DAMAGE: See below

NO. APPEARING: 10-100  
 SAVE AS: Normal man  
 MORALE: 5  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Lithopedes are an amphibious crustacean that, when viewed from above, appear as smooth stones approximately 5"-8" in diameter. This is, in fact, a shell so solid and resilient as to provide a lithopede with an armor class of 2 when attacked from above. When a lithopede is "flipped" onto its back (a moderately easy feat to accomplish) a lithopede is completely incapable of movement and its vulnerable underside is exposed, allowing it to always be hit.

Lithopedes are more nuisance than danger. They normally appear *en masse* in cool dark underground caverns, usually near a body of water or on the surface at the bottom of a body of water. With their legs tucked up into their shells and in a sedentary state, they may easily be mistaken for something akin to pond-stones. Should any creature try to walk on them, however, the lithopedes will go into a panic and scatter in all directions. Any creature caught on top of a stampede of lithopedes when they begin to scatter must make a saving throw vs. paralysis or be tripped. Any creature with a Dexterity of 13 or above that fails their saving throw will twist an ankle, slowing their movement to half normal for 1-4 weeks (or until the sprain is healed). Any creature with a Dexterity of 12 or under that fails their saving throw will break their ankle, slowing their movement to 0 until the break is healed.



## Lizard, Giant Trapper

### Oe/1e Stats

	<b>mud trapper</b>	<b>sand trapper</b>
FREQUENCY:	very rare	very rare
NO. APPEARING:	1-3	1
ARMOR CLASS:	5	2
MOVE:	12"	12"
HIT DICE:	6	7
% IN LAIR:	65%	60%
TREASURE TYPE:	A	A
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-6/1-6/1-8	1-8/1-8/1-10
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Non-	Non-
ALIGNMENT:	Neutral	Neutral
SIZE: (height/wingspan)	L (25' long)	L (30' long)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil

### BX Stats

	<b>mud trapper</b>	<b>sand trapper</b>
ARMOR CLASS:	5	2
HIT DICE:	6*	7*
MOVE:	120'(40')	120'(40')
ATTACKS:	2 claws/1 bite	2 claws/1 bite
DAMAGE:	1-6/1-6/1-8 + special	1-8/1-8/1-10 + special
NO. APPEARING:	1-3	1
SAVE AS:	Fighter:3	Fighter:3
MORALE:	9	10
TREASURE TYPE:	A (inside creature)	A (inside creature)
ALIGNMENT:	Neutral	Neutral

Trapper lizards are a variety of lizard that "bury" themselves in the ground of advantageous locations (e.g., near trafficked locales) to wait for prey. If attacking from this buried position, trapper lizards normally surprise on a 1-4 (on 1d6). However, if a character or creature is intentionally searching the area for hidden dangers or unusual features, there is a 90% base chance they will discover a buried trapper lizard, minus 10% per 10' distance from the lizard's head. If a trapper lizard is detected, it will immediately spring to attack the creature nearest to them. Trapper lizards can never be surprised while in their buried position, due to their vigilant nature and the ability to detect through ground vibrations / sound of creatures around them (even outside their range of vision).

The standard attack of a trapper lizard is to grab with its two foreclaws and attempt to "shove" its prey into its mouth. If the trapper lizard is successful on all three of its "to hit" rolls, then it succeeds on swallowing its victim whole (man-sized or smaller).

If the trapper lizard has surprised its target, it gets a +1 bonus on all of its "to hit" rolls for the melee round (during which it has surprised). The swallowed victim will take an additional amount of damage each round thereafter (damage by type; see individual descriptions below) until the victim or the trapper is dead. Only dagger attacks may be made from inside a trapper lizard, and are made with a penalty of -4 "to hit."

**Mud Trapper:** Normally found in marshy areas and locales prone to long periods of rain, the mud trapper uses its strong foreclaws to dig a pocket in the mud, then crawls inside and "wiggles" into place, allowing the mud to cover all but its eyes and nostrils. The mud trapper's overall muddy brown coloration provides it a natural camouflage. Victims swallowed whole by a mud trapper take 1-6 points of damage per round until the victim or the mud trapper is dead.

**Sand Trapper:** Normally found in heavily sanded deserts (as opposed to rocky desert terrains), the sand trapper uses its strong foreclaws to dig its way into the sand, then uses its tail to push the sand up around itself, covering all but its eyes and nostrils. Its overall sandy coloration provides them additional natural camouflage. Victims swallowed whole by a sand trapper take 1-10 points of damage per round until the victim is suffocated, or the mud trapper is dead.

**Longma**

**Oe/1e Stats**

FREQUENCY: Very rare	SPECIAL ATTACKS: Breath weapon
NO. APPEARING: 1-6	SPECIAL DEFENSES: Nil
ARMOR CLASS: 4	MAGIC RESISTANCE: Standard
MOVE: 18"/36"	INTELLIGENCE: Average
HIT DICE: 5	ALIGNMENT: Chaotic evil
% IN LAIR: 25%	SIZE: L
TREASURE TYPE: Nil	PSIONIC ABILITY: Nil
NO. OF ATTACKS: 2	Attack/Defense Modes: Nil
DAMAGE/ATTACK: 1-8/1-8	



**BX Stats**

ARMOR CLASS: 4	NO. APPEARING: 1-6
HIT DICE: 5*	SAVE AS: Fighter:5
MOVE: 180'(60')/360'(120')	MORALE: 9
ATTACKS: 2 hooves or 1 breath	TREASURE TYPE: Nil
DAMAGE: 1-8/1-8 or 3-18	ALIGNMENT: Chaotic

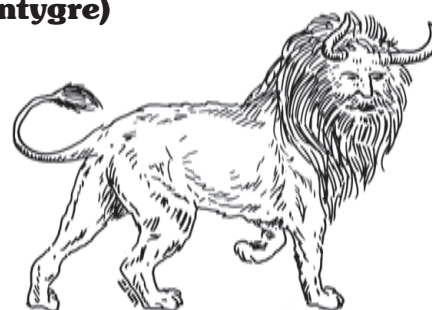
Longmas are sort of a draconian pegasus, covered with scales and possessed of bat-like wings. Like the pegasus, the longma is naturally wild but, unlike the shy pegasus, the longma is both bold and fierce, often brazen in the presence of other creatures. Also unlike the pegasus, the longma's evil nature makes them conniving and unreliable steeds. On the rare occasion they are broken into service, they will only serve evil characters, but will always put themselves (as opposed to their masters) first, generally fleeing when faced with death. In addition to its powerful forehooves, longmas have a breath weapon that allows them to shoot a cone of fire 10' long and 5' wide at its end, doing 3-18 points of damage (on failed saving throw vs. breath weapon).

Each longma nest will generally house 2 longmas, and there is a 10% chance each nest will also have 1 egg (20% chance) or 1 young animal (80%) that will be 20% to 70% mature. Longma eggs are worth considerably more than pegasus eggs (nearly four times), and are a particular favorite of pukises.

**Lympago (Mantygre)**

**Oe/1e Stats**

FREQUENCY: Rare	SPECIAL ATTACKS: Nil
NO. APPEARING: 1-4	SPECIAL DEFENSES: Nil
ARMOR CLASS: 4	MAGIC RESISTANCE: Standard
MOVE: 12"	INTELLIGENCE: Low
HIT DICE: 7+3	ALIGNMENT: Lawful neutral
% IN LAIR: 30%	SIZE: S
TREASURE TYPE: E	PSIONIC ABILITY: Nil
NO. OF ATTACKS: 3	Attack/Defense Modes: Nil
DAMAGE/ATTACK: 1-4/1-4/1-8	
SPECIAL ATTACKS: Nil	
SPECIAL DEFENSES: Nil	
MAGIC RESISTANCE: Standard	



**BX Stats**

ARMOR CLASS: 4	NO. APPEARING: 1-4
HIT DICE: 7+3	SAVE AS: Fighter:7
MOVE: 120'(40')	MORALE: 9
ATTACKS: 2 claws/1 gore	TREASURE TYPE: E
DAMAGE: 1-4/1-4/1-8	ALIGNMENT: Neutral

Though often confused with manticores, lympagos (also known as mantygres or satyrals) are, in fact, different creatures. The lympago features the body of a lion, oxen-like horns atop its head, and a human-face (that appears old and weathered when viewed from a distance). Furthermore, lympagos are slightly larger and stronger than manticores, and are considerably less aggressive. When forced to fight, lympagos attack with a combination of their strong claws and goring horns.

Unlike manticores which prefer dismal lairs (i.e., caves, underground, etc.), lympagos are most often found in forests, particularly in tropical and sub-tropical climates.

Lympagos have their own language, and there is a 50% chance that any lympago encountered will also speak common.



MAPINGUARI • MIND HUNTER • MIND MOTH • MOLECRICKET, GIANT • MOTHMAN • MUCKWING, RAZORTOOTH HAMMERHEADED • MUDLOC • MUMMY, ANIMAL

## Mapinguari

### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 0  
 MOVE: 12"  
 HIT DICE: 6  
 % IN LAIR: 15%  
 TREASURE TYPE: D  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK:  
 1-8/1-8/3-18  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES:  
 Immune to attacks  
 from bladed weapons  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Average  
 ALIGNMENT: Neutral



SIZE: (10' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 0  
 HIT DICE: 6\*  
 MOVE: 120'(40')  
 ATTACKS: 2 claws/1 bite  
 DAMAGE: 1-8/1-8/3-18

NO. APPEARING: 1-4  
 SAVE AS: Fighter:6  
 MORALE: 10  
 TREASURE TYPE: D  
 ALIGNMENT: Neutral

Mapinguaris are hairy, hulking hominids with a stench that often precedes them by as far as 100'. Below the matted red hair of these forest-dwellers is an incredibly tough skin that not only provides them with an AC of 0, but makes them impervious to the effects of bladed weapons. Mapinguaris attack with a pair of ferocious claws and the devastating bite of a gaping mouth that sits somewhere near their chest.

## Mind Hunter

### Oe/1e Stats

FREQUENCY: Very rare  
 NO. APPEARING: 1-3  
 ARMOR CLASS: 2  
 MOVE: 12"  
 HIT DICE: 8  
 % IN LAIR: 20%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK:  
 1-4/1-4/1-6 + special  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Saves  
 as 8th level magic-user  
 INTELLIGENCE: Highly-  
 ALIGNMENT: Chaotic evil  
 SIZE: M  
 PSIONIC ABILITY: 150  
 Attack/Defense Modes:  
 D, GHI



### BX Stats†

ARMOR CLASS: 2  
 HIT DICE: 8\*\*  
 MOVE: 120'(40')  
 ATTACKS: 2 claws/1 bite  
 DAMAGE:  
 1-4/1-4/1-6 + special  
 NO. APPEARING: 1-3  
 SAVE AS: Magic-user:8  
 MORALE: 12  
 TREASURE TYPE: Nil  
 ALIGNMENT: Chaotic

Mind hunters are spectral beings from the lower planes of hell that roam the prime material plane in search of sustenance in the form of the sanity and intelligence of sentient beings. They appear as a shrivelly-skinned, vermin-gray figure with the head and brow of an ape, sulphurous eyes, a semi-canine mouth, long humanoid arms with taloned fingers, and the lower body of a segmented worm. Because mind hunters are spectral beings, a +1 or better weapon is needed "to hit,"

The unmistakable stench of a mind hunter's presence smells like the moldiness of antique bones mixed with the fearsome reek of newly decaying carrion. The visage of a mind hunter is such that it can cause a form of vertigo to anyone viewing it (save vs. spells) that will halve a character's movement and cause all "to hit" rolls to be at -2 for 3-7 turns.

A mind hunter's main form of physical attack is to dig into a victim with its claws (1-4 points each), while attempting to bite its victim's head. On a successful bite, a mind hunter does 1-6 points of damage. Furthermore, for any natural "to hit" roll of 20 on a successful bite, the mind hunter has latched onto the victim's brain and will permanently drain 1 point of Intelligence per round (beginning on the next round) until the victim or the mind hunter dies, or the victim has been reduced to a vegetative state (INT of 0).

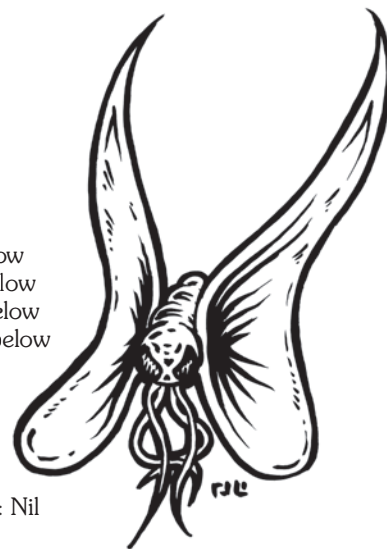
Mind hunters have the following psionic abilities: *domination, hypnosis, invisibility, energy control, and mass domination.*

Mind hunters are able to summon 1-8 gargoyles once per day, and the following spells or attack forms have no effect on mind hunters: *charm, sleep, cold, electricity, insanity, and poison.*

## Mind Moth

### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 2-5  
 ARMOR CLASS: 6 [2]  
 MOVE: 12"/18"  
 HIT DICE: 6  
 % IN LAIR: 25%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: See below  
 DAMAGE/ATTACK: See below  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE: Average  
 ALIGNMENT: Neutral (evil)  
 SIZE: L (7' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



### BX Stats†

ARMOR CLASS: 6 [2]  
 HIT DICE: 6\*\*  
 MOVE: 120'(40')/180'(60')  
 ATTACKS: See below  
 DAMAGE: See below

NO. APPEARING: 2-5  
 SAVE AS: Fighter:6  
 MORALE: 12  
 TREASURE TYPE: Nil  
 ALIGNMENT: Chaotic



Mind moths are giant, intelligent, moth-like creatures colored in shades of pink and crimson, and possessing formidable mental powers. These nocturnal beings are found both above ground and in subterranean areas. Unlike standard moths that gravitate toward light, mind moths are drawn to the auras of intelligent creatures, with the aura of the more intelligent creatures (those with higher Intelligence ratings) appearing as “brighter” to the eyes of the mind moth. When encountering a group of sentient beings, the mind moth will attack the creatures in order from the “brightest” Intelligence aura (highest Intelligence rating) to the “dimpest” (lowest).

While in flight, a mind moth “flutters” in and out of phase, which enhances its armor class (as indicated in parentheses). Mind moths will benefit from this bonus only as long as they remain in flight. Mind moths are particularly susceptible to flame-based attacks, with all such attacks doing double the normal damage.

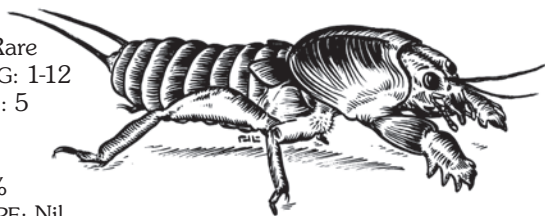
The mind moth’s main form of attack is an electrical-based “stun touch,” which it accomplishes by touching at least one of its four tentacles to a target. It may attack up to two different targets at once, but is able to attach up to 4 tentacles against a single target based on successful “to hit” rolls for each. The effect of the stun touch is two-fold: first, any creature successfully attacked by the mind moth must save vs. paralysis or remain paralyzed in a catatonic state for a number of turns equal to the number of successful hits by the moth squared (e.g., 1 tentacle = 1 turn, 2 tentacles = 4 turns, etc.) and second, it creates an electrical-based synaptic overload on the character, doing 1-6 points of damage for each successful tentacle hit, and causing the target to fall unconscious for 1 turn (cumulative) for each 5 points of damage. If grounded (not in flight), a mind moth is only able to perform a single touch attack (as it needs its other 3 tentacles to “stand”).

A mind moth is able to use each of the following abilities five times per day: *charm person*, *shield*, *invisibility*, *levitate*, *clairvoyance*, *hold person*, and *charm animals* (as a 5th level magic-user), and *speak with animals* (as a 3rd level cleric).

**Molecricket, Giant**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-12  
 ARMOR CLASS: 5  
 MOVE: 9" (3")  
 HIT DICE: 4  
 % IN LAIR: 30%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 2-12/2-12/2-12  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: L (5'-6' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 4  
 MOVE: 90'(30') (30'(10'))  
 ATTACKS: 2 forelimbs/1 bite  
 DAMAGE: 2-12/2-12/2-12  
 NO. APPEARING: 1-12  
 SAVE AS: Fighter:2  
 MORALE: 7  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Giant molecrickets possess shovel-like forelimbs and powerful “shoving” hind legs, making them natural burrowers (second movement rating). Because they are nocturnal and spend most of their lives in elaborate underground tunnels, it is not un-

common for molecrickets to remain relatively unseen, even in areas where their population is considerably high. They may be found in almost any climate (except arctic), usually in areas with soft ground and abundant grass or foliage.

In combat, the molecricket attacks by striking opponents with its forceful forelimbs and biting with its powerful mandibles. The omnivorous molecricket is more of a scavenger than predator, and is not normally aggressive. However, if confined or cornered during a fight, the molecricket will attack with considerable force, gaining a +1 “to hit” bonus and +1 damage bonus to each of its attacks, as well as a +4 bonus to its morale, until it is no longer confined/cornered.

In some dwarven and gnomish communities, fried molecricket is considered a delicacy.

**Mothman**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 2-12  
 ARMOR CLASS: 7  
 MOVE: 6'/12"  
 HIT DICE: 3+1  
 % IN LAIR: 10%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 4 or 2  
 DAMAGE/ATTACK: 1-4/1-4/1-6/1-6 or 1-4/1-4  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Low-



ALIGNMENT: Chaotic neutral  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 7  
 HIT DICE: 3+1\*  
 MOVE: 60'(20')/120'(40')  
 ATTACKS: 4 claws or 2 claws or 1 gaze  
 DAMAGE: 1-4/1-4/1-6/1-6 or 1-4/1-4 or charm

NO. APPEARING: 2-12  
 SAVE AS: Fighter:3  
 MORALE: 7  
 TREASURE TYPE: C  
 ALIGNMENT: Chaotic

Mothmen are a race of humanoids with large, clawed feet, glowing red eyes, and wings which appear to be tattered and aged. Normally found in areas of prairies and plains, they are similarly colored in tans and light browns. Normally invisible, mothmen can turn visible and invisible at will.

While airborne, a mothman may attack with all four claws (hands and feet) against a single target (doing damage of 1d4, 1d4, 1d6, and 1d6, respectively on successful “to hit” rolls for each). While grounded, a mothman may not use its clawed feet to attack. Mothmen take double damage from all flame-based attacks and half damage from all cold-based attacks.

The glowing red eyes of a mothman possess a powerful magical gaze (that may only be used when the creature is visible). Any creature making eye contact with a mothman’s eyes must save vs. spells or become charmed by the mothman. Charmed creatures are able to understand a mothman’s commands given in its own language (a series of screeches and hisses) which a charmed character will understand and obey until such time as the magic is dispelled. Charmed characters will have no understanding or recollection of the language after the spell has been broken.

## Muckwing, Razortooth Hammerheaded

### Oe/1e Stats

FREQUENCY:

Uncommon

NO. APPEARING: 6-36

ARMOR CLASS: 6

MOVE: 3"/15"

HIT DICE: 2+1

% IN LAIR: 10%

TREASURE TYPE: Nil

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d4

+ poison/1d2 + poison

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard



INTELLIGENCE: Non-

ALIGNMENT: Neutral

SIZE: M (3' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 6

HIT DICE: 2+1\*

MOVE: 30'(10')/150'(50')

ATTACKS: 1 bite/1 stinger

DAMAGE: 1d4 + poison/  
1d2 + poison or special

NO. APPEARING: 6-36

SAVE AS: Normal man

MORALE: 10

TREASURE TYPE: Nil

ALIGNMENT: Neutral

The razortooth hammerheaded muckwing (or "muckwing" for short) is a giant flying insect that appears as a cross between a dragonfly and a scorpion, featuring a mouthful of razor-sharp teeth and a slimy coating oozing from the entirety of its body. If ingested, the ooze of a muckwing is mildly hallucinogenic, and produces a state of "euphoric anxiety" that lasts for a number of hours equal to the number of ounces ingested (e.g., 2 ounces = 2 hours of effect).

The muckwing is not normally aggressive but will become so if threatened or harmed in any way. A muckwing is able to attack a single target with a combination of its bite and stinger. The bite of a muckwing (in addition to 1d4 shredding damage from its teeth) deals a poison that (on a failed saving throw) causes its victim to suffer blurred vision for 1d4+1 rounds, attacking with a -1 "to hit" penalty for that duration. Normally, the stinger attack of a muckwing does 1d2 points of damage and injects a mild poison that (on a failed saving throw) has the same effects as its bite (-1 "to hit" penalty for 1d4+1 rounds due to blurred vision). However, there is a 50% chance each time a muckwing makes a successful stinger attack that the poison gland in its tail will "rupture," causing twice the normal piercing damage (2d2 instead of the normal 1d2) and killing its victim on a failed saving throw (vs. poison) in 1d4+1 turns. Additionally, if the

muckwing's stinger dislodges, it will no longer be able to make any stinger attacks, and the muckwing will die in 1d4+1 turns. All effects of the muckwing's bite and stinger are cumulative.

Muckwings are normally found in tropical climates, but are sometimes found in temperate climates during warm, moist summer months following mild, wet winters.

## Mudloc

### Oe/1e Stats

FREQUENCY: Rare

NO. APPEARING: 4-40

ARMOR CLASS: 5

MOVE: 9"

HIT DICE: 2

% IN LAIR: 50%

TREASURE TYPE: Q (x 2)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below

SPECIAL DEFENSES:

Immune to flame/heat

MAGIC RESISTANCE: See below

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 5

HIT DICE: 2\*

MOVE: 90'(30')

ATTACKS: 1 special

DAMAGE: 1-4, 1-6 or 2-8

NO. APPEARING: 4-40

SAVE AS: Fighter:2

MORALE: 7

TREASURE TYPE: L (x2)

ALIGNMENT: Neutral

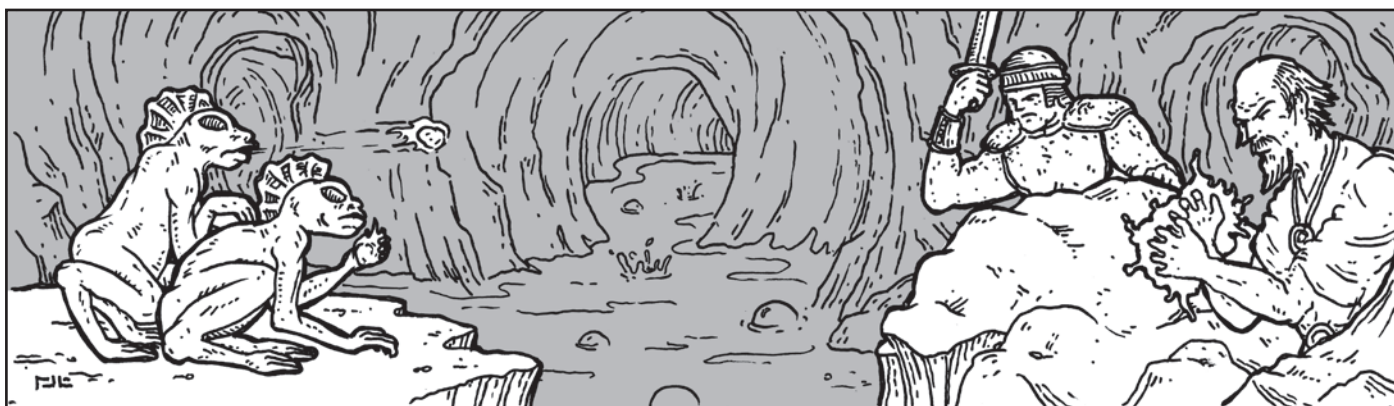
Mudlocs are a race of frog-like semi-humanoids who make their homes in the mud pits of active volcanic areas. They are grayish brown in color and are able to camouflage themselves in active (bubbling) mud pits, allowing them to surprise on a 1-2 (on 1d6) under such conditions. The physiology and dense skin that allows them to live under such extreme conditions further provides them with an immunity to all flame- and heat-based attacks.

A mudloc's main form of attack is to take into their mouths either a large amount of hot (volcanic) mud or a moderately-sized rock (approximately 4-6" in diameter, including hot or flaming rocks), and then "spit" the mud or rock at a target. The amount of damage caused by such attacks is determined by the type of item spit, per below:

rock (normal): 1d4      hot mud: 1d6      flaming rock: 2d4

Any attack with a flaming rock does 1/2 damage (or 1d4) to any creature immune to the effects of flame-based attacks.

Mudlocs aren't necessarily aggressive. Their attacks are intended to be playful. They are simply unaware of the harm they cause to non-mudlocs. Mudlocs speak their own language.



# ANIMAL MUMMIES



BABOON



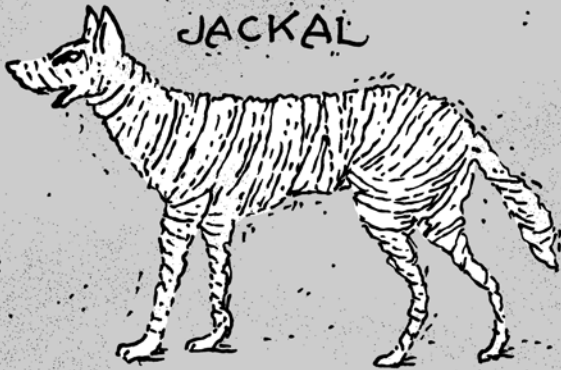
CAT



BEEBLE



MONGOOSE



JACKAL



SERPENT

CROCODILE



FJC

## Mummy, Animal

Oe/1e Stats	Baboon	Beetle	Cat	Crocodile	Jackal	Mongoose	Serpent
FREQUENCY:	Rare	Rare	Uncommon	Rare	Rare	Very rare	Rare
NO. APPEARING:	1-6	3-30	2-12	1-4	1-4	2-8	3-18
ARMOR CLASS:	2	4	5	3	6	5	4
MOVE:	6"	3"	9"	3"	6"	9"	9"
HIT DICE:	3+3	1-4 pts.	1	6	2	1	1
% IN LAIR:	70%	50%	90%	95%	50%	80%	85%
TREASURE TYPE:	D	D	D	D	D	D	D
NO. OF ATTACKS:	1	1	3	1	1	1	1
DAMAGE/ATTACK:	1-6	1 pt.	1-2/1-2/1-3	2-12	1-4	1-3	1-2
SPECIAL ATTACKS:	See below	Disease	See below	Disease	Disease	Disease	See below
SPECIAL DEFENSES:	See below	See below	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	See below	See below	See below	See below	See below	See below	See below
INTELLIGENCE:	Low	Non-	Animal	Animal	Animal	Animal	Animal
ALIGNMENT:	Chaotic neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
SIZE:	S (4'+ tall)	S (2'-3" long)	S	L (8'-15' long)	S	S	S (30" long)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil	Nil	Nil	Nil	Nil

BX Stats	Baboon	Beetle	Cat	Crocodile	Jackal	Mongoose	Serpent
ARMOR CLASS:	2	4	5	3	6	5	4
HIT DICE:	3+3**	1-4 pts.**	1**	6**	2**	1**	1**
MOVE:	60'(20')	30'(10')	90'(30')	30'(10')	60'(20')	90'(30')	90'(30')
ATTACKS:	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite
DAMAGE:	1-6 + disease	1 pt. + disease	1-2/1-2/1-3 + disease	2-12 + disease	1-4 + disease	1-3 + disease	1-2 + disease + poison
NO. APPEARING:	1-6	3-30	2-12	1-4	1-4	2-8	3-18
SAVE AS:	Fighter:2	Fighter:1	Fighter:1	Fighter:6	Fighter:1	Fighter:1	Fighter:1
MORALE:	12	8	12	12	8	12	12
TREASURE TYPE:	D	D	D	D	D	D	D
ALIGNMENT:	Chaotic	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral

Animal mummies are undead creatures sometimes found in tombs inhabited by (human) mummies or in deserted ruins. Some animal mummies are created to provide companionship to the deceased in the afterlife, while others are mummified in honor of deities or notable figures.

Similar to a mummy's touch, the bite of an animal mummy will infect a victim with rotting disease on a successful "to hit" roll (no saving throw). This rotting disease prevents magical healing and makes all wounds take 5 times longer than normal to heal. The fear caused by the sight of a normal mummy is possessed only by baboon mummies (see below).

Animal mummies are affected only by magical weapons (i.e., +1 or better; not affected by silver weapons) but take only half damage from them. Furthermore, animal mummies are immune to the effects of sleep, charm, hold, and cold.

**Baboon:** Baboon mummies are relatively weak compared to other animal mummies as they were often sickly or weak in their physical life before being mummified. The sight of a baboon mummy causes victims to be *paralyzed* with fear for 1-4 meleé rounds (on a failed save vs. paralysis). Baboon mummies are often found in the tombs of clerics and priests.

**Beetle:** Given its "jewel-like" appearance, it is not uncommon for a beetle mummy to be mistaken for a scarab-styled jewel. There is a 5-in-6 chance (1-5 on 1d6) that even those familiar with beetle mummies will mistake them as such, allowing the beetle mummies to surprise under the assumption. They are most often found in tombs belonging to worshippers of both Apshai and Khepri, but are also found in other tomb types as well.

**Cat:** There is a 25% chance that a cat mummy has had its eyes replaced with rock crystals (50 gp value each). They are usually found in tombs belonging to worshippers of Bast, but may be found in other tomb types as well. Additionally, cat mummies are sometimes found *en masse* in tombs of their own.

**Crocodile:** Unlike normal crocodiles, crocodile mummies are not susceptible to the effects of cold weather; their movement, therefore, is not affected as such. Crocodile mummies, however, are incapable of swimming. They are usually found in tombs belonging to worshippers of Sebek, but may also be found in tombs belonging to military leaders.

**Jackal:** Unlike the majority of other animal mummies, jackal mummies are rather cowardly—being almost as likely to flee than fight when faced with an opponent. They are usually found in tombs belonging to worshippers of Anubis and Set.

**Mongoose:** Mongoose mummies are often found in tombs belonging to worshippers of Horus, and will never be found in any tomb belonging to a worshipper of a serpent god.

**Serpent:** Serpent mummies are most often the mummies of asps—their bites possessing both the rotting disease and a deadly poison. All saves against a serpent mummy's rotting disease are made at +1, while saves against its poisonous bite are made at -1. On a failed saving throw vs. poison, afflicted characters/creatures will die in 1d4 turns. On a successful saving throw, the poison will kill in 1d4 days unless cured. Serpent mummies are most often found in tombs belonging to worshippers of Apep.



NAGA, RAJA • NIGHTMANDER

**Naga, Raja**

**Oe/1e Stats**

FREQUENCY: Very Rare  
 NO. APPEARING: 1-2  
 ARMOR CLASS: 2  
 MOVE: 18"  
 HIT DICE: 15  
 % IN LAIR: 80%  
 TREASURE TYPE: Hx2  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK:  
 2-12/2-12  
 SPECIAL ATTACKS:  
 See below  
 SPECIAL DEFENSES:  
 Poison immune  
 MAGIC RESISTANCE:  
 Saves as 14th-15th level  
 magic-user  
 INTELLIGENCE: Exceptional



ALIGNMENT: Chaotic evil  
 SIZE: L (25' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 2  
 HIT DICE: 15\*\*\*  
 MOVE: 180'(60')  
 ATTACKS: 2 weapons (or  
 by weapon type) or 1 bite  
 DAMAGE: 2-12/2-12 + poison

NO. APPEARING: 1-2  
 SAVE AS: Magic-user:14-15  
 MORALE: 12  
 TREASURE TYPE: Hx2  
 ALIGNMENT: Chaotic

Raja nagas are literally the "king of nagas," a suitable name considering their extreme size, potent magical abilities, and pure lethality. A raja naga appears with the lower body of a snake, the upper torso of a human, and a cobra like hood around the head. Additionally, most of them measure approximately 25' long from head to tail. Raja nagas, like other nagas, tend toward warmer climates and are most often found in sacred places (usually temples built to honor the naga) where a host of minions will serve the raja naga.

In any raja naga lair, there will be the following minions, serving their master's will:

- 1-2 giant constricting snakes
- 1-6 giant poisonous snakes
- 1-4 giant spitting snakes
- 4-24 spitting cobras (normal size)

All minion snakes in the presence of a raja naga receive a bonus of +2 to their morale while the raja naga is alive.

Raja nagas possess a host of magical abilities. First, any creature meeting the gaze of a raja naga must save vs. paralysis or be charmed (per *charm* spell). Second, raja nagas heal magically, recovering 5 hits point per round (up to their normal maximum hit points). Third, raja nagas make all their saving throws as a 15th level magic-user (per their HD). Finally, raja nagas are able to use magic as a magic-user of 9th level and a cleric of 5th level.

The poison of a raja nagas is so deadly, any creature bitten by one must make two successful saving throws, one vs. spells and one vs. poison. Otherwise, the body of the afflicted creature will

die from the poison in 1-2 turns and liquify in 2-5 melee rounds. If a successful throw is made vs. spells, but not vs. poison, the afflicted creature will die (from the poison) in 1-2 melee rounds, but will not liquify. If the creature fails the saving throw vs. spells but not vs. poison, the creature will completely liquify in 2-5 rounds, but will also suffer in unearthly pain (which the creature would not have felt should the poison have been effective). The poison is curable by most standard means (e.g, a *cure poison* spell), but the liquifying effect has no antidote. Raja nagas are themselves immune to the effects of all poisons.

In addition to their magical abilities and dangerous bite, most raja nagas choose to arm themselves with 2 weapons.

**Nightmander**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-2  
 ARMOR CLASS: 2  
 MOVE: 18"  
 HIT DICE: 7  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: L (20' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats†**

ARMOR CLASS: 2  
 HIT DICE: 7\*  
 MOVE: 180'(60')  
 ATTACKS: 1 bite  
 DAMAGE: 2-12 + special  
 NO. APPEARING: 1-2  
 SAVE AS: Fighter:7  
 MORALE: 8  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral



A nightmander is a strange extra-dimensional creature originating from the astral plane. In its native plane, it is innately invisible and its presence may only be detected by psionic means (e.g., *psionic sense*). Occasionally, nightmanders find their way into the prime material plane where they take the form of a giant salamander (approximately 20' long) that appears to be made of a shiny liquid or glass substance that peers into the cosmos. +1 or better weapons are required to hit a nightmander, but they are affected by magical attacks as normal.

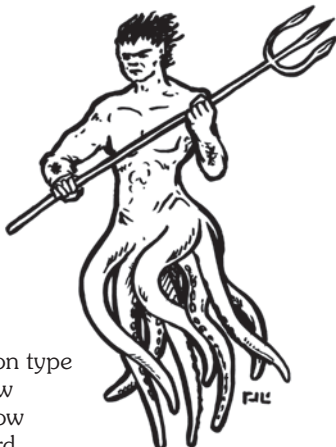
A nightmander attacks with a hit point draining bite that on a natural "to hit" roll of 20 results in the nightmander "swallowing" any creature human size or smaller. Any creature swallowed by a nightmander will be lost on the astral plane for 1-4 turns (even if attacked in the astral plane) before returning via the nightmander's tail end. When a nightmander is killed, the remains of the nightmander will return to the astral plane. Furthermore, when a nightmander dies any creature swallowed by that nightmander is lost in the astral plane, and will remain lost there unless it manages to find its bearings and make its own return (to the prime material plane), or is brought back by some other means.



## OCTOMAN • OPHIOTAURUS • ORLING • OXYX

**Octoman****Oe/1e Stats**

FREQUENCY: Uncommon  
 NO. APPEARING: 20-160  
 ARMOR CLASS: 7  
 MOVE: 6"/24"  
 HIT DICE: 2+1  
 % IN LAIR: 25%  
 TREASURE TYPE: B, I  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: By weapon type  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Very  
 ALIGNMENT: Neutral (evil)  
 SIZE: M



PSIONIC ABILITY: Nil  
 Attack/Defense  
 Modes: Nil

**BX Stats**

ARMOR CLASS: 7	NO. APPEARING: 20-160
HIT DICE: 2+1	SAVE AS: Fighter:1
MOVE: 60'(20)//240'(120')	MORALE: 8
ATTACKS: 1	TREASURE TYPE: B, I
DAMAGE: 1-6 or by weapon or special	ALIGNMENT: Chaotic

Octomen have the upper bodies of men and the lower bodies of octopi, and are found in the seas and oceans of temperate to tropical climates. Though sometimes nomadic, octomen prefer to live in more permanent communities, usually in underwater caverns protected by reefs. Socially, they exist in a sort of aquatic hunter/gatherer society, with the males hunting for fish, and the females gathering from the other bounties the seas provide.

While the population of octomen villages number as high as 160 members, hunting parties of octomen normally number from 2-16. For every 10 octomen encountered, there will be a leader (AC: 6, HD: 2+4, saves as 2nd level fighter) doing 2-7 points of damage. For every 40, there will be an additional leader (AC: 5, HD: 3+6, saves as 3rd level fighter) doing 2-12 points of damage. If encountered in their lair, there will be females and young, with the population divided as follows: male, 50%; female 30%; young, 20%. The females and young will equal to 80% and 40% (respectively) of the male's stats.

The weapons normally carried by octomen are:

trident	30%	spear	25%
crossbow	30%	javelin	15%

There is a 50% chance any octoman will be carrying a net, and a further 50% chance that an octoman will be carrying a dagger.

Octomen's tentacles are strong and capable of entangling creatures that are human-sized or smaller. On any successful "to hit" roll with its tentacles, an octoman will successfully "bind" his opponent. There is a 50% chance the binding will simply limit the opponent from moving but leave it able to attack with a -1 penalty on all "to hit" rolls while bound. Otherwise the opponent will be bound in such a way that making any attack at all is impossible without first breaking free from the octoman's grasp.

All octomen have automising tentacles, which allow them to regrow any tentacle that has been severed (e.g., by an opponent attempting to get free from the octoman).

Octomen are capable of spreading ink like a normal octopus. If retreating, an octoman will leave a trail of ink approximately 10' wide by 10' high and 100' long, often "spiraling" away in order to create as much cover as possible. If not moving, the ink will take 3 melee rounds to fill an area approximately 50' cubed. The ink cloud will completely obscure anything beyond it for 2-5 turns (based on currents). Additionally, octomen are immune to all electrical-based attacks.

Octomen speak their own language, as well as the language of mermen and locathah.

**Ophiotaurus****Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-3  
 ARMOR CLASS: 4  
 MOVE: 12"  
 HIT DICE: 9  
 % IN LAIR: 85%  
 TREASURE TYPE: D  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 3-12  
 SPECIAL ATTACKS:  
 See below  
 SPECIAL DEFENSES:  
 See below  
 MAGIC RESISTANCE:  
 Saves as a 5th level cleric



INTELLIGENCE: Average  
 ALIGNMENT: Lawful good  
 SIZE: L (15'-20' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 4	NO. APPEARING: 1-3
HIT DICE: 9*	SAVE AS: Fighter:5
MOVE: 120'(40')	MORALE: 10
ATTACKS: 1 gore	TREASURE TYPE: D
DAMAGE: 3-12	ALIGNMENT: Lawful

Ophiotauri are most often encountered hiding in their lairs in that they are constantly being hunted for the boon that killing one provides. Any character who kills an ophiotaurus will gain 1 experience level. This benefit is given only to the character who deals the final blow that actually kills the ophiotaurus, and only after the entirety of the ophiotaurus's body has been burned and reduced to ash. Should any portion of the body remain unburned, no boon will be granted. The level grant will put the character at the minimum experience points for the next level up, based on the character's cumulative experience point total up to the point at which the entirety of the ophiotaurus has been burned, including any experience points gained for actually killing the ophiotaurus.

While the main form of an attack of an ophiotaurus is to gore with its horns, they are also able to cast the following spells three times per day each (as a 5th level cleric): *cure light wounds*, *detect evil*, *bless*, *hold person*, and *prayer*.

## Orling

### Oe/1e Stats

FREQUENCY: Uncommon  
 NO. APPEARING: 10-100  
 ARMOR CLASS: 5  
 MOVE: 9"  
 HIT DICE: 1  
 % IN LAIR: 10%  
 TREASURE TYPE:  
   Individuals I; G in lair  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-6  
   or by weapon  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE: Very  
 ALIGNMENT: Chaotic (neutral)  
 SIZE: S (3'-4' tall)  
 PSIONIC ABILITY: Nil  
   Attack/Defense Modes: Nil



### BX Stats

ARMOR CLASS: 5  
 HIT DICE: 1  
 MOVE: 90'(30")  
 ATTACKS: 1 weapon  
 DAMAGE: 1-6 or by weapon  
 NO. APPEARING: 10-100

SAVE AS: Fighter:3  
 MORALE: 9  
 TREASURE TYPE:  
   Individuals I; G in lair  
 ALIGNMENT: Chaotic/Neutral

Orlings are small (never being taller than 4'), slender humanoids with pointed ears, pale skin, and deep yellow eyes. They are completely hairless, with prominently bald heads (a trait shared by both males and females of the species). Orlings typically have a lifespan of about 100 years.

As a race, orlings are truly "showy." They tend to build their homes in conspicuously open areas near other orling dwellings, with exterior facades and interior decor surpassing even the ostentation of the orling wardrobe. Most orlings are obsessed with collecting and conspicuously displaying desired objects ranging from useless trinkets to prized magic items. When an orling does possess a magic item, he will rarely, if ever, carry it or even use it. Additionally, they tend toward extremely colorful and ornate clothing, to the point of being gaudy.

For every 30 orlings, there will be a leader (AC: 3, HD: 3, saves as 5th level fighter) doing 3-8 points of damage, and 2 assistants (AC: 4, HD: 2, saves as 4th level fighter) doing 2-7 points of damage. If more than 90 are encountered, there will be an additional leader (AC: 2, HD: 4, saves as 6th level fighter) doing 2-12 points of damage. If encountered in their lair, there will be females and young equal to 90% and 30% (respectively) of the number of adult males.

Typically, orlings will wear leather or chain armor under a garishly embroidered tabard. When they carry shields (approximately 50% of the time) it will be a simply constructed shield painted with over-elaborate ornamentation. Orlings will normally use HTH weapons only (as "throwing away" ammunition is unforgivable to them). The weapons normally carried by orlings are:

small sword	35%	hand axe	10%
morning star	20%	military pick	10%
hammer	20%	spear	5%

There is a 15% chance that for every orling encountered, he will be carrying 1 magic item (besides armor, weapons, scrolls or potions), but only a 10% chance that he will use that magic item, even if his life were to depend on it.

Orlings have a natural resistance to poison and magic that allows them to save at two levels above their normal hit dice. Additionally, they have a 50% resistance to sleep. While they are naturally very stealthy, their choice in wardrobe cancels out any chance of surprise they might normally have. Orlings have a particular dislike for waterborne travel.

Known as being shrewd business men and traders, orlings will rarely deal with other orlings (they don't trust each other) but they will bargain (i.e. buy but not sell) with any other willing race, and will go so far as deception or fraud should it result in acquiring something they want. In addition to speaking their own language, they also speak common, dwarvish, elvish, gnomish, gnoll, goblin, halflingish, hobgoblin, kobold, ogre, orc, troll, and the languages of all giants (hill, stone, etc.). Due to their language abilities, they will often hire themselves out as translators, assuming the price negotiated is suitable.

## Oxyx

### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 5-50  
 ARMOR CLASS: 8  
 MOVE: 3"/12"  
 HIT DICE: 1-2 pts.  
 % IN LAIR: 15%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: Nil  
 SPECIAL ATTACKS:  
   See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard



INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: M (10'-12" wingspan)  
 PSIONIC ABILITY: Nil  
   Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 8  
 HIT DICE: 1-2 pts.\*  
 MOVE: 30'(10")/120'(40")  
 ATTACKS: 1 bite  
 DAMAGE: Slow

NO. APPEARING: 5-20  
 SAVE AS: Normal man  
 MORALE: 6  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Oxyxes are giant fuzzy insectoids with gorilla-esque faces and bat-like wings. They are underground dwellers and have infra-vision to a distance of 30'. However, any intense heat source (e.g. a torch or fire) within 10' of their line of sight blurs their vision for 1-4 turns (attacking at -3 while affected).

They are relatively harmless except that their bite carries a very mild toxin whose cumulative effects will temporarily slow or paralyze an affected creature. When a creature has failed a number of oxyx bite saving throws (vs. poison) equal to the creature's hit dice, the creature's movement will be slowed to one-half. When a creature has failed a number of oxyx bite saving throws (vs. poison) equal to twice the creature's hit dice, then the creature will be paralyzed. The duration of any single oxyx bite is 1 turn. Oxyx toxin is curable by most standard and magical means.

Oxyxes have a unique smell which borders on being flowery, earthy, grassy, spicy, and skunky, all at the same time.



PINK SLIME • POSSESSOR • PSI-BAT • PUKIS • PUKWUDGIE

## Pink Slime

### Oe/1e Stats

FREQUENCY: Very rare  
 NO. APPEARING: 1-2  
 ARMOR CLASS: 9  
 MOVE: 3"  
 HIT DICE: 2+2  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: M-L  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 9  
 HIT DICE: 2+2\*\*  
 MOVE: 30'(10')  
 ATTACKS:  
 1 touch + special  
 DAMAGE: 2-12  
 NO. APPEARING: 1-2  
 SAVE AS: Fighter:1  
 MORALE: 12  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral



Pink slimes are not technically a "slime." They are, in fact, a carnivorous animal life-form which appears similar to an ooze or slime which has the consistency of finely ground red meat and a coloration bordering more toward blood red than pink.

Pink slimes are normally found in subterranean places, leaving a wet bloody trail behind them as they slowly ooze and push their way through the tunnels, passages, cracks and holes of their underground habitats in search for sustenance. Their presence is often signaled by the telltale scent of ammonia that accompanies them. In less-than-adequate lighting, a pink slime will often go undetected when devouring the carcass of a deceased creature (50% chance). Pink slimes are able to crawl on walls and cling to ceilings, often attacking from above and dropping onto victims below, surprising on a 1 or 2 (on 1d6).

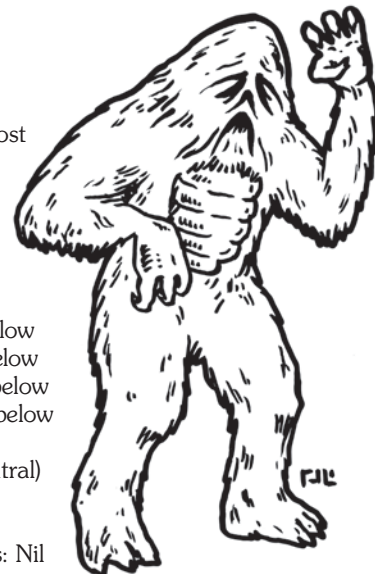
Pink slimes are immune to poison, disease and acid attacks, but are harmed normally by flame, cold and electricity. These creatures secrete a catalytic corrosive that breaks down living tissue. Therefore, pink slimes may only affect plant and animal life, but will not affect metal or stone. If this corrosive touches bare skin, it acts like an infectant, spreading from the touchpoint of the attack, doing 2d6 points of damage each round, unless the affected creature makes a successful saving throw (vs. poison) or the infection is cured (by magical means). While an infected creature is not generally contagious, the touchpoint of the attack is contagious while that infected creature remains alive. Any other creature touching the origin sore of the infected (but still living) creature should be treated the same as a successful "to hit" roll by a pink slime.

In addition to its standard touch attack, a pink slime also emits an olfactory irritant (thus the smell of ammonia). Any creature coming within a 10' radius of pink slime must save vs. breath weapon or attack at -1 "to hit" for 1-5 turns.

## Possessor

### Oe/1e Stats

FREQUENCY: Very rare  
 NO. APPEARING: 1  
 ARMOR CLASS: 2 or by host  
 MOVE: 24" or by host  
 HIT DICE: 5 and by host  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS:  
 1 or by host  
 DAMAGE/ATTACK: See below  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Very  
 ALIGNMENT: Chaotic (neutral)  
 SIZE: M and by host  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



### BX Stats†

ARMOR CLASS: 2 or by host  
 HIT DICE: 5\*\* and by host  
 MOVE: 240'(80') or by host  
 ATTACKS: 1 or by host  
 DAMAGE: See below  
 NO. APPEARING: 1  
 SAVE AS: Fighter:5  
 MORALE: 12  
 TREASURE TYPE: Nil  
 ALIGNMENT: Chaotic

Possessors are creatures from the negative material plane that travel to the prime material plane in order to wreak havoc. While there, they are invisible and out-of-phase, and (without a special ability on the part of another creature) will normally go undetected. Possessors, therefore, surprise on a 1-5 (on 1d6). In this phased form, they are impervious to almost all attacks, but are susceptible to attacks through a phase door, or from creatures wearing *armor of etherealness*, or using *oil of etherealness* (or similar item).

The modus operandi of a possessor is to "move into the same space" as a being in the prime material plane and then "phase into it." This allows the possessor to overtake the target's body and possess the body as its own. Based on their own alignment, possessors are only able to phase into creatures who are chaotic evil, chaotic neutral, neutral evil or true neutral (chaotic or neutral in simple alignment systems). Any such character must save vs. paralysis or be taken over by the possessor.

Once a possessor is "inside" its host, a possessor becomes in phase with the prime material plane, but is non-corporeally incorporated with the host. While inside its host, a possessor uses the host's AC, movement, number of attacks and damage during combat, but saves as the possessor. Under these conditions, the host is subject to all attacks that would normally affect it, and the possessor is (simultaneously) subject to any and all of the same attacks against the host that would affect standard non-corporeal creatures (+1 or better or magic needed "to hit" the possessor). Damage to possessor and host are tracked simultaneously until such time as either one of them dies or the possessor is otherwise separated from its host. Additionally, any means of healing through magic spells will affect both possessor



and host, but any physical means of healing (including potions) will heal only the host.

The following methods will work to rid a host of a possessor:

1. A cleric may cast a *bleed* spell on the affected character, but must do so within a number of turns from the possession equal to the cleric's level (e.g., a 1st level cleric must cast the spell on the first turn after the current turn, a 2nd level cleric on the second turn after, a 3rd level cleric on the third, etc.). By this method, the possessor will only be expelled from the character's body, but remain within the prime material plane.
2. A *dispel evil* spell may be used directly on the affected character (using the possessor's saving throw number). If successful, the possessor will be sent immediately back to the negative material plane and the emancipated character will fall unconscious and remain so for a number of turns equal to the number of days he has been possessed.
3. If the possessor is killed (while the host remains alive), the possessor will cease to exist and the possessor's former host will fall unconscious and remain so for a number of turns equal to the number of days he has been possessed.
4. If the host character dies or is killed, the possessor will be immediately separated from that host but remain in the prime material plane. The host character may then be resurrected as normal.

*Description:* When viewed in the negative material plane, possessors appear as tall, fur-covered humanoids with sunken (almost non-existent) facial features, a segmented abdomen (resembling an insect), and taloned four-fingered hands. When viewing the possessed host in the prime material plane only, the host will appear as normal. When viewing a possessed host through extra-dimensional means (allowing sight into the negative material plane), the host and the possessor will seem to occupy the same space at the same time.

**Psi-Bat**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-10  
 ARMOR CLASS: 4  
 MOVE: 3"/18"  
 HIT DICE: 8  
 % IN LAIR: 90%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 6  
 DAMAGE/ATTACK:  
 1-6/1-6/1-6/1-6/  
 1-3/1-3  
 SPECIAL ATTACKS:  
 See below  
 SPECIAL DEFENSES:  
 See below  
 MAGIC RESISTANCE:  
 Standard  
 INTELLIGENCE: High  
 ALIGNMENT: Chaotic  
 SIZE: L  
 PSIONIC ABILITY: 60-80  
 Attack/Defense Modes:  
 A/F,G



**BX Stats†**

ARMOR CLASS: 4  
 HIT DICE: 8\*\*  
 MOVE: 30'(10')/180'(60')  
 ATTACKS: 6 claws  
 DAMAGE: 1-6/1-6/  
 1-6/1-6/1-3/1-3  
 NO. APPEARING: 1-10  
 SAVE AS: Fighter:8  
 MORALE: 9  
 TREASURE TYPE: C  
 ALIGNMENT: Chaotic

Somewhat bat-like and somewhat human, psi-bats have hairless leather-like skin, stand approximately 5' tall and their wingspan reaches upwards from 15' to 20'. Normally found in the deepest of subterranean locations, they are particularly fond of colder, wet areas. Like bats, they sleep hanging from the ceilings of the caverns they inhabit, and spend most of their time in a hibernation that borders on suspended animation. This allows psi-bats a lifespan that can reach 500+ years.

Psi-bats' eyes are vestigial. Instead, they possess a form of clairvoyant radar which gives them the capability to "see" in all directions (even through objects) to a radius of 100'. Psi-bats are, therefore, never surprised by any creature approaching on the prime material plane. Even creatures trying to surprise a psi-bat by approaching extra-dimensionally only have a 5% chance to do. Should any living creature come within 100' of a hibernating psi-bat, it will immediately come to a fully awake state, prepared to defend itself (or hunt and feed on any living creature available).

Though psi-bats are able to attack with their four clawed hands and two clawed feet, their preferred forms of attack and defense are their unusual psionic abilities. In addition to their standard attack and defense modes, they also possess the following devotions: *animal telepathy*, *domination*, *invisibility*, and *telepathic projection*, all performed at the 10th level of mastery.

**Pukis**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1  
 ARMOR CLASS: 4  
 MOVE: 6"/18"  
 HIT DICE: 2  
 % IN LAIR: 95%  
 TREASURE TYPE: A, C  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Average  
 ALIGNMENT: Lawful neutral  
 SIZE: S (2' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 4  
 HIT DICE: 2\*  
 MOVE: 60'(20')/180'(60')  
 ATTACKS: 1 bite or  
 1 breath or 1 special  
 DAMAGE: 1-4 or 1-8 or 3-18

NO. APPEARING: 1  
 SAVE AS: Fighter:2  
 MORALE: 12  
 TREASURE TYPE: A, C  
 ALIGNMENT: Neutral

A pukis is a small household dragon used to guard its master's treasure, as well as steal more treasure for its master. Pukises for sale can easily command a price of 5,000 gp or more, so some choose to breed them instead. Breeding, however, is no small task, as there is only a 5% chance an individual male and female pair will actually mate, and a 5% chance that when an egg is laid it will actually be fertilized and viable. The incubation period for a pukis egg is 1d4+1 days. For those seeking a shortcut to pukis ownership, a pukis may be stolen through the use of a specialized spell to "bind it" to the new master (through the use of the *bind pukis* 4th level magic-user spell).

A pukis will guard its treasure fiercely, but it is also a natural trickster, often to the chagrin of its master's neighbors. Pukises are very high-maintenance creatures and its master must treat it well or the pukis will respond by either harming the master, or simply leaving (and taking the treasure it guards along with it). While they will eat almost any small animal (rodents and the like), they have a particular fondness for raw eggs of any variety.



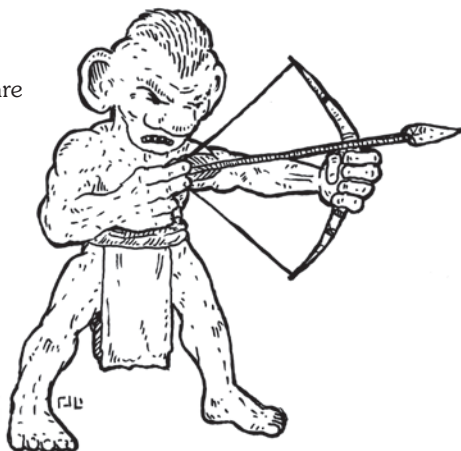
Pukises are able to take on the appearance of a cat while on the ground, but while airborne may only appear in their natural dragon form. Additionally, while in flight, a pukis may transform itself into a ball of flame and fly into a target, doing 3d6 points of damage (on a successful “to hit” roll). This flying flame attack is preferred to both its rather benign bite (1-4 points of damage) or its breath weapon (a cloud of flame 5' long and 3' across, doing 1-8 points of damage on a failed saving throw vs. breath weapon). In turn, pukises are immune to all flame-based attacks.

Pukises speak their own language and, while unable to speak (utter) the common tongue, they are able to understand it.

**Pukwudgie**

**Oe/1e Stats**

FREQUENCY: Very Rare  
 NO. APPEARING: 2-8  
 ARMOR CLASS: 5  
 MOVE: 15"  
 HIT DICE: 6+3  
 % IN LAIR: 25%  
 TREASURE TYPE:  
     Individuals: T;  
     in lair: A, C  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK:  
     By weapon  
 SPECIAL ATTACKS:  
     See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Saves as  
     6th level Magic-user  
 INTELLIGENCE: Average  
 ALIGNMENT: Chaotic evil



SIZE: S (2'-3' high)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 6+3\*\*  
 MOVE: 150'(50')  
 ATTACKS: 1  
 DAMAGE: by weapon  
 NO. APPEARING: 2-8

SAVE AS: Magic-user:6  
 MORALE: 12  
 TREASURE TYPE:  
     Individuals: O; in lair: A, C  
 ALIGNMENT: Chaotic

Pukwudgies are nasty, magical creatures standing 2'-3' tall and appearing as humanoids with enlarged noses, ears and fingers. Their smooth gray skin glows during night-time hours with a brightness based on the cycle of the moon—having the radiance of a lantern during a full moon, the radiance of a candle during half-moons, and no radiance at all during a new moon.

Though pukwudgies were once friendly with humans, they now hold a deep hatred for them and are generally preoccupied with wreaking havoc upon them. In random encounters, pukwudgies will attack humans on sight (no reaction rolls necessary). In their hearts, however, pukwudgies are particularly sadistic, having a fondness for kidnapping and torture, as well as simple mayhem (e.g., burning villages, pushing people off cliffs, luring victims into their own deaths, etc.).

Pukwudgies are normally armed with short bows and arrows tipped with a poison that (on a failed saving throw vs. poison) kills in 1-6 turns. There is a 50% chance a pukwudgie will be additionally armed with a spear, and a further 50% chance the pukwudgie will be carrying a dagger.

Pukwudgies possess a variety of magical abilities. They may turn invisible at will, they are able to control undead (as *potion of undead control*) up to 3 times per day, and possess and use spells as a 6th-level magic-user. Furthermore, they make saving throws as a 6th-level magic-user.

Pukwudgies speak only their own language.



QIQIRN • QUICKSLIME

**Qiqirn**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-3  
 ARMOR CLASS: 6  
 MOVE: 15"  
 HIT DICE: 3+3  
 % IN LAIR: 10%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: See below  
 DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Semi-  
 ALIGNMENT: Neutral  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

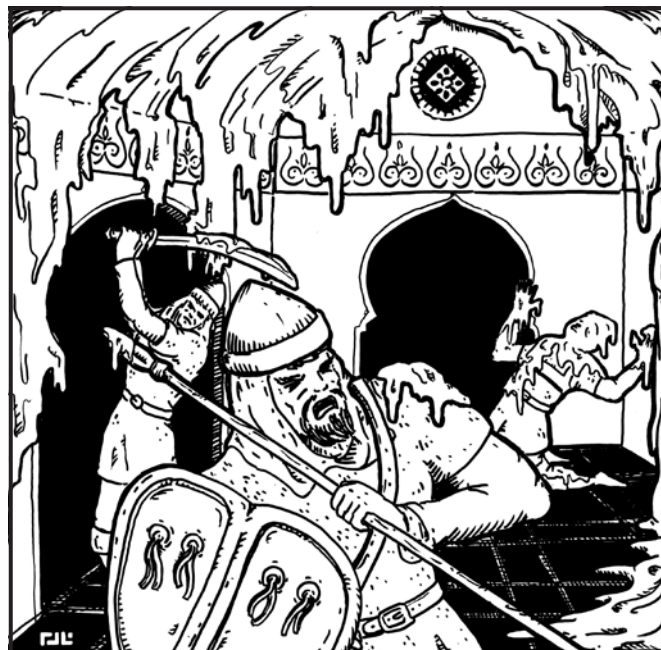
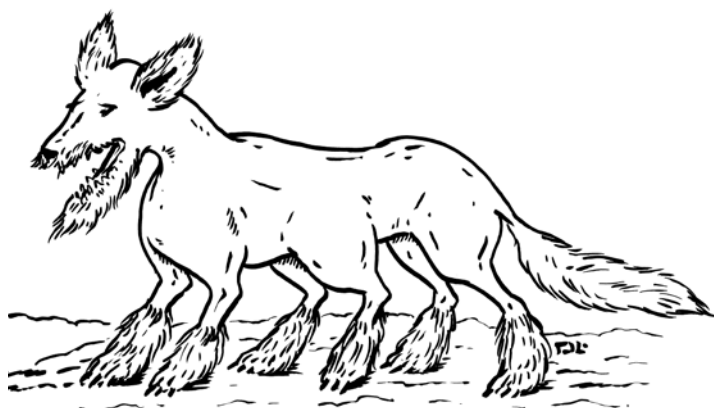
ARMOR CLASS: 6  
 HIT DICE: 3+3\*\*  
 MOVE: 150'(50')  
 ATTACKS: 1 bite  
 DAMAGE: 1-4

NO. APPEARING: 1-3  
 SAVE AS: Fighter:1  
 MORALE: 3  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Qiqirn (s. and pl.) are large (approximately pony-sized), six-legged canines that are bald over their bodies, but have hair on their feet, ears, mouth, and tails. Though ghastly in appearance, qiqirn are not naturally aggressive. They are, instead, quite skittish. A qiqirn is surprised on a 1-4 (on 1d6) and will immediately flee. Even on a result of 5 or 6, they will still refrain from engaging.

The white coloration of the qiqirn provides it natural camouflage in its native areas of ice and snow. This enables them to "accidentally" surprise on 1-3 under such conditions (assuming they are unaware of the presence of creatures upon whom they stumble). Furthermore, because their appearance is downright ghastly, all creatures that have been surprised by a qiqirn and are standing within a 20' range must save vs. paralysis or be overtaken with convulsions (of fright) which will last 1-6 turns. If the convulsions last three or more turns, creatures so afflicted must make an additional saving throw vs. paralysis or suffer from a complete amnesia that lasts for a period of 3-18 days. A *remove fear* spell will cure the convulsions and/or the amnesia; a single spell will remove both if the amnesia sets in before the convulsions end.

The one exception to the qiqirn's skittish nature is their natural hatred of arassases. In the presence of these massive catdragons, qiqirn become downright foolhardy (with qiqirn morale increasing to 11 in the presence of an arassas).



**Quickslime**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1  
 ARMOR CLASS: 5  
 MOVE: 12"  
 HIT DICE: 6  
 % IN LAIR: 20%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: See below  
 DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: As above  
 INTELLIGENCE: Semi-  
 ALIGNMENT: Neutral  
 SIZE: M-L  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 6\*\*  
 MOVE: 120'(40')  
 ATTACKS: See below  
 DAMAGE: See below

NO. APPEARING: 1  
 SAVE AS: Magic-user:6  
 MORALE: 12  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Quickslimes are green slimes that have been magically endowed by a high-level magic-user by means of a magical tome or by employing a *wish*, a *polymorph any object*, a *haste*, and a *strength* spell. The latter demands the magic-user be of at least the 12th level. In either case, the fashioning of a quickslime requires at least 3 green slimes as "source material." Unlike standard green slimes, quickslimes have the power of movement and will follow simple commands (kill, stop, etc.) from the master that created them. Furthermore, the creator of a quickslime can have the quickslime lay dormant until a "trigger" circumstance occurs (e.g., drop on intruder).

Quickslimes have all the standard resistances of green slimes (immune to all weapons and spells, except *cure disease*), but the magical nature of a quickslime allows it to save as a 6th level magic-user. Due to this magical nature, *dispel magic* is treated as a *fear* spell against a quickslime. A quickslime operates at a much quicker rate than a normal green slime, turning any affected creature into a green slime in 1-2 melee rounds, consuming 1 inch thickness of wood in 30 minutes, and eating through plate armor in 2 rounds.



RAROG • RAT, GARGANTUAN • RATATOSKR • RED ETHER • REVOLVING BEAST • ROTMOUTH • RUSSET PUDDING

**Rarog**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 5 [0]  
 MOVE: -/24" [-/36"]  
 HIT DICE: 5  
 % IN LAIR: Nil  
 TREASURE Nil  
 NO. OF ATTACKS: 2 (3)  
 DAMAGE/ATTACK: 4-11/  
 4-11 or 5-19/5-19/5-19

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Non-  
 ALIGNMENT: Lawful evil  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 5 [0]  
 HIT DICE: 5  
 MOVE: -/240'(80')  
 [-/360'(120')]  
 ATTACKS: See below  
 DAMAGE: 4-11/4-11  
 or 5-19/5-19/5-19  
 NO. APPEARING: 1-4  
 SAVE AS: Dwarf:5-10  
 MORALE: 10  
 TREASURE TYPE: Nil  
 ALIGNMENT: Chaotic

Rarogs are fiery dwarven spirits from the elemental plane of fire. They are short-tempered and impulsive, and have very little patience for any creature they perceive as "non-magical," particularly those originating from the prime material plane.

Rarogs are immune to flame-based attacks and a +1 or better weapon is required to affect them. Rarogs save at 4 levels higher than normal. Rarogs are ambidexterous and usually arm themselves with 2 hammers (1d8 base damage +3 points flame damage each), which they may use against a single opponent during a single melee round. In addition to having the ability of flight, rarogs are able to perform a "whirlwind" attack once every 5 melee rounds. In this whirling mode, the rarog spins (movement in brackets) with its two weapons outstretched, and may make up to 3 attacks (against a single opponent or multiple opponents) as it moves for its turn (whirlwind movement noted in parentheses). Each of these attacks does 2d8 points base damage + 3 points of flame damage. During the whirlwind round, the rarog has an effective AC of 0.

**Rat, Gargantuan**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-8  
 ARMOR CLASS: 5  
 MOVE: 12"/6"  
 HIT DICE: 4  
 % IN LAIR: 10%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK:  
 1-4/1-4/2-8

SPECIAL ATTACKS: Disease  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Semi-  
 ALIGNMENT: Neutral  
 SIZE: L  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 4  
 MOVE: 120'(40')//60'(20')  
 ATTACKS: 2 claws/1 bite  
 DAMAGE: 1-4/1-4/2-8 + disease

NO. APPEARING: 1-8  
 SAVE AS: Fighter:2  
 MORALE: 10  
 TREASURE TYPE: C  
 ALIGNMENT: Neutral

Gargantuan rats are monstrous versions of the normal and giant varieties. Measuring from 20-30 feet long, these beasts are sickly gray in color and emit a particularly pungent musky smell. They are not natural tunnelers, though they are moderately capable swimmers. Gargantuan rats also suffer a similar fear of fire as smaller varieties, but will simply keep a distance from it (usually of about 60'), rather than flee.

Unlike the more common rat varieties, gargantuan rats have a natural aversion to the presence of undead, and tend to stay away from areas where undead are present. Therefore, they are rarely found in the command of vampires. However, they are particularly loyal to wererats, and gain a +1 bonus to their morale in the presence of one.

The bite of a gargantuan rat is laden with disease, and any creature suffering its bite must save vs. poison; if the saving throw fails, there is a 1-in-6 chance the afflicted character will become bedridden immediately (unable to adventure), and die in 1-6 days (unless cured); otherwise (5-in-6 chance), the afflicted character will become bedridden immediately and remain so for a period of 3-12 weeks (or until cured).

**Gargantuan Black Rats:** This variety of gargantuan rat is jet black in color and is particularly aggressive. Black gargantuan rats gain a +1 bonus on all "to hit" rolls and to their morale, deal an additional 1 point of damage on each attack (each of its 2 claws do 2-5 pts. each, and its bite does 3-9 pts. damage), and have 4 additional hit points (HD: 4+4). Furthermore, all saving throws against a black gargantuan rat's bite incur a -1 penalty on the roll.



**Ratatoskr**

**Oe/1e Stats**

FREQUENCY: Uncommon  
 NO. APPEARING: 10-40  
 ARMOR CLASS: 7  
 MOVE: 18"  
 HIT DICE: 1-2 pts.  
 % IN LAIR: 10%  
 TREASURE Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-2 pts.

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: S (6"-8" long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 7  
 HIT DICE: 1-2 pts.\*  
 MOVE: 180'(60")  
 ATTACKS: 1 bite or 1 horn  
 DAMAGE: 1-2 pts. or special

NO. APPEARING: 10-40  
 SAVE AS: Normal man  
 MORALE: 7  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Ratatoskr are vicious rodents with a single horn protruding from the forehead. They're stealthy, surprising on a 1-3 (on 1d6). Furthermore, when attacking from a perched position (usually in trees), they are able to leap up to 20', and strike by plunging their horn into a victim (for 1-4 points). On any natural "to hit" roll of 20 while using this leap attack, the horn hits a major artery and does 1-8 pts. damage the first round and continues to do 1-4 pts. every round thereafter until magically healed (as normal healing will not repair the artery). In non-leaping attacks, they bite for 1-2 pts. damage.

**Red Ether**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1  
 ARMOR CLASS: 0  
 MOVE: 24"  
 HIT DICE: 5-10  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: Nil  
 DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Non-  
 ALIGNMENT: Chaotic evil  
 SIZE: M-L (see below)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

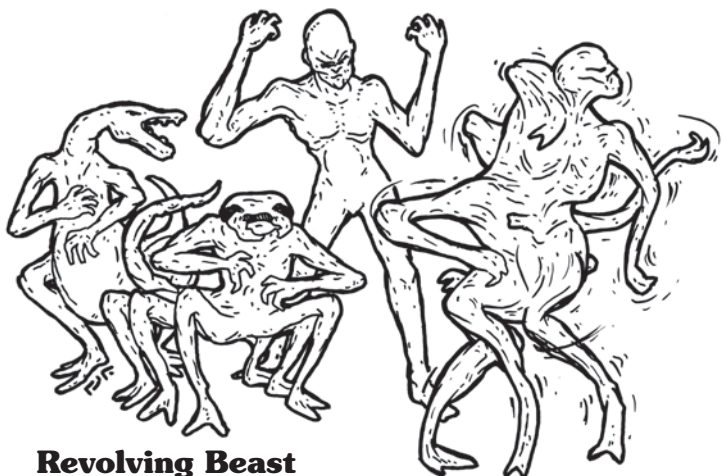
**BX Stats**

ARMOR CLASS: 0  
 HIT DICE: 5-10\*  
 MOVE: 240'(80")  
 ATTACKS: Special  
 DAMAGE: See below

NO. APPEARING: 1  
 SAVE AS: Magic-user:5-10  
 MORALE: 12  
 TREASURE TYPE: Nil  
 ALIGNMENT: Chaotic

Red ether is a spirit consisting of pure chaotic energy originating from the abyss and appears in the prime material plane as an almost unnoticeable area of crimson mist, with a size of approximately 10 square feet per hit die. Red ether is immune to the effects of all weapons (standard, silver, magic or otherwise) as well as the effects of charm, sleep, hold, acid, cold, fire, poison, and all magic, except the cleric spell *dispel evil*. Additionally, a red ether makes its saving throw as a magic-user of a level equal to its hit dice.

A red ether will always seek out the nearest sentient creature in an attempt to spread its chaos and evil. Any creature caught within the area of a red ether must save vs. death magic/death ray or attack the nearest living creature (friendly or otherwise). While an affected creature remains inside the ether, it will fight until its own death or until its opponent is killed, at which point the affected creature will seek out the next nearest victim. Once an affected creature is "outside" the ether, this affected state will persist for one additional melee round. Every time the ether "surrounds" a creature, that creature must make another saving throw (as above). A red ether will attempt to remain in such a position as to affect as many creatures as possible at a single time.



**Revolving Beast**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 7  
 MOVE: 12"  
 HIT DICE: 4-6  
 % IN LAIR: 75%  
 TREASURE C  
 NO. OF ATTACKS: See below  
 DAMAGE/ATTACK: 1-4 pts.

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Low  
 ALIGNMENT: Chaotic neutral  
 SIZE: M-L  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 7  
 HIT DICE: 4-6\*  
 MOVE: 120'(40")  
 ATTACKS: See below  
 DAMAGE: 1-4 pts./attack

NO. APPEARING: 1-6  
 SAVE AS: Fighter:4-6  
 MORALE: 8  
 TREASURE TYPE: C  
 ALIGNMENT: Chaotic

The revolving beast is a doppelganger-like creature able to morph itself into many different creatures by adapting its loose skin, skeletal bones, and muscles into different shapes. Each transformation takes 1d4 rounds, with the beast revolving in place, accompanied by a massive clattering noise (as its bones crack and snap into place). Any creature standing within a 5' radius of the revolving beast during this transformation is subject to 1d4 points of damage, if the revolving beast makes a successful "to hit" roll against that creature. The sound of the transformation is so loud and frightening that any creature of animal Intelligence must make a successful morale check or be frightened enough to run away at full speed.

The shape that may be taken on by a revolving beast is limited only by the revolving beast's knowledge of existing creatures and its imagination, but the size taken on must remain in line with the number of HD of the revolving beast as outlined below:

- 4 HD: approximately dwarf-sized
- 5 HD: approximately human-sized
- 6 HD: approximately ogre-sized

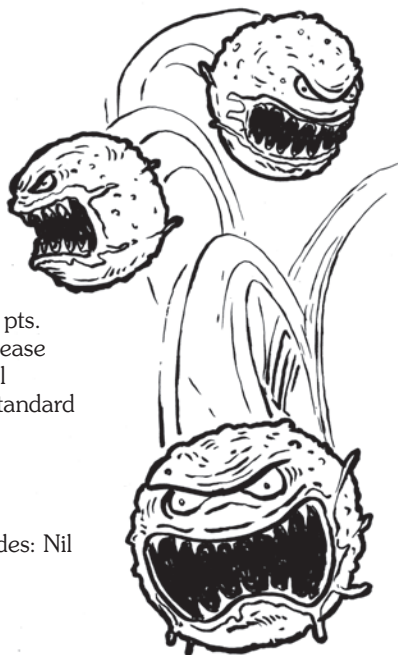
The revolving beast will gain the movement abilities based on an assumed shape (e.g., flying, swimming, burrowing, or leaping), but does not gain additional abilities (e.g., water-breathing), and moves at its normal rate.

The number of attacks that a revolving beast may make during a single round (while in an assumed shape) is limited only by its number of appendages (in that form), with each attack doing 1d4 points of damage (on a successful "to hit" roll). A revolving beast may not make any attacks during a transformation round, except as outlined above.

**Rotmouth**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 2-12  
 ARMOR CLASS: 7  
 MOVE: 12"  
 HIT DICE: 1  
 % IN LAIR: 10%  
 TREASURE Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-6 pts.  
 SPECIAL ATTACKS: Disease  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: S (8" in diameter)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 7  
 HIT DICE: 1\*  
 MOVE: 120'(40')  
 ATTACKS: 1 bite  
 DAMAGE: 1-6 pts. + disease  
 NO. APPEARING: 2-12  
 SAVE AS: Normal man  
 MORALE: 8  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Most often found in cavern and dungeon environments, these nasty little creatures are little more than a mouth and a pair

of eyes. Their rubbery skin provides them their only movement option—the ability to "bounce" like a ball. They attack by bouncing at their target and making a bite for 1d6 damage (on a successful "to hit" roll) that also infects with a rotting disease (on a failed saving throw vs. poison). The rotting disease does not allow the victim to heal naturally unless cured (by the spell *cure disease*) and does an additional 1 hp of damage per hour after contracting the (necrotizing) disease until the victim is dead. Once the victim has died, the corpse will continue to rot. The rotmouths "feed" on the rotting corpses of their victims by "sucking" the nutrients they need from the rotten flesh through external digestion.

**Russet Pudding**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 6  
 MOVE: 6"  
 HIT DICE: 8  
 % IN LAIR: 10%  
 TREASURE Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 3-18 pts.  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: S-M (5'-10' in diameter)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 6  
 HIT DICE: 8\*\*  
 MOVE: 60'(20')  
 ATTACKS: 1  
 DAMAGE: 3-18 pts. + special  
 NO. APPEARING: 1-4  
 SAVE AS: Fighter:4  
 MORALE: 12  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

The russet pudding is an amorphous blob of a dark brown color with a reddish-orange tinge, and is sized anywhere from 5'-10' in diameter. It is able to move along walls and across ceilings, and easily squeezes through openings as small as 1". It is a scavenger/hunter most often found in underground locations rich with metal, as it feeds on the metal by corroding it (destroying armor, iron structures, hardware, etc.), then digesting the corroded material through its multiple tiny mouths (located on each large cell that makes up the russet pudding). The saliva of the russet pudding does 3d6 points of damage (on a successful "to hit" roll), and corrodes any normal metal it touches instantly. Each hit against magic metal (e.g., a +1 sword) lowers the item's bonus by 1 point (until it becomes normal metal, and may be corroded instantly upon another successful hit against the item).

Like its black brethren, the russet pudding can only be killed with fire, and any other sort of attack (including lightning) will divide a russet pudding into two smaller puddings (each with 1/2 the hp of the larger pudding, but attacking/saving with the same HD as normal, and doing normal damage), except cold attacks, to which the russet pudding is completely immune. A flaming sword will do normal damage, and is immune to the creature's corrosive and penalty-inducing effects.



SALEERANDEE • SCORPION, WHITE • SHOCK SNAIL • SKELETON, RUBY • SKELETON, RUPTURE • SKELETON, STONE • SKINKMAN • SKINWALKER • SKUNKBEAR • SKYFISH • SNAKE, GIANT TWO-HEADED • SNATCHING SERPENT • SPIDER, GIANT TROGLORAPTOR • SPINDLER • SPIRIT, FLAILING • SPRITE, DOHMA • STINKING PILE • STRIGA • SYMARU

## Saleerandee

### Oe/1e Stats

FREQUENCY: Rare  
NO. APPEARING: 1-6  
ARMOR CLASS: 5  
MOVE: 12"/18"  
HIT DICE: 1-4 hit points  
% IN LAIR: 20%  
TREASURE TYPE:  
Individuals N; R, S, T in lair  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK:  
By weapon or 1 pt.

SPECIAL ATTACKS: See below  
SPECIAL DEFENSES:  
Immune to fire  
MAGIC RESISTANCE: 25%  
INTELLIGENCE: Very  
ALIGNMENT: Neutral good  
SIZE: S (1' tall)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil

### BX Stats

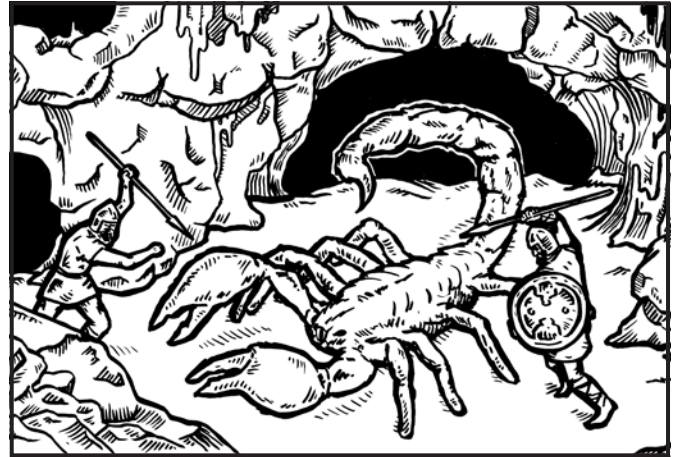
ARMOR CLASS: 5  
HIT DICE: 1-4 hit points\*  
MOVE: 120'(40')/180'(60')  
ATTACKS: 1 weapon or 1 special  
DAMAGE: See below  
NO. APPEARING: 1-6  
SAVE AS: Elf:1  
MORALE: 8  
TREASURE TYPE:  
Individuals S; M, N, O in lair  
ALIGNMENT: Neutral



Saleerandees are a form of reptilian pixie who, like pixies, are naturally invisible. This aids them in going undetected as they enter other creatures' lairs (particularly humans) in order to be near the fires and fireplaces to which they are naturally drawn. In fact, there is a 10% chance that in any active blacksmith shop there may be 1-3 saleerandees present (but invisible). Saleerandees are able to become visible at will, but prefer not to make contact with other beings and, therefore, usually choose to remain invisible.

Most saleerandees carry what are to them swords, but are less than one-third the size of a normal human dagger, and do only 1-2 points of damage (particularly due to the saleerandee's low strength). A saleerandee's preferred form of attack in combat is its ability to "call forth" fireballs from any existing flame. A saleerandee may call forth one fireball per melee round with damage ranging from 1d6-3d6 based on the size of the original fire—a small flame (like a candle) producing a 1d6 fireball, a medium flame (like a torch or small brazier) producing a 2d6 fireball, and a large flame/fire (anything from a campfire to a bonfire) producing a 3d6 fireball. Additionally, all saleerandees are immune to flame-based attacks.

Saleerandees speak their own language, as well as that of elves, pixies, sprites, and the common tongue.



## Scorpion, White

### Oe/1e Stats

FREQUENCY: Very rare  
NO. APPEARING: 2-5  
ARMOR CLASS: 2  
MOVE: 18"  
HIT DICE: 5  
% IN LAIR: 50%  
TREASURE TYPE: B  
NO. OF ATTACKS: 3  
DAMAGE PER ATTACK:  
1-10/1-10/1-4

SPECIAL ATTACKS:  
Poison stinger,  
sight causes fear  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Low  
ALIGNMENT: Neutral  
SIZE: M (8'-10' long)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 2  
HIT DICE: 5\*\*  
MOVE: 180'(60')  
ATTACKS: 2 claws/  
1 tail + special  
DAMAGE: 1-10/1-10/  
1-4 + poison

NO. APPEARING: 2-5  
SAVE AS: Fighter:5  
MORALE: 12  
TREASURE TYPE: B  
ALIGNMENT: Neutral

The white scorpion is a semi-intelligent variety of giant scorpion whose body is completely covered in a short, soft white fur, except for its extremities which appear as pale green. Being more cognitively developed than their non-intelligent relatives, the white scorpion is a consummate predator and surprises on a 1-4 (on 1d6). The sight of a white scorpion is so unnatural, it is able to cause fear just by its appearance (unless an appropriate saving throw is made vs. spells). All creatures with 3 hit dice or less who fail their saving throw will fall to the ground in convulsive fear, writhing in place for 2-12 turns. All creatures with 4 or more hit dice who fail their saving throw will drop anything they are carrying and lose any initiative during ensuing combat.

White scorpions are inherently magical and possess an immunity to magical control and magical paralysis, and possess the ability to regenerate 3 hit points every melee round. Additionally, the venom that their stinger injects is a magical one and any creature struck must save vs. spells or take 1-8 points with its initial hit, and an additional point of damage every turn thereafter until cured by magical means.

## Shock Snail

### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 6 (3)  
 MOVE: 3"  
 HIT DICE: 7  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-12/3-18  
 SPECIAL ATTACKS: Electricity  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard



INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: L (7' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 6 (3)  
 HIT DICE: 7\*  
 MOVE: 30'(10')  
 ATTACKS: 1 bite or 1 special  
 DAMAGE: 2-12/3-18

NO. APPEARING: 1-6  
 SAVE AS: Fighter:5  
 MORALE: 10  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

A shock snail, like other giant snails, has an exposed, fleshy area (AC: 6) and a hard-shelled area (AC: 3). Due to the pliant nature of the body's thick, rubbery surface, the fleshy area of a shock snail is not susceptible to damage from blunt weapons and, therefore, can only be hit by piercing, bladed, or magical attacks. The shelled area, however, is susceptible to all forms of attacks but benefits from a lower armor class rating. Shock snails are immune to the effects of electrical-based attacks, regardless of where they hit.

The bite of a shock snail does 2-12 points of damage. However, given a shock snail's rather limited movement ability, its preferred form of attack is a form of lightning bolt the shock snail can "throw" from its antennae at a target up to a distance of 50' away. Each antenna acts as an electric "pole" (one positive, one negative), with the electrical bolt forming between the two. A shock snail may only use this electrical attack every second round, as it takes that long for the attack to recharge. Each of these electric bolts does 3-18 points of damage. A successful saving throw (vs. wands) will halve the damage.

## Skeleton, Ruby

### Oe/1e Stats

FREQUENCY: Very Rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 4  
 MOVE: 15"  
 HIT DICE: 3  
 % IN LAIR: Nil  
 TREASURE TYPE: See below  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-6  
 SPECIAL ATTACKS:  
 "Spits" fireballs  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Average  
 ALIGNMENT: Neutral  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



### BX Stats

ARMOR CLASS: 4  
 HIT DICE: 3\*  
 MOVE: 150'(50')  
 ATTACKS: 1 weapon  
 or 1 fireball  
 DAMAGE: 1-6 or by weapon  
 or 2-8  
 NO. APPEARING: 1-4  
 SAVE AS: Fighter:2  
 MORALE: 12  
 TREASURE TYPE: See below  
 ALIGNMENT: Neutral

Ruby skeletons are specially enchanted skeletons able to "spit" fireballs at a rate of 1 per 3 melee rounds. The bones of a ruby skeleton appear charred and dark brown (as if burned) and in each eye socket is a small ruby whose worth is generally about 500 gold pieces (75%) though they may be worth as much as 750 gold pieces (10%) and as low as 250 gold pieces (15%). As per normal skeletons, ruby skeletons are undead and, therefore, immune to *sleep*, *charm* and mind reading spells, and can be turned by a good cleric. Additionally, ruby skeletons are immune to flame-attacks of all types.

## Skeleton, Rupture

### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 3-18  
 ARMOR CLASS: 7  
 MOVE: 12"  
 HIT DICE: 1  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Low  
 ALIGNMENT: Neutral  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 7  
 HIT DICE: 1+4\*\*  
 MOVE: 120'(40')  
 ATTACKS: 1  
 DAMAGE: 1-6 or by weapon

NO. APPEARING: 3-18  
 SAVE AS: Fighter:1  
 MORALE: 12  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Rupture skeletons appear as standard skeletons, and are animated in the standard fashion, but the skeletons have been "armed" with a magical trap by the magic-user that animated them. All rupture skeletons have three variables: 1) trigger (the condition that causes the skeleton to rupture), 2) effect (the resulting consequence of the trigger being enacted), and 3) area of effect. The most common triggers for rupture skeletons are: 1) on the first successful "to hit" roll against, 2) when the rupture skeleton reaches 1/2 of its hit points or less, or 3) when the rupture skeleton loses all of its hit points. The most common effects of a rupture skeleton being triggered are: 1) a 2d6 fireball or 2) a poison cloud that kills in 2-12 turns, either of which may be combined with a fragmentation effect that sends the pieces of bone flying for an additional 1-4 points of damage to all struck by them (save vs. spells may be made against the fireball and poison cloud, but not against the bone fragments). Finally, the area of effect usually ranges from a 5'-10' radius around the ruptured skeleton.

As per normal skeletons, rupture skeletons are undead and, therefore, immune to *sleep*, *charm* and mind reading spells, and can be turned by a good cleric.





**Skeleton, Stone**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 2-12  
 ARMOR CLASS: 5  
 MOVE: 9"  
 HIT DICE: 1+4  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK:  
 2-8 or by weapon  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES:  
 See below

MAGIC RESISTANCE: See below  
 INTELLIGENCE: Low  
 ALIGNMENT: Neutral  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 1+4\*  
 MOVE: 90'(30')  
 ATTACKS: 1  
 DAMAGE: 2-8 or by weapon

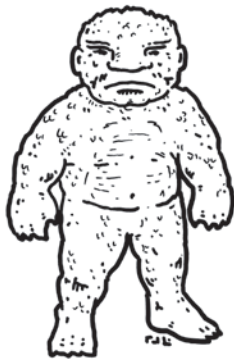
NO. APPEARING: 2-12  
 SAVE AS: Fighter:2  
 MORALE: 12  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Stone skeletons appear as standard skeletons and are animated in the standard fashion, but the bones of the corpse have fossilized. This fossilization of their bones gives stone skeletons a slightly higher armor class and a bonus to their hit dice over standard skeletons, but it also makes them slightly slower. As per normal skeletons, stone skeletons are undead and, therefore, immune to *sleep*, *charm* and mind reading spells, and can be turned by a good cleric. Similar to golems, commands for stone skeletons can be suspended and "triggered."

**Skinkman**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 5-20  
 ARMOR CLASS: 4  
 MOVE: 9"/9" {6"}  
 HIT DICE: 1+3  
 % IN LAIR: 35%  
 TREASURE TYPE: B  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 1-2+2/  
 1-2+2 or by weapon  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES:  
 See below



ALIGNMENT: Lawful neutral  
 SIZE: S (3'+ tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 4  
 HIT DICE: 1+3\*  
 MOVE: 90'(30')//90'(30')  
 {60'(20')}  
 ATTACKS: 2  
 DAMAGE: 1-2+2/1-2+2  
 or by weapon

NO. APPEARING: 5-20  
 SAVE AS: Fighter:1  
 (saves at +1 vs. poison)  
 MORALE: 8  
 TREASURE TYPE: B  
 ALIGNMENT: Neutral

These short, stocky, wide-nosed lizard-like men are black-eyed, and covered in greenish scales. This greenish color is due to a

buildup in their system of a certain waste product, which also makes their blood appear green. Skinkmen are most often found in moist, humid forests, particularly near large bodies of water. Furthermore, skinkmen are amphibious, being just as home on land as in water. Despite their stout build, they are incredibly agile, able to move quite quickly on the ground, in the water, and when climbing.

Though skinkmen adapt to many conditions, they prefer to make their lairs in cool, dark places, preferably underground. Groups of skinkman family units will usually keep separate lairs in close proximity to one another, as the males are very territorial and prefer the safety of other skinkmen, without direct interaction.

The physiology of a skinkman provides several benefits. First, their thick scaly skin provides them both with a low Armor Class (4), and half-damage from all cold- and fire-based attacks (magical or otherwise). Second, their clawed hands give them a rather nasty claw attack (1d2+2 per hand). Third, a type of "inner eyelid" may be lowered independently, providing them with infravision to 90'. Finally, the same waste product that makes their blood green also allows them to make all saving throws vs. poison at +1.



**Skinwalker**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-12  
 ARMOR CLASS: As form  
 MOVE: As form  
 HIT DICE: 4  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: As form  
 DAMAGE/ATTACK: As form

SPECIAL ATTACKS: As form  
 SPECIAL DEFENSES: As form  
 MAGIC RESISTANCE:  
 See below  
 INTELLIGENCE: Very  
 ALIGNMENT: Neutral  
 SIZE: S (3' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: As form  
 HIT DICE: 4\*\*  
 MOVE: As form  
 ATTACKS: As form  
 DAMAGE: As form

NO. APPEARING: 1-12  
 SAVE AS: Cleric:5  
 MORALE: 8  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Skinwalkers are a magical clan of beings able to polymorph at will into the form of any animal (normal, non-magical) whose skin they are wearing.

In their human form, a skinwalker's AC, movement, and attacks are as a normal man (by weapon type). In their animal form, they take on all of the stats and abilities (except HD/hp) of the animal into which they've transformed. In both forms, they attack as a 4 HD creature and save as a 5th level cleric.

A skinwalker normally carries only one skin at a time (and very little else). The most common skins carried by a skinwalker are as follows:

bear, black	15%	panther	20%
bear, grizzly	15%	wolf, red	20%
bison	5%	wolf, gray	20%
caribou	5%		

## Skunkbear

### Oe/1e Stats

FREQUENCY: Very rare  
 NO. APPEARING: 2-5  
 ARMOR CLASS: 5  
 MOVE: 12"  
 HIT DICE: 5+3  
 % IN LAIR: 35%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK:  
 1-6/1-6/1-8

SPECIAL ATTACKS:  
 Bear hug, spray  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Low  
 ALIGNMENT: Neutral  
 SIZE: L (8' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 5  
 HIT DICE: 5+3\*  
 MOVE: 120(40)  
 ATTACKS: 2 claws/1 bite  
 DAMAGE: 1-6/1-6/1-8

NO. APPEARING: 2-5  
 SAVE AS: Fighter:3  
 MORALE: 9  
 TREASURE TYPE: C  
 ALIGNMENT: Neutral

This malodorous cousin to both skunks and bears is found in a range of climates and in a variety of terrains (including light-to-heavy forests, mountainous areas, and tundra regions). While they will often take shelter in their dens and sleep for extended periods during winter months, they are not true hibernators, waking often to hunt and forage.

Typically, skunkbears are solitary in nature, but will sometimes den in close proximity to other skunkbear dens around an important food source. In these instances, adult males will establish a hierarchy of dominance amongst neighboring dens. As with all bears, females are aggressively protective of their cubs, and gain a +1 "to hit" bonus when in the presence of their young.

If a skunkbear makes successful "to hit" rolls with both of its claw attacks, then it has succeeded in hugging its victim and automatically does an additional 3d6 damage during the same round.

Once per day, a skunkbear is able to use a spray attack, in which a horrific smelling spray is used to disable a victim. On a successful "to hit" roll with this spray attack, the victim must save vs. breath weapon or stand stunned for 4d6 rounds. Furthermore, if the saving throw is failed by 10 or more points, the victim is also knocked unconscious for that duration. Anyone within a 20' range of a sprayed victim must save vs. breath weapon or suffer a -1 "to hit" penalty while they are within range and the victim is still soaked with the spray. This overpowering smell will remain with the victim for 4d6 days unless the victim washes thoroughly (at least 3 times with a very strong lye soap) or is cleaned through magical means (e.g., a purification spell).

*Description:* Skunkbears have fur ranging in color from brown to brownish-black, with younger skunkbears being marked by a white stripe down its back, and the stripe tending to run silver in older skunkbears. The eyes of a skunkbear are jet black.



**Skyfish (Flying Rod)**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 10-100  
 ARMOR CLASS: 3  
 MOVE: -/48"  
 HIT DICE: 1  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: Nil  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Low  
 ALIGNMENT: Lawful good  
 SIZE: S (6" long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats†**

ARMOR CLASS: 3  
 HIT DICE: 1\*  
 MOVE: -/480'(160')  
 ATTACKS: 1 bite  
 DAMAGE: See below  
 NO. APPEARING: 10-100  
 SAVE AS: Fighter:1  
 MORALE: 9  
 TREASURE TYPE: Nil  
 ALIGNMENT: Lawful



These creatures hail from the elemental plane of air and are non-corporeal so they may only be hit by magic weapons. Though their appearance is quite beautiful (thin rods with "wavy" wings, iridescently transparent), they are normally invisible. They are, however, easily detected through the use of any special means of sight (infravision, ultravision, *detect invisible* spell, etc.) or by any creatures present on (or able to see into) the astral plane, ethereal plane, or elemental plane of air.

Skyfish have a "bite" that overloads the visual senses of a victim. Any creature bitten by a skyfish must save vs. poison or be blinded (with what appears to the victim as white light) for 1-6 turns.

**Snake, Giant Two-headed**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1  
 ARMOR CLASS: 5  
 MOVE: 12"  
 HIT DICE: 6  
 % IN LAIR: 0%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 1-6/1-6/2-16

SPECIAL ATTACKS: Poison, constriction  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: L (25'-30' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 6\*\*  
 MOVE: 120'(40")  
 ATTACKS: 2 bites/1 squeeze  
 DAMAGE: 1-6/1-6/2-16  
 NO. APPEARING: 1  
 SAVE AS: Fighter:3  
 MORALE: 8  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Giant two-headed snakes are little more than what they sound like. Unlike the amphisbaena, a giant two-headed snake features its two heads on the "same end" of its body, essentially "splitting at the neck" into twin heads which are able to attack 2 different opponents up to 10' apart from one another. These ominous ophidians reach lengths of 30' and share traits with both vipers and pythons. Each head is capable of delivering a poisonous bite that does 1-6 points of damage on a successful "to hit" roll and kills in 4-12 rounds (unless a save vs. poison is made). Additionally, if both bites are successful against a single opponent,



the snake is able to coil around that opponent, delivering an additional 1d8 damage per coil per round. The snake can be "uncoiled" if enough characters (6+) of sufficient Strength (16+ each) can grasp the beast at each extremity (2 characters per head and 2 characters at the tail end). This "uncoiling" process will take 2-5 rounds to complete.

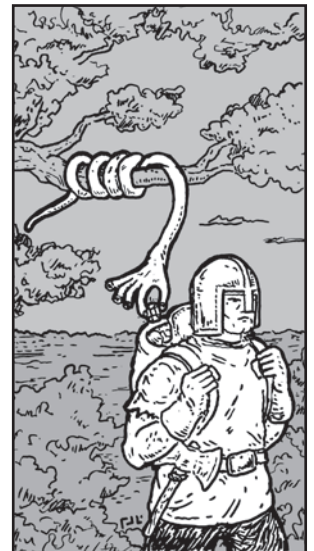
**Snatching Serpent**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 2-8  
 ARMOR CLASS: 7  
 MOVE: 18"  
 HIT DICE: 2  
 % IN LAIR: 95%  
 TREASURE TYPE: Q,S,T  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-5 or 1-4  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Semi-  
 ALIGNMENT: Neutral  
 SIZE: S (3'-4' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 7  
 HIT DICE: 2  
 MOVE: 180'(60")  
 ATTACKS: 1 branch  
 or 1 squeeze  
 DAMAGE: 1-5 or 1-4 or special



NO. APPEARING: 2-8  
 SAVE AS: Fighter:1  
 MORALE: 5 (11 in lair)  
 TREASURE TYPE: L,N,O  
 ALIGNMENT: Neutral

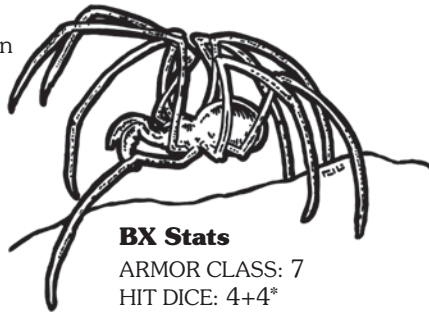
Simply put, snatching serpents are kleptomaniacs. They make their homes in hollow trees near well-traveled roads where they wait to prey upon unsuspecting passers-by. A snatching serpent will crawl into the leafy cover of an overhanging limb, drop down quickly and quietly, snatch up whatever item or items they can grab with their finger-like eye-stalks (picking pockets as a 10th level thief), and deposit the spoils in the hollow of their tree lair.

While they are prone to retreat from encounters outside their lairs (morale of 5), they are also fiercely protective of their horde (morale of 11). When forced to attack, they choose one of three methods: 1) the snatching serpent will use a branch as a club doing 1d4+1 on a successful "to hit" roll, 2) the snatching serpent may strike as a "fist" doing 1d4 on a successful "to hit" roll, or 3) the snatching serpent may attempt to grasp its opponent's throat. On any natural "to hit" roll of 19 or less, this last attack will fail. However, on a natural 20, the snatching serpent will have successfully grabbed the opponent's throat, and will not let go until the opponent has suffocated or the snatching serpent has been killed.

**Spider, Giant Trogloraptor**

**Oe/1e Stats**

FREQUENCY: Uncommon  
 NO. APPEARING: 2-12  
 ARMOR CLASS: 7  
 MOVE: 12"  
 HIT DICE: 4+4  
 % IN LAIR: 75%  
 TREASURE TYPE: J-N,Q  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: Nil  
 SPECIAL ATTACKS:  
     See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE:  
     Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: L (10' leg spread)  
 PSIONIC ABILITY: Nil  
     Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 7  
 HIT DICE: 4+4\*  
 MOVE: 120'(40)  
 ATTACKS: 1 snare/1 bite  
     special/1d6 + poison  
 NO. APPEARING: 2-12  
 SAVE AS: Fighter:2  
 MORALE: 7  
 TREASURE TYPE: L,P-T  
 ALIGNMENT: Neutral

These spindly, auburn arachnids appear fairly fearsome, an irony considering their generally pacifist nature. They are not naturally aggressive, hunting only when hungry or forced to defend themselves. Fearful of light, giant trogloraptors suffer a -1 penalty to both their morale and "to hit" rolls in the presence of an amount of light equal to a torch or greater. Furthermore, all *light* spells are treated as a *fear* spell, with the trogloraptor fleeing in fear (on a failed saving throw vs. spells).

As cave-dwellers, trogloraptors make their webs on the ceilings of the caverns in which they dwell, allowing them to "hang" in a position that is as equally defensive as offensive. With their fore-most limbs, they are able to weave a "webbed rope" with which to snare prey (on a successful "to hit" roll) as it passes underneath (the name trogloraptor means "cave robber"). Should the spider succeed in snaring its prey, it may immediately make a bite attack during the same round.

The venom of a trogloraptor is rather mild by comparison to other species of venomous spiders, though still deadly. On a failed saving throw (vs. poison) a sickness will set in and, unless cured, will kill any creature smaller than a typical human in 2-5 days and

any medium-sized creature in 4-10 days. Creatures larger than human-sized affected by the poison will feel a mild discomfort that lasts 4-10 days (unless cured) but will be otherwise unaffected by the poison.

If not hungry or immediately threatened when intruders enter the spider's lair, a trogloraptor will recoil into a defensive position until directly threatened/attacked. Should the trogloraptor remain in a recoiled position for 2 or more turns (while intruders are present, but unaware of the spider's presence), the trogloraptor will get the initiative and strike with a +3 bonus on its snare attack. Trogloraptors are able to crawl equally well on walls and ceilings as on ground, but may not strike from these positions unless hanging from their webbing.

**Spindler**

**Oe/1e Stats**

FREQUENCY: Very rare	SPECIAL ATTACKS: Nil
NO. APPEARING: 2-12	SPECIAL DEFENSES: Nil
ARMOR CLASS: 7	MAGIC RESISTANCE: Standard
MOVE: Nil	INTELLIGENCE: Non-
HIT DICE: 1	ALIGNMENT: Neutral
% IN LAIR: 100%	SIZE: M (5'-6' tall)
TREASURE TYPE: Any	PSIONIC ABILITY: Nil
NO. OF ATTACKS: See below	Attack/Defense Modes: Nil
DAMAGE/ATTACK: 1-3	

**BX Stats**

ARMOR CLASS: 7	NO. APPEARING: 2-12
HIT DICE: 1	SAVE AS: Fighter:1
MOVE: Immobile	MORALE: 7
ATTACKS: See below	TREASURE TYPE: Any
DAMAGE: 1-3	ALIGNMENT: Neutral

Spindlers appear similar to large, overgrown wild dandelions with javelin-like "petals" on their heads. On average, a spindler will have 40-50 spindles, which it will use to attack any non-plant-based creature that encroaches within a 10' radius of the stem. Based on a sort of "radar-sense," a spindler is able to shoot a single spike per melee round at any intruder within its sensory zone, allowing it to attack up to as many opponents as it has spindles during a single melee round. Spindlers regenerate each spindle (to full damage potential) at a rate of 15 days beginning from the time the spindle was expended. In 10 days, a replacement spindle will be able to do 2/3 normal damage (1-2 points) and at 5 days a replacement spindle will be able to do 1/3 normal damage (1 point).



**Spirit, Flailing**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1  
 ARMOR CLASS: 1  
 MOVE: -/24"  
 HIT DICE: 5-8  
 % IN LAIR: 20%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 3-6  
 DAMAGE/ATTACK:  
 1-6 + energy drain

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES:  
 +1 or better weapon to hit  
 MAGIC RESISTANCE:  
 See below  
 INTELLIGENCE: Average  
 ALIGNMENT: Chaotic evil  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 1  
 HIT DICE: 5-8\*\*  
 MOVE: -/240'(120')  
 ATTACKS: 3-6 touches + special  
 DAMAGE: 1-6 + energy drain

NO. APPEARING: 1  
 SAVE AS: Fighter:6  
 MORALE: 11  
 TREASURE TYPE: C  
 ALIGNMENT: Chaotic

A flailing spirit is the spirit of a person who was so evil during their life that, upon their death, their spirit was literally ripped to shreds. They appear not unlike a tattered ghost, but are more akin to spectres. As non-corporeal undead, they may only be hit by magic weapons and are unaffected by silver. Additionally, they are immune to the effects of *sleep*, *charm* and *hold* spells, as well as cold-based attacks, poison and paralyzation. Holy water causes 1-4 points for each vial that successfully hits a flailing spirit and a *raise dead* spell will destroy it.

The more the soul of a flailing spirit has been ripped, the greater the number of tatters (and attacks) it possesses, but the lower the number of hit dice it has, as outlined below:

Hit Dice	Tatters/Attacks per Round
5 HD	6 tatters/attacks per round
6 HD	5 tatters/attacks per round
7 HD	4 tatters/attacks per round
8 HD	3 tatters/attacks per round

Each successful touch from a flailing spirit causes an energy drain (in experience points) equal to the number of points of damage times 1,000 (1d6 × 1,000-6,000). Any drain greater than the number of experience points of a character will reduce that character to 0 hit points and reduce them to "0" level.

Regardless of the number of hit dice, all flailing spirits attack as an 8 hit die monster and save as a 6th level fighter.



**Sprite, Dohma**

**Oe/1e Stats**

FREQUENCY: Uncommon  
 NO. APPEARING: 2-5  
 ARMOR CLASS: 6  
 MOVE: 12"/18"  
 HIT DICE: 1/2  
 % IN LAIR: 80%  
 TREASURE TYPE: H  
 NO. OF ATTACKS: See below  
 DAMAGE/ATTACK: 1-3  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES:  
 See below  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE:  
 Above average



ALIGNMENT: Neutral  
 SIZE: S  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 6  
 HIT DICE: 1/2\*  
 MOVE: 120'(40')/180'(60')  
 ATTACKS: See below  
 DAMAGE: 1-3 or none

NO. APPEARING: 2-5  
 SAVE AS: Elf:1  
 MORALE: 3 or see below  
 TREASURE TYPE: H  
 ALIGNMENT: Lawful

Dohma sprites are a homelier cousin to standard sprites, and are most often found in domestic employ, particularly for wizards. They find pleasure in keeping house and performing domestic duties, but prefer to do so out of sight of anyone other than other dohma sprites. Additionally, they most often make their nests in warm attics or on sunny rooftops.

Dohma sprites are capable of both flight and invisibility, and if discovered or intruded upon while performing their duties, they will usually turn invisible and fly to a safe perch and wait for the intruders/visitors to leave before returning to work. If this type of intrusion becomes a common occurrence, it is not unusual for a dohma sprite to pack up his belongings and his family and immediately seek a new employer.

If any dohma sprite is discovered by other dohma sprites to be held against his will, the other dohma sprites will seek to wreak havoc and mischief upon the captors, until the detained dohma sprite is set free. They will, however, try to avoid direct conflict or combat by any means.

**Stinking Pile**

**Oe/1e Stats**

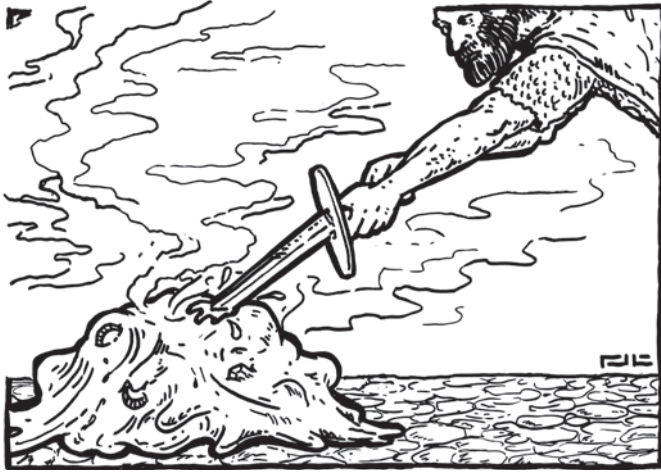
FREQUENCY: Uncommon  
 NO. APPEARING: 1  
 ARMOR CLASS: 9  
 MOVE: 3"  
 HIT DICE: 2  
 % IN LAIR: Nil  
 TREASURE TYPE: J-N,Q  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: Nausea

SPECIAL ATTACKS: Poison gas  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: S-M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 9  
 HIT DICE: 2  
 MOVE: 30'  
 ATTACKS: 1 "breath"  
 DAMAGE: Nausea

NO. APPEARING: 1  
 SAVE AS: Normal man  
 MORALE: 7  
 TREASURE TYPE: J,K,L  
 ALIGNMENT: Neutral



A stinking pile is an amorphous blob of a creature that reeks of an odor remarkably like that of fecal matter. In fact, it is so close in appearance and smell, there is a 90% chance it will be mistaken as such if the stinking pile is stationary. Its only attack is a particularly heinous expulsion of “breath” that may be used once every four rounds. The smell of the breath affects all creatures within a 10' range of the stinking pile with overwhelming nausea for 1d4 turns (on a failed saving throw vs. breath weapon), causing affected creatures to strike with a -1 “to hit” penalty for the duration. Stinking piles have a tendency to pick up loose coins and gems as they move slowly through their dungeon environs. Should a stinking pile be disturbed in an effort to retrieve such items, it will automatically release its breath attack, if it is able.

## Striga

### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 2-8  
 ARMOR CLASS: 6  
 MOVE: 6"/15"  
 HIT DICE: 3+4  
 % IN LAIR: 25%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 1-4/1-4/1-6  
 SPECIAL ATTACKS: Drain blood  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Average to very  
 ALIGNMENT: Chaotic evil  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



### BX Stats

ARMOR CLASS: 6  
 HIT DICE: 3+4\*  
 MOVE: 60'(20')/150'(50')  
 ATTACKS: 2 claws/1 bite  
 DAMAGE: 1-4/1-4/  
 1-6+special  
 NO. APPEARING: 2-8  
 SAVE AS: Fighter:3  
 MORALE: 8  
 TREASURE TYPE: C  
 ALIGNMENT: Chaotic

Strigae (sing.=“striga”) are a type of vampire akin to harpies. A striga appears with owl-like body and a woman’s head, but began life as a human female. A female corpse no more than 1 day dead may be transformed into a striga via the 5th level clerical spell *create striga* (range: touch; duration: immediate, area of effect: 1 female corpse). Strigae are filled with hatred and contempt for all living beings. They are particularly fond of stealing small children left unattended, returning with them to their lair, and feasting on this innocent delicacy before retiring to their coffin for the day. The reverse version of the *create striga* spell (*dispel striga* – range: touch; duration: immediate; area of effect: 1 individual) will immediately remove the evil spirit from the striga, returning it

to its state of death immediately before it was turned into a striga (permitting an attempt to resurrect the now-normal corpse).

Strigae attack with their two claws and powerful bite. The bite of a striga does 1d6 points on its initial hit. Each round thereafter, the striga will continue to drain the victim’s blood, doing 1-6 points of damage per round until the victim dies, the striga is killed, or the striga abandons its attack. As undead, strigae are immune to the effects of *sleep*, *charm*, and *hold*, and can only be hit by magical weapons (+1 or better).

Strigae speak their own language. They are only capable of understanding common when it is spoken by a lamia, and are incapable of speaking it. Furthermore, lamias are capable of understanding the strigae language, but do not speak it.



## Symaru

### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 4-12  
 ARMOR CLASS: 6  
 MOVE: 9"/24"  
 HIT DICE: 3  
 % IN LAIR: 20%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK:  
 1-4/1-4/1-4

SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Average  
 ALIGNMENT: Lawful good  
 SIZE: M (8' wingspan)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats

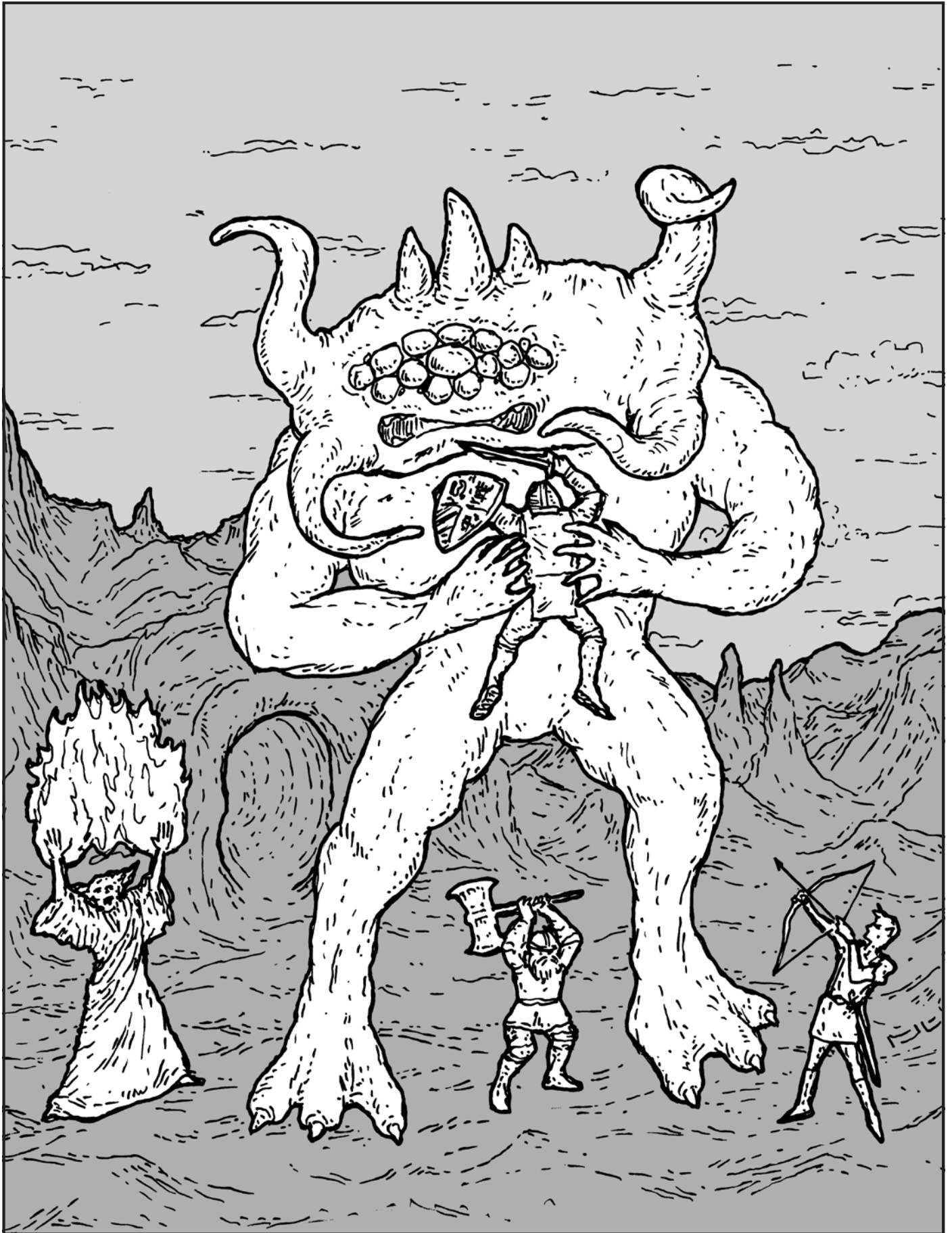
ARMOR CLASS: 6  
 HIT DICE: 3  
 MOVE: 90'(30')/240'(80')  
 ATTACKS: 2 claws/1 bite  
 DAMAGE: 1-4/1-4/1-4

NO. APPEARING: 4-12  
 SAVE AS: Fighter:4  
 MORALE: 7  
 TREASURE TYPE: C  
 ALIGNMENT: Lawful

The symaru (pron. “sim-uh-roo”) appears as a winged dog with a bushy tail, similar in coloration to a red fox. Normally found in forested areas of temperate and sub-tropical climates, symarus tend to make their nests atop the tallest trees in those forests. Though carnivorous, symarus are not generally aggressive toward creatures of low Intelligence (Intelligence of 3) or greater, feeding mainly on small rodents of only animal Intelligence. Additionally, symarus speak their own language.

Symarus are normally found in packs of 4-12 members with one of them acting as the alpha. If there are 8 or more members in the pack, the alpha symaru will have 4 hit points more than the next weakest symaru in the pack, and also receives a +1 bonus on all “to hit” and damage rolls.

If encountered in its nest, there is a 50% chance there will be a female symaru present with stats equal to 75% of a standard male symaru. If there is a female present in the nest, there is a further 50% chance there will be 1-2 symaru “pups” in the nest with stats equal to 25-50% of a standard male symaru.





TAEGA/TAERGA • TANGLEWORM • TARANTULA, BONE • TAROLTULA • THUZZENDAHG • TIDDY MUN • TUKKATOR

## Taega/Taerga

### Taega Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 7  
 MOVE: 6"  
 HIT DICE: 5  
 % IN LAIR: 50%  
 TREASURE TYPE: J  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK:  
 1-4/1-4/1-3  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Low  
 ALIGNMENT: Neutral  
 SIZE: L (20' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### Taega BX Stats

ARMOR CLASS: 7  
 HIT DICE: 5  
 MOVE: 60'(20')  
 ATTACKS: 2 fists/1 bite  
 DAMAGE: 1-4/1-4/1-3  
 NO. APPEARING: 1-6  
 SAVE AS: Fighter:3  
 MORALE: 7  
 TREASURE TYPE: J  
 ALIGNMENT: Neutral

### Taerga Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 4  
 MOVE: 12"  
 HIT DICE: 8  
 % IN LAIR: 50%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK:  
 1-8/1-8/1-6  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Low  
 ALIGNMENT: (Chaotic) neutral  
 SIZE: L (20' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### Taerga BX Stats

ARMOR CLASS: 4  
 HIT DICE: 8\*  
 MOVE: 120'(40')  
 ATTACKS: 2 fists/1 bite/4slaps  
 DAMAGE: 1-8/1-8/1-6/  
 1-4/1-4/1-4/1-4  
 NO. APPEARING: 1-4  
 SAVE AS: Fighter:8  
 MORALE: 12  
 TREASURE TYPE: C  
 ALIGNMENT: Chaotic

Found most often in rocky, mountainous areas, the taega (pron. "TAY-guh") and the taerga (pron. "TARE-guh") are a genetic oddity—appearing visually identical, but being vastly different in their abilities and relative danger.

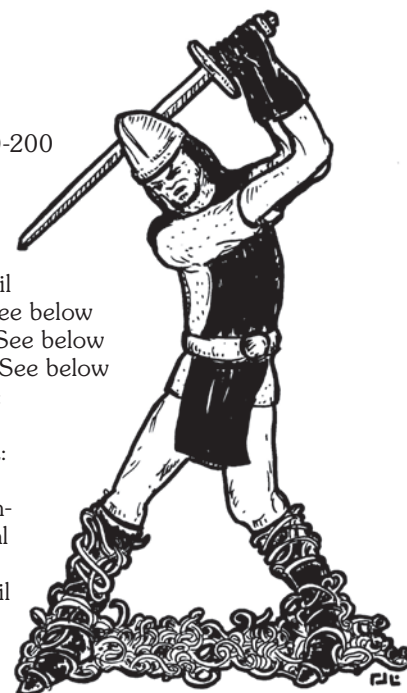
**Taega:** Simply put, taegas are stupid, slow, and weak. Even their multiply-ocular vision system is so confusing for them, they attack (and save) as a 3 hit die creature. The facial tentacles of a taega are vestigial. Taegas have a particular taste for human flesh, but so rarely kill a human that they are laughable in this desire. Instead, they are commonly forced to eat whatever they are able to catch and kill, which is usually stray cattle. Taegas are often captured and used in fighting schools to train novice recruits.

**Taerga:** By comparison, taergas are quick and fierce, and they never back down from a fight (never fail morale checks). The facial tentacles of the taerga may attack the same target as their bite, doing 1d4 points of damage for each successful "to hit" roll for each "slap" attack. In addition to fighting and saving as a fighter equal to their HD, their acute auidal and visual abilities never let them be surprised, even on attacks from behind (e.g., thieves gain no back stab bonus), and they possess infravision to a range of 120'. Furthermore, taergas are immune to damage from fire/flame, cold, and electrical attacks, and take only half damage from acid attacks. Taergas have the same taste for human flesh as taegas.

## Tangleworm

### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 20-200  
 ARMOR CLASS: 7  
 MOVE: 3"  
 HIT DICE: 1-8  
 % IN LAIR: 95%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: See below  
 DAMAGE/ATTACK: See below  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES:  
 Regeneration  
 MAGIC RESISTANCE:  
 Standard  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: S (3' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense  
 Modes: Nil



### BX Stats

ARMOR CLASS: 7  
 HIT DICE: 1-8\*\*  
 MOVE: 30'(10')  
 ATTACKS: See below  
 DAMAGE: Special  
 NO. APPEARING: 20-200  
 SAVE AS: Normal man  
 MORALE: 7  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

A group of tangleworms appears as a bed of tangled, leafless vines. In actuality, they are a swarm of 3'-long worms, covering an approximately 5-square-foot area per hit die. There is a 75% chance that any squirm of tangleworms will be dormant, and virtually indistinguishable from a tangle of vines. In their "awake" state, however, they will appear to be "writhing," as the worms twist and squirm among one another.

The true danger of tangleworms is stepping on them (knowingly or accidentally). Any creature standing or stepping on a patch of tangleworms is subject to a "to hit" roll by the tangleworms. On a successful attack, the tangleworms will have coiled themselves around the victim, and will not let go until killed or otherwise dispatched. Each round a victim remains tangled and standing, they must roll their Dexterity or under on 1d20 or fall down, taking 1d3 points of damage, and become too tangled to stand up. Furthermore, any victim lying prone in a bed of tangleworms has a cumulative 5% chance per round (e.g., 5% the first round, 10% the second round, and so on) of the tangleworms getting a choke-hold on the victim (and killing the victim per normal suffocation rules).

Any successful attack against a group of tangleworms which have a victim ensnared will do half of the damage against the tangleworms and half of the damage to the ensnared victim.

Tangleworms are commonly found in warm, wet environments where mold and rot run rampant, particularly swamps and dungeons in tropical climates. Tangleworms feed on mold and algae.



**Tarantula, Bone**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-8  
 ARMOR CLASS: 7  
 MOVE: 9" (18")  
 HIT DICE: 5  
 % IN LAIR: 65%  
 TREASURE TYPE: R  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK:  
 1d4 + 1d4 electric

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES:  
 Electric immune  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: L (8'-10' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 7  
 HIT DICE: 5\*  
 MOVE: 90'(30') {180'(60')  
 ATTACKS: 1 bite  
 DAMAGE: 1d4 + 1d4 electric

NO. APPEARING: 1-8  
 SAVE AS: Fighter:5  
 MORALE: 7  
 TREASURE TYPE: M  
 ALIGNMENT: Neutral

Bone tarantulas are giant spiders covered in blue-black fuzz and they literally crackle with electricity. Bone tarantulas not only generate a great amount of electricity but also spin webs that are extremely conductive. Any creature making direct contact with a bone tarantula will take 1d4 points of electrical damage per round. Furthermore, any creature in direct contact with a bone tarantula's web while it is occupied by (or in contact with) a bone tarantula will take 1d4 points of damage per round for each bone tarantula in contact with the web. The bite of a bone tarantula is not venomous, but does inject electricity directly into the victim, doing 2d4 points of electrical damage.

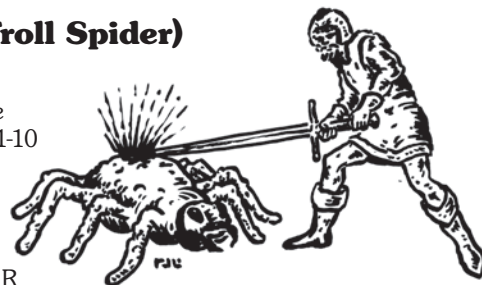
Bone tarantulas are most often found in cold, dry climates, move twice as fast in web as out, and have infravision to 120'.



**Taroltula (Troll Spider)**

**Oe/1e Stats\***

FREQUENCY: Rare  
 NO. APPEARING: 1-10  
 ARMOR CLASS: 5  
 MOVE: 12"  
 HIT DICE: 3  
 % IN LAIR: 75%  
 TREASURE TYPE: R  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-8  
 SPECIAL ATTACKS:  
 "Burning" venom  
 SPECIAL DEFENSES:  
 See below



INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: M (3'-4' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 3\*  
 MOVE: 120'(40")  
 ATTACKS: 1 bite  
 DAMAGE: 1-8 + special

NO. APPEARING: 1-10  
 SAVE AS: Fighter:2  
 MORALE: 7  
 TREASURE TYPE: M  
 ALIGNMENT: Neutral

Instead of the standard dark fuzz that covers similar species, these huge spiders (about 3'-4' long) possess a rubbery skin colored fiery red and covered in strange, boil-like sores.

The venomous bite of a taroltula (save vs. poison) does 1-8 points of damage and produces the effect of an intense burning sensation throughout the body of the bitten creature. Any creature affected suffers a -3 "to hit" penalty for 3-12 turns.

On any successful "to hit" against a taroltula using an edged weapon, there is a 10% chance per point of damage that the attack will rupture a sore on the spider, with each ten points automatically rupturing a sore (e.g, 24 points of damage would rupture 2 sores automatically, with a 40% chance of rupturing a third sore). Each ruptured sore produces a spray of acid that does 1-6 points of damage. All characters standing within 5' of each rupture must make a successful saving throw (vs. breath weapon) versus that individual sore rupture or suffer damage accordingly.

**Thuzzendahg**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-2  
 ARMOR CLASS: 5  
 MOVE: 6"  
 HIT DICE: 25  
 % IN LAIR: 70%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK:  
 4-24/4-24/3-18/5-30

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: L (50'+ long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 25\*  
 MOVE: 60'(20")  
 ATTACKS: 2 forelimbs/  
 1 bite/1 tail  
 DAMAGE: 4-24/4-24/  
 3-18/5-30

NO. APPEARING: 1-2  
 SAVE AS: Fighter:13  
 MORALE: 10  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral



Thuzzendahgs are monstrosity-sized subterranean creatures found in caves and caverns deep beneath the surface. They are so large, in fact, their mouths are often mistaken for small, slimy cave openings. Given that a thuzzendahg is usually hibernating to conserve energy (75% chance), and its breathing patterns are almost undetectable, it is common for adventures to wander inside, only to become the beast's next meal. If a thuzzendahg detects that this has happened, it will immediately clamp its mouth shut and start to ingest any creatures inside. All attacks inside a Thuzzendahg are at -2 "to hit." In addition to trapping creatures inside its mouth, it also surprises creatures outside its mouth on a 1-4 (on 1d6).

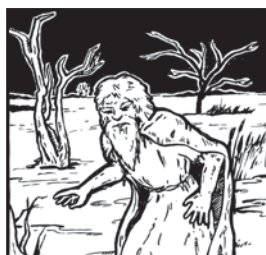
The thuzzendahg uses a combination of its tentacled limbs and forceful tail to move. Its two foremost limbs are also capable of delivering powerful blows to an opponent (4d6 points of damage each), and the front end of its tube-like mouth delivers a crushing attack as well (doing 3d6 points of damage). When used as a weapon, a swipe of a thuzzendahg's tail deals a powerful blow to an opponent (5d6 points of damage), knocking that victim backward a distance in feet equal to the damage for the attack minus the character's Constitution. The thick, pliant skin of the thuzzendahg, on the other hand, provides a natural defense against impact weapons and, therefore, may only be hit with edged weapons or magical attacks.

Thuzzendahgs have a multi-spectral optical system, allowing them ultravision to 60' and infravision to 120'.

**Tiddy Mun**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1  
 ARMOR CLASS: 7 [5]  
 MOVE: 9"  
 HIT DICE: 8  
 % IN LAIR: 70%  
 TREASURE TYPE: S  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: See below  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE: Very  
 ALIGNMENT: Neutral (good)  
 SIZE: S (3' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



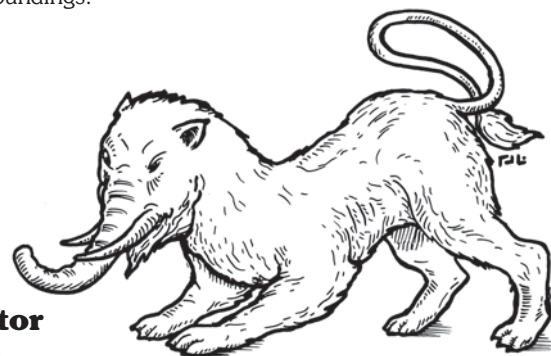
**BX Stats<sup>†</sup>**

ARMOR CLASS: 7 [5]  
 HIT DICE: 8\*\*  
 MOVE: 90'(30")  
 ATTACKS: 1  
 DAMAGE: See below  
 NO. APPEARING: 1  
 SAVE AS: Cleric:7  
 MORALE: 10  
 TREASURE TYPE: S  
 ALIGNMENT: Neutral

These spirits of the bog appear as old men that are approximately the size a three-year-old child, with long, tangled hair and a matted beard. They make their homes in fen (a type of wetland fed by mineral-rich surface water or groundwater) and their laughter resembles the warbling call of a lapwing. Their gray-green robes make them particularly difficult to see in boggy areas at night, providing them a -2 bonus to their AC under those conditions.

Tiddy mun are guardians of nature, often becoming malevolent toward those who harm or destroy it, inflicting them with misfortune and pestilence. They can, however, be forgiving, becoming benevolent toward those who try to right any wrongs they may have inflicted upon nature.

Tiddy mun can use the following druid spells twice per day each (casting as a 7th level druidical cleric): *predict weather*, *detect snares and pits*, *detect magic*, *purify water*, *obscurement (mist)*, *create water*, *cause disease (pestilence)*, *plant growth*, and *water breathing*. They are also able to speak with plants, as well as dryad, elvish, pixieish, and sprite. Tiddy mun do not usually carry weapons, but will take up a club if forced to defend themselves or their surroundings.



**Tukkator**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-2  
 ARMOR CLASS: 6  
 MOVE: 12"  
 HIT DICE: 6+4  
 % IN LAIR: 40%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK:  
 3-6/3-6/4-14

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES:  
 Immune to flame  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: L  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 6  
 HIT DICE: 6+4\*  
 MOVE: 120'(40")  
 ATTACKS: 2 claws + 1 gore  
 DAMAGE: 3-6/3-6/4-14  
 NO. APPEARING: 1-2  
 SAVE AS: Fighter:6  
 MORALE: 10  
 TREASURE TYPE: C  
 ALIGNMENT: Neutral

Tukkators are large, magical creatures with the body of a lion and the head of an elephant. Having ties to the elemental plane of fire, they are most often found as guardians within temples dedicated to deities from that plane, and generate such great heat that any creature not having immunity to heat/fire is subject to the following effects: an additional 2 points damage per successful claw or gore attack (1d4+2 and 2d6+2 respectively); 1 hit point of damage per melee round within a 10' radius of a tukkator (save vs. spells negates), for each tukkator within range. Furthermore, in addition to the normal damage inflicted by their claws and tusks, any character not immune to heat or flame will receive an additional 2 points of damage. Tukkators are immune to all forms of flame-based attack (magical or otherwise).



ÜULOCH



**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 6\*  
 MOVE: 30'(10')/180'(60')  
 ATTACKS: 1 grasp/1 bite  
 DAMAGE: 2-16/3-18  
 NO. APPEARING: 3-18  
 SAVE AS: Fighter:6  
 MORALE: 10  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

**Üuloch**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 3-18  
 ARMOR CLASS: 5  
 MOVE: 3"/18"  
 HIT DICE: 6  
 % IN LAIR: 35%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 2-16/3-18  
 SPECIAL ATTACKS: Blood drain  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: L (approx. 10' diameter)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

Üulochs are winged monstrosities with a head that features a gaping mouth and a stacked pair of eyes. The dark red, slimy skin of the üuloch has the appearance of congealed blood, almost as if the beast was "inside out." Though they are mainly airborne flying creatures, they are able to "walk" (though quite slowly) via the hook-tipped fingers running through their wing-like bodies.

On its initial attack, a üuloch attempts to sink as many of its piercing hooks as possible into its target (one "to hit" roll, with a roll of 2d8 determining both the damage done and the number of hooks that have successfully latched onto the victim). If a üuloch sinks at least 10 of these hooks into a target, it may then dig into that target with its razor-sharp teeth (doing 3d6 points of damage). If both these conditions are met (at least 10 points of damage with its hooks and a successful "to hit" roll with its bite), then the üuloch will continue to drain blood from its victim at a rate of 1d6 hit points per turn, and will not release a victim until the victim or the üuloch is dead. When a üuloch drinks more than 24 hit points of blood, the extra blood that it drains will seep through its skin and congeal on its outer surface, eventually "peeling away" from the üuloch's body while it is in flight.



VITTORA • VULBAT

**Vittora**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1  
 ARMOR CLASS: 5  
 MOVE: See below  
 HIT DICE: 1-4 points  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: Nil  
 DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES:  
 +1 or better weapon to hit  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: S (5" diameter)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 1-4 points  
 MOVE: See below  
 ATTACKS: Nil  
 DAMAGE: Nil

NO. APPEARING: 1  
 SAVE AS: Fighter:1  
 MORALE: 12  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

A vittorra is an extra-dimensional spirit (+1 or better weapon required "to hit") appearing as an orb of light that follows its owner wherever that owner goes (same movement as owner). Though a vittorra will occasionally make a strange disembodied sighing sound (as if bored), it actually brings luck to its owner, giving them a +1 "to hit" bonus and allowing them to save at 1 HD above normal (while the owner is a 100' range). A vittorra will accompany its owner until the vittorra is killed/dispelled, or the owner is killed. If the owner is killed at the hands of another, the vittorra will follow the creature that dealt the vanquishing blow as the vittorra's new owner. If the owner dies of natural causes, the vittorra will seek out a new owner.



**Vulbat**

**Oe/1e Stats**

FREQUENCY: Uncommon  
 NO. APPEARING: 2-12  
 ARMOR CLASS: 6  
 MOVE: 3"/9"  
 HIT DICE: 2  
 % IN LAIR: 10%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-8/1-6  
 SPECIAL ATTACKS:

Blood drain, disease  
 SPECIAL DEFENSES:  
 Immune to disease  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 6  
 HIT DICE: 2  
 MOVE: 30'(10')/90'(30')  
 ATTACKS: 1 claws/1 bite  
 DAMAGE: 2-8/1-6  
 NO. APPEARING: 2-12  
 SAVE AS: Fighter:1  
 MORALE: 7  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Vulbats are a cross between a vulture and a vampire bat. They are clumsy and oafish, moving slowly and attacking as a 1 HD creature. On any successful bite, there is a 50% chance that a vulbat will infect a victim with a mild disease that, if uncured, will cause minor cramping and discomfort, causing afflicted creatures to attack with a -1 "to hit" penalty until cured. Additionally, on any natural "to hit" roll of 20, a vulbat will cause a wound so serious that it will continue to bleed at a rate of 1d4 points per round (until healed or bandaged).



WAMPCAT • WHIPWHIRL • WHITEWINDER • WOODPECKER, GIANT • WORM, CARRIAGE • WORM, CRIMSON DEATH • WORM, RIDER • WORM, SANJU • WORM, SARCOPHAGAL • WYRDWUN

## Walkers

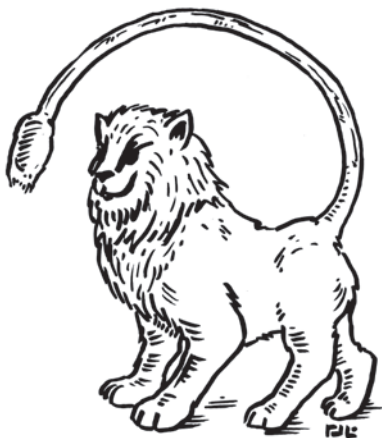
See **Airwalker**, **Firewalker**, and **Skinwalker**

## Wampcat

### Oe/1e Stats

FREQUENCY: Rare  
NO. APPEARING: 1-6  
ARMOR CLASS: 6  
MOVE: 12"  
HIT DICE: 3+2  
% IN LAIR: 25%  
TREASURE TYPE: U  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK:  
1-3/1-3/1-4  
or 1-6 + special

SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: Nil  
MAGIC RESISTANCE: 25%  
INTELLIGENCE: Semi-  
ALIGNMENT: Neutral  
SIZE: M (4' at shoulder)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil



### BX Stats

ARMOR CLASS: 6  
HIT DICE: 3+2  
MOVE: 120'(40')  
ATTACKS: 2 claws/  
1 bite or 1 tail  
DAMAGE: 1-3/1-3/1-4  
or 1-6 + special  
NO. APPEARING: 1-6  
SAVE AS: Fighter:3  
MORALE: 9  
TREASURE TYPE: I  
ALIGNMENT: Neutral

A wampcat is very similar in appearance to a small lion with coarse, dark brown hair. Its tail measures between 6' and 7' long, and features a bulbous knob at the end structured around a hardened globe of cartilage.

The wampcat is able to swing its tail over its body (in a scorpion-like manner) and attempt to knock an opponent unconscious. On any successful "to hit" roll, there is a 10% chance per point of tail damage (e.g., 2 pts. of damage = a 20% chance) the target will be knocked unconscious for 2d6 turns. When a victim is knocked unconscious, a wampcat will begin feeding on the living (though unconscious) victim, or kill its prey and drag the prey's body back to the wampcat's lair for later consumption.

## Whipwhirl (Ittan Momen)

### Oe/1e Stats

FREQUENCY: Very rare  
NO. APPEARING: 20-200  
ARMOR CLASS: 7  
MOVE: -/24"  
HIT DICE: 1 pt./1'  
% IN LAIR: Nil  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: See below  
INTELLIGENCE: Low  
ALIGNMENT: Neutral  
SIZE: M-L (5'-50' long)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 7  
HIT DICE:  
1 pt. per 1' length  
MOVE: -/240'(80')  
ATTACKS: 1  
DAMAGE: See below  
NO. APPEARING:  
20-200  
SAVE AS: Normal man  
MORALE: 10  
TREASURE TYPE: Nil  
ALIGNMENT: Neutral



Whipwhirls are a form of elemental conjured into the prime material plane from the elemental plane of wood. At first glance, whipwhirls appear as harmless lengths of white cotton cloth ranging from 5'-50' in length. They are, however, semi-intelligent and, though quite weak individually, are capable of a number of disabling attacks.

All of a whipwhirl's attacks are based on its ability to wrap itself around the specific area of its target (on a successful "to hit" roll). The duration for each form of whipwhirl attack lasts until that whipwhirl is killed.

**Head (blind/suffocate):** On a successful whipwhirl attack against a target's head, there is a 50% chance that the whipwhirl will "blind" the opponent by coverings its eyes. There is a separate 50% chance that the whipwhirl will begin suffocating the victim unless the whipwhirl is killed. Each round a whipwhirl victim is being suffocated, a saving throw vs. death must be made; the first failed saving throw will cause the victim to fall unconscious; the second failed saving throw will kill the victim.

**Wrists (bind):** On a successful attack by a whipwhirl to bind an opponent's wrist, there is a possibility the victim will "fumble" and drop anything it might be holding in its hands. Each round the wrists of a whipwhirl victim remain bound, there is a 5-in-10 chance (modified by Dexterity) that the victim will fumble.

**Ankles (trip):** On a successful attack by a whipwhirl to a target's ankles, there is a possibility for the victim to trip and fall. Each round the ankles of a whipwhirl victim remain bound, there is a 5-in-10 chance (modified by Strength) that the victim will trip and fall (falling damage at DM's discretion).

Whipwhirls are immune to the effects of bashing weapons (magical or otherwise). If struck with a bashing weapon, there is a 5-in-10 chance (modified inversely by Strength) that the whipwhirl will "yank" the weapon and disarm the attacker.

Whipwhirls are also immune to all forms of magical attacks except for fire or flame. Any successful flame-based attack against a whipwhirl immediately consumes the entire whipwhirl with fire, reducing it to ash in 1 melee round. If a whipwhirl is wrapped around a victim when it is successfully attacked with flame, the victim will take 1 hit point of fire damage for each foot in length of the whipwhirl (e.g., a victim entangled by a 30'-long whipwhirl would take 30 points of fire damage when the whipwhirl becomes inflamed).

**Whitewinder**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 10-100  
 ARMOR CLASS: 6  
 MOVE: 18"/36"  
 HIT DICE: 4  
 % IN LAIR: 70%  
 TREASURE TYPE:

Individuals R; A, B, T in lair  
 NO. OF ATTACKS: See below  
 DAMAGE/ATTACK:

By weapon type  
 SPECIAL ATTACKS: Spells  
 SPECIAL DEFENSES:

Save as 5th level magic-user  
 MAGIC RESISTANCE: See above  
 INTELLIGENCE: Very

ALIGNMENT: Chaotic neutral  
 SIZE: L (7' tall)  
 PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 6  
 HIT DICE: 4\*\*  
 MOVE: 180'(60')//360'(120')  
 ATTACKS: See below  
 DAMAGE: By weapon type  
 NO. APPEARING: 10-100  
 SAVE AS: Magic-user:5  
 MORALE: 10  
 TREASURE TYPE: Indiv. R;  
 A, B, O in lair  
 ALIGNMENT: Chaotic

Whitewinders are a race of albino creatures with a serpentine body and four arms. Due to their evolution as subterranean dwellers, they have infravision which allows them to see in darkness up to a distance of 100'. However, their pale, almost translucent skin makes them particularly susceptible to the effects of the sun. If exposed to direct sunlight, their skin will begin to burn at a rate of 1 hit point of damage per turn. After 10 turns of direct sunlight, a whitewinder will burst into flame and begin to burn at a rate of 3-4 hit points of damage per turn.

Whitewinders are multidexterous, able to wield up to four one-handed melee weapons simultaneously without any "to hit" penalties. However, they may only attack up to two different opponents at the same time during a single melee round. Whitewinders are only able to use one two-handed or ranged weapon at a time and, therefore, are only capable of attacking a single target during a single melee round. Most whitewinders will choose to use four of the same single-handed weapon rather than "mixing" different types. The weapons normally carried by whitewinders are:

- 4 swords (normal) 50%
- 4 hand axes 15%
- 4 maces 30%
- 4 war hammers 5%

Whitewinders have a natural resistance to magic (save as a 5th level MU) and can use the following spells once per day each: *darkness*, *locate object*, and *ESP*.

For every 20 whitewinders there will be an additional leader with 5 hit dice, saving as a 6th level magic-user, and additionally able to cast the spell *silence* (with a 30' radius) once per day. These leaders also have a 25% chance per hand for each corresponding weapon to be magical. For every 40 whitewinders, there will be an additional whitewinder with 6 hit dice, saving as a 7th level magic-user, and able to cast the spells *silence* (with a 60' radius) and *protection from evil* (against lawful beings, with a 30' radius). These chieftains have a 50% chance per hand for each corresponding weapon to be magical.

In tribes, whitewinders prefer to live in cave complexes with a natural spring or underground river. In addition to their natural speed on solid ground, they are more than capable swimmers, able to hold their breath at great lengths (2-3 turns on average).

In tribal complexes, the population will usually be made up of the following: 45% adult males, 35% adult females and 20% children (even mix of males and females). Adult female whitewinders have 3 hit dice and save as 4th level magic-users, while the children have 1-2 hit dice and save as 1st level magic-users.

Although each whitewinder tribe has its own leader, all of the whitewinder chieftains are bound in service to the whitewinder king. Known simply as "The Great White One," this millennia-old whitewinder is both honored as royalty and worshiped as deity, for it is believed that all whitewinders are descended from him, and that he alone is responsible for their existence. Though the truth of this progeniture is unclear, what is known is that he is a powerful magic-user of legendary ability and a fearsome sight to behold (causing fear in those who look directly upon him).

**Woodpecker, Giant**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 1-12  
 ARMOR CLASS: 9  
 MOVE: 6"/36"  
 HIT DICE: 4  
 % IN LAIR: 10%  
 TREASURE TYPE: Q  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK:

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: L (18' wingspan)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

1-6/1-6/2-8 + special

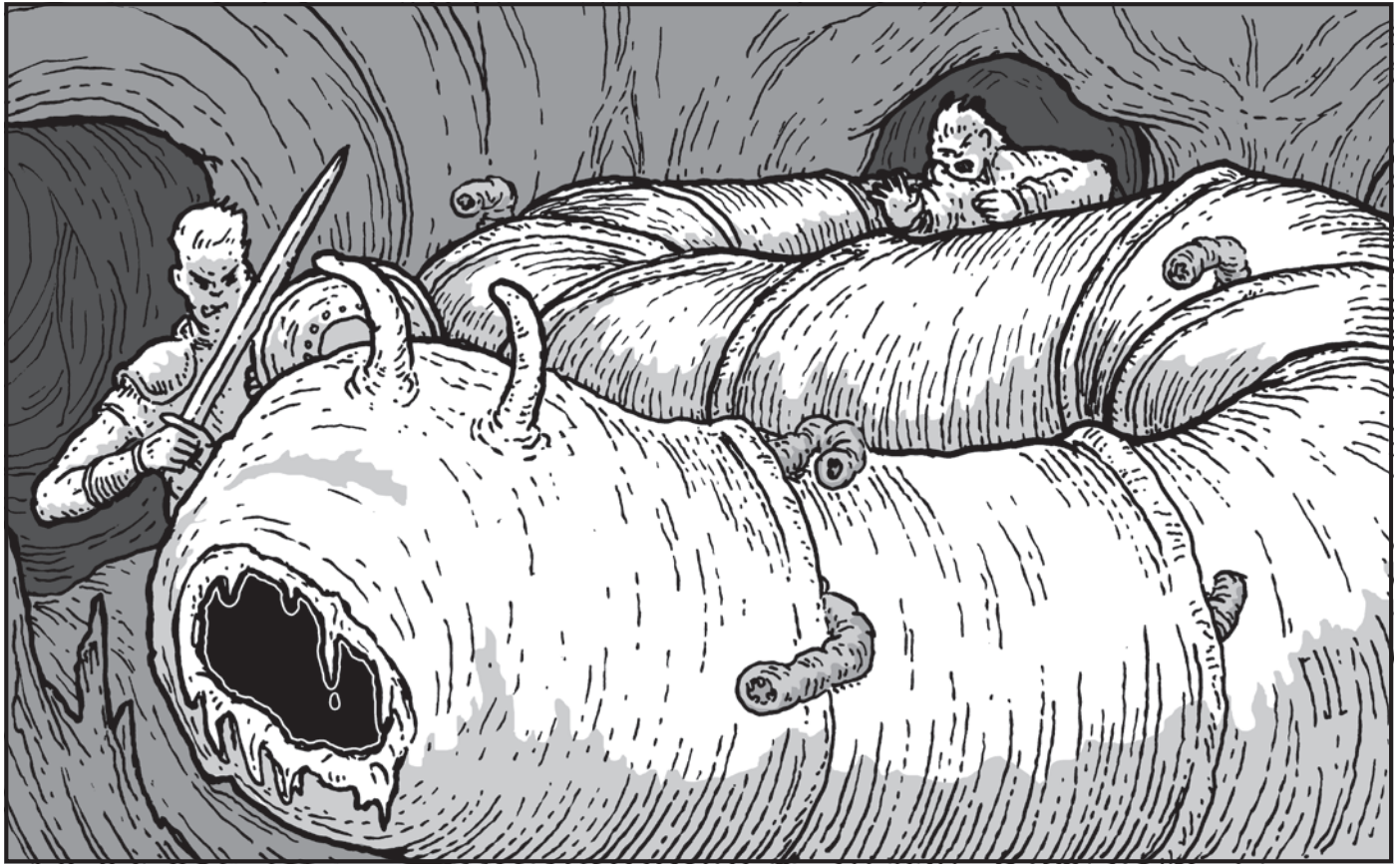
**BX Stats**

ARMOR CLASS: 9  
 HIT DICE: 4  
 MOVE: 60'(20')/360'(120')  
 ATTACKS: 2 claws + 1 beak  
 DAMAGE: 1-6/1-6/2-8 + special

NO. APPEARING: 1-12  
 SAVE AS: Fighter:2  
 MORALE: 11  
 TREASURE TYPE: L  
 ALIGNMENT: Neutral

Giant woodpeckers are carnivorous, and normally found in forests and woodland habitats, particularly those inhabited by giant insects and worms. Like the smaller variety of woodpeckers, giant woodpeckers have a "sticky" tongue that aids in capturing prey. On any natural "to hit" roll of 20 against an opponent of 4' or smaller, the victim will be pulled into the giant woodpecker's beak and take an additional 1d4 points of "chewing" damage. The brain of the giant woodpecker is particularly small, giving it a relatively poor AC (despite its size) and inordinately high morale.





## Worm, Carriage

### Oe/1e Stats

FREQUENCY: Rare  
 NO. APPEARING: 1  
 ARMOR CLASS: 3  
 MOVE: 6" (3")  
 HIT DICE: 12  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: L (40'-50' long)  
 PSIONIC ABILITY: See below  
 Attack/Defense Modes: Nil

### BX Stats

ARMOR CLASS: 3  
 HIT DICE: 12\*  
 MOVE: 60'(20') (30'(10'))  
 ATTACKS: 1 spit + special  
 DAMAGE: See below

NO. APPEARING: 1  
 SAVE AS: Fighter:7  
 MORALE: 10  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Carriage worms appear as a giant worm armored with overlapping plates. Its head features a sucker-like mouth and two optic tentacles. They are most active when the ground is moist (e.g., after a long rain) and at night, avoiding the light and heat of day. When burrowing (second movement rate), it's not uncommon for its immense size and length to produce tunnels up to 7' in diameter and dozens of miles long.

At any given time, a carriage worm has 20-30 rider worms (see "worm, rider") under the folds of its plates who feed from their "host" through a series of secretion glands located under its plates. In attack situations, the carriage worm communicates telepathically with its passengers, ordering them to attack any opponent(s). When the rider worms have successfully paralyzed

the carriage worm's victims, they will climb back under the plates of the carriage worm, and the carriage worm will discharge a lubricating sputum from its mouth and then devour its prey whole. As the carriage worm's meal is digested, it creates the intoxicating secretion from which the rider worms extract their nutrition.

The carriage worm can "spit" its slippery secretion up to a distance of 10'. Upon a successful "to hit" roll, the worm's target suffers a +1 penalty to its armor class until the secretion has been cleaned off.

## Worm, Crimson Death

### Oe/1e Stats

FREQUENCY: Uncommon  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 7  
 MOVE: 9" (6")  
 HIT DICE: 4  
 % IN LAIR: 10%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-4  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: S (2'-3' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



### BX Stats

ARMOR CLASS: 7  
 HIT DICE: 4\*\*  
 MOVE: 90'(30') (60'(20'))  
 ATTACKS:  
 1 bite or special  
 DAMAGE: 1d4 + poison  
 NO. APPEARING: 1-6  
 SAVE AS: Fighter:1  
 MORALE: 8  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

The crimson death worm is a segmented, sausage-like invertebrate that prefers to live in dark, cool, moist areas underneath otherwise dry desert terrain. While they do nest, they are generally burrowers that will not hesitate to abandon dry, hot areas in search of more hospitable accommodations. Crimson death worms feed on a particular family of toxic plants whose red conical flowers not only give the death worm its deep red color, but poisonous abilities as well. While the crimson death worm is relatively small (averaging 2-1/2' in length), it is truly a formidable foe.

Crimson death worms tend to hide while burrowing and will surprise on a 1-3 (on a 1d6). The creature's main form of attack is an electrical bolt (2d4) which it will not hesitate to use should any other creature come too close (within 15'); it may use this attack up to ten times per day. The crimson death worm also has a nasty bite that combines both shredding teeth (1d4 on hit) and poison (save vs. poison or die in 1-6 turns).

These scarlet annelids feature three forms of defense. The first is a poisonous secretion that envelops its body; any creature coming in direct contact with any part of the worm's body must save vs. poison or die in 2d4 turns. The second is an immunity to any form of electrical attack. The third is an explosive defense caused by any successful "to hit" from an edged weapon or flame attack, or by any successful hit from a physical attack (including non-electrical magical attacks like *magic missile* that do 3 or more hit points of damage; upon either of these conditions, the worm will "explode," spraying a toxic acid on everything in a 5' radius of the creature, causing 2d4 damage (acid) to affected creatures; additionally, any creature affected by the acid must save vs. poison or die in 3d6 turns; this explosion defense is fatal to the worm.

**Worm, Rider**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 20-30  
 ARMOR CLASS: 7  
 MOVE: 12"  
 HIT DICE: 1+2  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-3 + special  
 SPECIAL ATTACKS: Paralytic toxin  
 SPECIAL DEFENSES: See below



MAGIC RESISTANCE: Standard  
 INTELLIGENCE: See below  
 ALIGNMENT: Neutral  
 SIZE: S (1'-2' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 7  
 HIT DICE: 1+2\*\*  
 MOVE: 120'(40')  
 ATTACKS: 1 bite  
 DAMAGE: 1-3 + toxin

NO. APPEARING: 20-30  
 SAVE AS: Fighter:1  
 MORALE: 12 (in presence of host)  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Rider worms are rust colored and their skin has the appearance of wet red clay. They are quite fast moving and their five-fanged bite emits a very effective paralytic toxin (all saves vs. poison at -3) with a duration of 6-24 turns.

Rider worms enjoy a symbiotic relationship with their carriage worm hosts (see "worm, carriage"), wherein the rider worm does the carriage worm's bidding in furtherance of subduing

its prey and, in return, the carriage worm provides its parasitic forces with nutrition and sustenance. While rider worms are typically non-intelligent, the telepathic commands they receive (through a morse-code like system of electronic pulses) from their carriage worm host are able to provide them with basic objectives against a carriage worm's prey (e.g., to bite a specific nearby creature, to retreat, etc.).

Given the type and the duration of the rider worm's toxin, it is not uncommon for victims debilitated by a rider worm to be lubricated and ingested by the carriage worm, and remain conscious while being digested. The by-product of this digestive process is an intoxicating secretion that provides the rider worm all the nutrients it needs.

**Worm, Sanju**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 5  
 MOVE: 12"/24"  
 HIT DICE: 7  
 % IN LAIR: 0%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-6  
 SPECIAL ATTACKS: By type  
 SPECIAL DEFENSES: See description + by type  
 MAGIC RESISTANCE: By type  
 INTELLIGENCE: Low  
 ALIGNMENT: By type  
 SIZE: S (1'-2' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats†**

ARMOR CLASS: 5  
 HIT DICE: 7\*\*  
 MOVE: 120'(40')/240'(80')  
 ATTACKS: 1 bite  
 DAMAGE: 2-10 or special  
 NO. APPEARING: 1-6  
 SAVE AS: Fighter:7  
 MORALE: 9  
 TREASURE TYPE: Nil  
 ALIGNMENT: By type

Sanju worms are a species of extra-dimensional flying worms originating from the inner planes. These non-corporeal creatures "burrow" from plane to plane much as a normal worm burrows through ground, and each of the thirty subspecies appears as a specific color analogous to its plane of origin. Sanju worms can only be hit by magic weapons and they are immune to poison and paralysis attacks. Any bite on a successful "to hit" roll from a sanju worm does 1-6 points of damage. Additionally, sanju worms are capable of attacking from the prime material plane into the same plane of their origin (e.g., a burgundy sanju worm could be present in the prime material plane, but still be able to bite a character in the ethereal plane), doing damage as normal for the attack, unless the defender has a particular immunity/resistance other than their presence on that particular plane.

In addition to the standard abilities for all sanju worms, each subspecies has additional abilities particular to their general type (plane of origin) and their specific type (color).

**Elemental, air:** In addition to their individual abilities by type, sanju worms from this plane are able to summon an air elemental (HD: 4) up to 3 times per day. They are also immune to all electrical attacks.

**Elemental, earth:** In addition to their individual abilities by type, sanju worms from this plane are able to summon an earth elemental (HD: 4) up to 3 times per day. They are also immune to all acid attacks.

**Elemental, fire:** In addition to their individual abilities by type, sanju worms from this plane are able to summon a fire elemental (HD: 4) up to 3 times per day. They are also immune to all forms of flame-based attacks.

**Elemental, water:** In addition to their individual abilities by type, sanju worms from this plane are able to summon a water elemental (HD: 4) up to 3 times per day. They are also immune to all cold-based attacks.

**Ethereal:** In addition to their individual abilities by type, sanju worms from the ethereal plane are able to create a *prismatic sphere* (per the spell) once per day.

**Negative material:** The bite of any sanju worm from the negative material plane will cause a rotting disease (in addition to normal damage) on any successful hit to a creature that origi-

nates from the prime material plane. The disease will continue to do 1 additional point of damage during successive turns until the victim dies or is cured (by a *cure disease* spell). In addition to its rotting bite, each worm from the negative material plane is able to summon a particular form of undead to come to its aid (see chart below for specific type).

**Positive material:** Sanju worms from the positive material plane radiate a protective globe in a 10' radius (per 3rd level MU spell *protection from evil*) around itself at all times. This order of sanju worm also secretes a healing ectoplasm that automatically cures all disease from any creature that "touches" it (regardless of whether than creature is in the prime or positive material plane at the time it touches the sanju worm). Additionally, each worm from the positive material plane is able to summon a particular type of humanoid to come to its aid (see chart below for specific type).

### SANJU WORM SUBSPECIES

	color	plane of origin	alignment*	additional special attacks/defenses/abilities
1	aquamarine	elemental, water	lawful good (L)	purifies water by touch (up to 20 gallons)
2	black	negative material	chaotic evil (C)	summon wight (1)
3	bronze	elemental, fire	neutral evil (C)	bite causes <i>feblemind</i> (per spell) to magic-users
4	burgundy	ethereal	chaotic neutral (C)	<i>teleportation</i> (per spell, 3x/day)
5	chocolate	negative material	chaotic neutral (C)	summon zombies (1d3)
6	copper	elemental, earth	chaotic neutral (C)	poison bite: save vs. poison or die
7	dark grey	negative material	neutral evil (C)	summon skeletons (1d4)
8	emerald green	elemental, water	lawful good (L)	<i>charm monster</i> (aquatic only, per spell, 5x/day)
9	forest green	elemental, earth	chaotic good (N)	regeneration (4 hit points per round)
10	gold	elemental, air	lawful neutral (L)	<i>ice storm</i> (per spell, 3x/day)
11	indigo	negative material	lawful evil (C)	summon mummy (1)
12	ivory	positive material	neutral good (L)	summon elves (1d3)
13	lavender	elemental, air	lawful neutral (L)	spits lightning bolts (3d6, 1 per melee round)
14	light blue	positive material	lawful good (L)	summon veterans (1d4)
15	moss green	elemental, earth	chaotic evil (C)	bite causes disease (save vs. poison or lose 1 hp per round until cured)
16	navy	ethereal	neutral good (N)	<i>mirror image</i> (5x day, per spell)
17	orange	elemental, fire	chaotic evil (C)	radiates gaseous cloud (10' radius): save vs. poison or unconscious 2-12 turns
18	pearlescent	positive material	neutral evil (L)	summon dwarves (1d4)
19	purple	ethereal	neutral evil (N)	<i>detect thoughts</i> (permanent, per spell); gains +4 "to hit" and -4 to AC
20	royal blue	ethereal	lawful neutral (N)	<i>phantasmal force</i> (per spell, 3x/day)
21	red	elemental, fire	chaotic evil (E)	spits fireballs (3d6, 1 per melee turn)
22	rose	elemental, air	lawful good (L)	radiates <i>heat metal</i> (10' sphere per spell, permanent); immune to flame
23	rust	elemental, water	lawful evil (L)	on viewing: save vs. paralysis or go blind for 1d6 turns
24	sandalwood	elemental, earth	chaotic good (N)	<i>warp wood</i> (per spell, as 7th level druid, 3x/day)
25	transparent	ethereal	true neutral (N)	radiates <i>invisibility</i> in a 10' sphere (per spell); surprises on a 1-5
26	turquoise	elemental, water	chaotic good (L)	spits ice bolts (2d6, 1 per melee round)
27	silver	elemental, water	neutral good (L)	radiates <i>obscuring mist</i> in a 10' sphere (permanent duration)
28	umber	elemental, earth	chaotic evil (C)	bite causes confusion (save vs. poison or as spell effects for 3-18 rounds)
29	white	positive material	lawful good (L)	summon warriors (1d2)
30	yellow	elemental, fire	lawful evil (E)	<i>pyrotechnics</i> (5x/day, per spell)

\* letter in parentheses indicates BX alignment (L=lawful, N=neutral, C=chaotic)

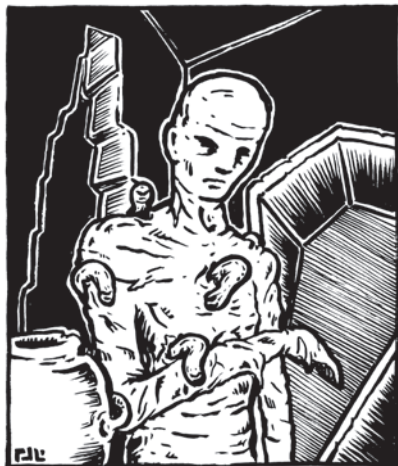


**Worm, Sarcophagal**

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 6-15  
 ARMOR CLASS: 6  
 MOVE: 3"  
 HIT DICE: 1  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-4 + disease

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: S (9"-12" long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 6  
 HIT DICE: 1\*\*  
 MOVE: 30'(10')  
 ATTACKS:  
 1 bite + disease  
 DAMAGE:  
 1-4 + disease  
 NO. APPEARING: 6-15  
 SAVE AS: Fighter:1  
 MORALE: 7  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral

Sarcophagal worms are undead, worm-like creatures created by evil clerics from the intestinal remains of someone who has been mummified, and are intended to bring that person eternal torment in the afterlife.

Two conditions must be met to create sarcophagal worms—first, the intestines must not have been removed during the mummification process, and second, the cleric must be of sufficient level (10th or above) and read the required spell from the proper spell book. Once the mummified corpse's sarcophagus has been closed, the worms will grow from the intestinal remains of the deceased, writhing inside the body. Any mummy cursed with sarcophagal worms is immune to the spell *raise dead* and, therefore, may never again become human.

Because sarcophagal worms are created from the remains of the mummified corpse, like the mummy they are undead and exist in both the normal and the positive material plane. They are, therefore, immune to poison, *sleep*, *charm*, *hold* and cold, and are only susceptible to (other) spells, fire and magic weapons, all of which do only half the normal damage. Any sarcophagal worm splashed with a vial of holy water will die automatically.

Sarcophagal worms have a bite that does 1-4 points of damage and inflicts the same rotting disease as the mummies from which they grow (reduces healing rate to 1/10, immune to normal healing, must be cured magically) and any creature killed by a sarcophagal worm is subject to the same conditions as being killed by a mummy (*cure disease* and *raise dead* spells must be cast within 6 turns of death to be effective).

Sarcophagal worms do not have the same effect of paralyzing fear as a mummy. However, every bite inflicted by a sarcophagal worm reduces by one point the affected character's saving throws versus that mummy.

**Wyrdwun**

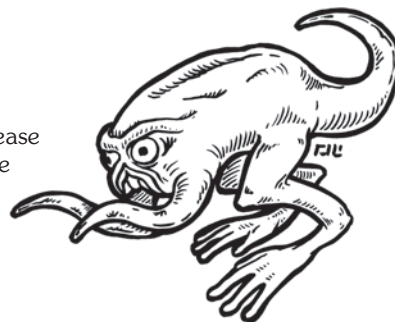
**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 3-12  
 ARMOR CLASS: 6  
 MOVE: 9"  
 HIT DICE: 2+1  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: S (2'-3' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: 6  
 HIT DICE: 2+1\*  
 MOVE: 90'(30')  
 ATTACKS: 1 bite + disease  
 DAMAGE: 1-2 + disease  
 NO. APPEARING: 3-12  
 SAVE AS: Fighter:1  
 MORALE: 7  
 TREASURE TYPE: Nil  
 ALIGNMENT: Neutral



A wyrdwun is a slimy amphibious curiosity with a frog body, tadpole tail, fish face, gecko feet and tentacles in place of forearms. They stand approximately 2'-3' tall and their skin has a natural chameleon-like ability. Due to its color-changing ability, in smaller and/or enclosed areas all creatures (with only normal vision) attacking a wyrdwun suffer a -1 "to hit" penalty. As a by-product of their camouflaging ability, wyrdwuns produce a moderately offensive odor. Furthermore, it is particularly unbearable to elvenkind. All elves standing within a 20' radius of a wyrdwun must save vs. breath weapon or suffer an additional -1 "to hit" penalty in the presence of the beast.

A wyrdwun's main form of attack is the venomous touch of its tentacles, which secrete a muscle-contracting toxin whose effects are cumulative. For each successful touch from a wyrdwun (on a successful "to hit" roll) and a failed saving throw (vs. poison) by the target, the target creature's movement is halved and suffers a -1 penalty to all "to hit" rolls for 1-4 turns. For example, a creature who had been struck three times by a wyrdwun and failed all three saving throws would have its movement cut to 1/8 normal (to 1/2 on the first hit/failed save, halved to 1/4 on the second hit/failed save, and halved again to 1/8 on the third hit/failed save) and a -3 penalty on all "to hit" rolls. The bite of a wyrdwun is rather benign, doing only 1-2 points of damage.





XANTHER

**Xanther**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 2-12  
 ARMOR CLASS: 4  
 MOVE: 18"  
 HIT DICE: 9  
 % IN LAIR: 35%  
 TREASURE TYPE: C, Q x 3  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 2-12/  
 2-12/2-8 or by weapon  
 SPECIAL ATTACKS:  
 See below  
 SPECIAL DEFENSES:  
 See below  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE: Low



ALIGNMENT: Chaotic (neutral)  
 SIZE: L (8'-10' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

Xanthers are orange fur-covered feline bipedal humanoids with tusks and compound optic lobes (like an insect). They generally make their lairs in forested areas of temperate climates, but have been found in subarctic and warmer tropical climates as well. Their optic lobes give them almost 360° vision and eliminate any bonuses for attacks from behind (against a xanther). Additionally, a xanther is surprised only on a roll of 1 (on 1d6).

**BX Stats**

ARMOR CLASS: 4  
 HIT DICE: 9\*  
 MOVE: 180'(60')  
 ATTACKS: 2 claws/  
 1 gore or 1 weapon  
 DAMAGE: 2-12/2-12/  
 2-8 or by weapon type

NO. APPEARING: 2-12  
 SAVE AS: Fighter:8  
 MORALE: 10  
 TREASURE TYPE: C, L x 3  
 ALIGNMENT: Chaotic

While capable of using weapons, the xanther's deadly claws and ominous tusks are their weapon of choice. Should a xanther face an opponent too formidable to handle on their own, they are able to summon 1-3 great cats (lion, mountain lion, panther, tiger, etc.) indigenous to the area where the xanther is located, and then control them. Any great cat summoned by a xanther gets a +1 bonus to his morale while the xanther is present.



YAK-MAN • YMIR • YOUREE

**Yak-man**

**Oe/1e Stats**

FREQUENCY: Rare  
 NO. APPEARING: 4-24  
 ARMOR CLASS: 5  
 MOVE: 6"  
 HIT DICE: 6  
 % IN LAIR: 25%  
 TREASURE TYPE: Nil or O  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK:  
 2-7/2-7 or 2-12  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE:  
 Standard  
 INTELLIGENCE: Low  
 ALIGNMENT: Neutral  
 SIZE: L (8'+ tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



**BX Stats**

ARMOR CLASS: 5  
 HIT DICE: 6  
 MOVE: 60'(20')  
 ATTACKS: 2 fists or 1 gore  
 DAMAGE: 2-7/2-7 or 2-12  
 NO. APPEARING: 4-24  
 SAVE AS: Fighter:5  
 MORALE: 6  
 TREASURE TYPE: Nil or Q  
 ALIGNMENT: Neutral

These bovine creatures appear as a sort of hairy, minotaur-like creature with 3-fingered hands and hooved feet. Yak-men are creatures of brute strength often found in the employ of other creatures for the purpose of heavy physical labor (moving stones and the like). They are physically well-suited to this type of labor, especially in higher altitudes, due to their sturdy frames and large lungs and hearts. Yak-men are generally passive and pastoral and will rarely attack other creatures except in self-defense, and the anatomy of their hands makes wielding a weapon nearly impossible. Unfortunately, these factors make them particularly susceptible to becoming slaves for other creatures rather than hired hands.

## Ymir

### Oe/1e Stats

FREQUENCY: Very rare  
 NO. APPEARING: 1  
 ARMOR CLASS: 2  
 MOVE: 12"  
 HIT DICE: 9  
 % IN LAIR: 75%  
 TREASURE TYPE: I  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 3-16/3-16

SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: L (20'+ tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

### BX Stats†

ARMOR CLASS: 2  
 HIT DICE: 9\*  
 MOVE: 120'(40")  
 ATTACKS: 2 claws  
 DAMAGE: 3-16/3-16

NO. APPEARING: 1  
 SAVE AS: Fighter:9  
 MORALE: 10  
 TREASURE TYPE: I  
 ALIGNMENT: Neutral

The ymir is a strange beast. Daunting though its appearance may be, it is generally docile unless provoked. These reptilian giants are akin to troglodytes, but their coloration is almost bird-like, with red coloration around the eyes, a red streak that runs down the back and along the length of the tail, an ochre-coloration around the lower legs and across the chest and stomach, and a bright blue tongue.

These imposing beasts are sulfur eaters and are, therefore, most often found in areas with hot springs and volcanic activity, or areas that are populated with salt domes. This sulfurous diet enables them to belch a 20'x20'x20' cloud of stinking gas up to 3 times per day. On a failed saving throw vs. breath weapons, this gas will cause victims caught in the cloud to become helpless (due to nausea) for 2d6 rounds. An ymir will usually only use this breath weapon if cornered or overwhelmed, preferring to attack with the claws on its 2 powerful hands.

Although the ymir makes its diet of sulphur and tends to live underground, it has a strange ability that presents itself only in the presence of both direct sunlight and relatively "fresh" air; after 2-5 (1d4+1) turns under these conditions, an ymir will grow an



additional 2-5 (1d4+1) feet, and gains 5-8 (1d4+4) hit points (but still attacks and saves as a 9 HD monster). The ymir will retain these size and hit point gains as long as both the light and air requirements are met, and for 2-5 (1d4+1) additional turns once the conditions are no longer present.

## Youree

### Oe/1e Stats

FREQUENCY: Very rare  
 NO. APPEARING: 1-10  
 ARMOR CLASS: 6  
 MOVE: 18"  
 HIT DICE: 6  
 % IN LAIR: 20%  
 TREASURE TYPE: X  
 NO. OF ATTACKS: See below  
 DAMAGE/ATTACK: See below  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Genius+  
 ALIGNMENT: Lawful good



SIZE: L (7'-8' tall)  
 PSIONIC ABILITY: 250-300 pts.  
 Attack/Defense Modes: All

### BX Stats†

ARMOR CLASS: 6  
 HIT DICE: 6\*\*  
 MOVE: 180'(60")  
 ATTACKS: See below  
 DAMAGE: See below

NO. APPEARING: 1-10  
 SAVE AS: Fighter:6  
 MORALE: 9  
 TREASURE TYPE: N  
 ALIGNMENT: Lawful

The youree (singular and plural) are a race of beings that claim to be as old as the universe itself. With adult males standing nearly 8' tall and a skin tone that approaches a deep aquamarine blue, their appearance is almost mesmerizing.

Youree are quiet and contemplative in nature, preferring to remain aloof and silent unless absolutely necessary, and spend the majority of their waking hours deep in thought, attempting to achieve higher and higher states of consciousness. This endeavor is supported by their long lifespan which is known to reach as many as 2 millennia.

The youree keep few physical possessions and live an absolutely minimal lifestyle. Their surroundings are stark and are more about utility than comfort. It is not uncommon for a youree dwelling to be little more than a floor, a ceiling and four walls, embellished only by the occasional rug. When colors are used, they are solid and soothing, as patterns may cause the youree to be distracted from their true goal of enlightenment. Their diet is minimal as well, consisting mainly of simple root vegetables, usually raw or lightly cooked, with little seasoning and essentially no flavor.

As a race, youree have achieved the perfection of their minds, empowering all members of their kind with psionic ability. While the psionic power of adults (male or female) numbers from 250-300 points, even small children (25-50 years in age) have as many as 100 points.

Youree possess the following minor devotions: *animal telepathy*, *body weaponry* (as cleric class), *cell adjustment*, *domination*, *ESP*, *hypnosis*, *invisibility* and *levitation*. They also possess the following major devotions: *body control*, *dimension walk*, *etherealness* and *telepathy*. All devotions are performed at the twelfth level of mastery (adult youree).



## ZAGH • ZATHOA

## Zagh

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 6  
 MOVE: 12"/18"  
 HIT DICE: 4  
 % IN LAIR: 35%  
 TREASURE TYPE: C,T  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 1-4/1-4

SPECIAL ATTACKS: Spell use  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE:  
     Saves as 7th level cleric  
 INTELLIGENCE: Highly  
 ALIGNMENT: Neutral Good  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

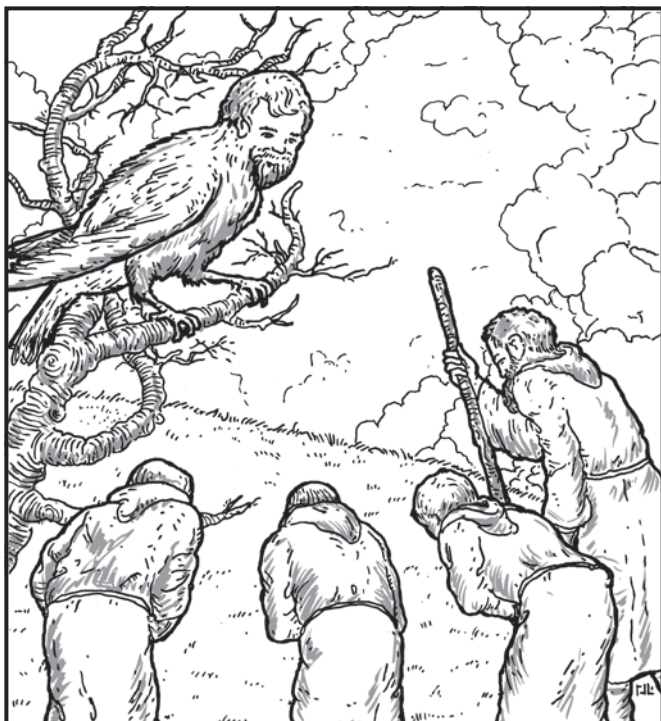
**BX Stats**

ARMOR CLASS: 6  
 HIT DICE: 4\*\*  
 MOVE: 120'(40')/180'(60')  
 ATTACKS: 2 claws or 1 spell  
 DAMAGE: 1-4/1-4 or by spell

NO. APPEARING: 1-4  
 SAVE AS: Cleric:7  
 MORALE: 8  
 TREASURE TYPE: C,O  
 ALIGNMENT: Lawful

Zaghs would seem to be imposing creatures, having the body of a crow and the head of a human. However, zaghs are renowned for their congeniality and revered for their divine intelligence. In fact, a zagh will grant almost any requests for counsel, advice, or information. Zaghs possess a magical ability which allows them to comprehend any language being spoken. Inversely, when a zagh speaks, those within earshot of the zagh hear the zagh as if it were speaking in the listener's native language (even if many different creatures who speak different languages are listening at the same time). Zaghs are also able to use spells as a 4th-level cleric.

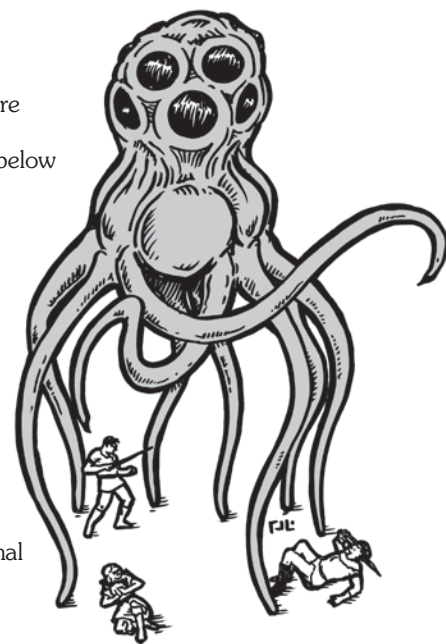
Zaghs are usually found in sub-tropical areas with mountains and rivers. Even though zaghs generally prefer the outdoors (and spend most of their days there), they tend to make their lairs in caves.



## Zathoa

**Oe/1e Stats**

FREQUENCY: Very rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: See below  
 MOVE: 18"  
 HIT DICE: 12  
 % IN LAIR: 50%  
 TREASURE TYPE: H  
 NO. OF ATTACKS: 4  
 DAMAGE/ATTACK:  
     See below  
 SPECIAL ATTACKS:  
     See below  
 SPECIAL DEFENSES:  
     See below  
 MAGIC RESISTANCE:  
     Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: L (40' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

**BX Stats**

ARMOR CLASS: See below  
 HIT DICE: 12\*\*  
 MOVE: 180'(60')  
 ATTACKS: 4  
 DAMAGE: See below

NO. APPEARING: 1-4  
 SAVE AS: See below  
 MORALE: 10  
 TREASURE TYPE: H  
 ALIGNMENT: Neutral

Zathoa (singular and plural) are gigantic subterranean creatures that resemble walking octopi with a dozen disc-like eyes that appear a deep obsidian color (and eliminate attack from behind bonuses). Normally, zathoa utilize four of their tentacle legs for locomotion, while the other four are used for manipulation and feature spiked tips which deliver a deadly poison on any successful "to hit" roll (unless a proper saving throw is made).

Zathoa are peculiar in that their coloration shifts are based on internal biochemical processes, moving in a prismatic progression from red to orange to yellow to green to blue to violet and back to red. Every turn, there is a 10% chance that a zathoa's coloration will change. When it does so, it will either progress to the next sequential color (50% chance), or revert to the previous color.

As a zathoa's body chemistry shifts through the spectrum so does its abilities. During these shifts, the zathoa sees modifications in its "to hit" rolls (based on ability to focus), poison effectiveness (based on chemical toxicity), saving throws (due to the production of an adrenaline-like chemical), and armor class (based on a temporary "hardening" of its skin). Its abilities as determined by its coloration are as follows:

color	saves as	AC	"to hit"	poison kills in
red	Fighter:12	3	+3	1-4 turns
orange	Fighter:13	4	+2	2-8 turns
yellow	Fighter:14	5	+1	3-12 turns
green	Fighter:15	6	±0	4-16 turns
blue	Fighter:14	5	+1	3-12 turns
violet	Fighter:13	4	+2	2-8 turns

## Appendix A: Treasure Types by Edition

Number to left of slash mark represents range that must be rolled on 1d20 to result in the indicated type (e.g., 1-5=25% chance). Number to right of slash mark indicates dice to be rolled to produce result of specified type (as indicated in header of column).

### Oe Treasure Types

Type	Copper <small>(1,000s of pieces)</small>	Silver <small>(1,000s of pieces)</small>	Electrum <small>(1,000s of pieces)</small>	Gold <small>(1,000s of pieces)</small>	Platinum	Gems	Jewelry	Magic Items
<b>A</b> (land)	1-5/1d6	1-6/1d6	—	1-7/2d6	—	1-10/6d6	1-10/6d6	1-8/1d3: any type
<b>A</b> (desert)	1-4/1d4	1-5/1d4	—	1-6/1d6	—	1-10/1d4×10	1-10/1d4×10	1-12/1d3: magic
<b>A</b> (water)	—	—	—	1-12/5d6	—	1-12/1d6×10	1-12/1d6×10	1-10: 1 map
<b>B</b>	1-10/1d8	1-5/1d6	—	1-5/1d3	—	1-5/1d6	1-5/1d6	1-2: 1 sword, armor, misc. weapon
<b>C</b>	1-4/1d12	1-6/1d4	—	—	—	1-5/1d4	1-5/1d4	1-4/1d2: any 2
<b>D</b>	1-2/1d8	1-3/1d12	—	1-12/1d6	—	1-6/1d8	1-6/1d8	1-4/1d3: any 2, 1 potion
<b>E</b>	1/1d10	1-6/1d12	—	1-5/1d8	—	1-2/1d10	1-2/1d10	1-6/1d4: any 3, 1 scroll
<b>F</b>	—	1-2/2d10	—	1-9/1d12	—	1-4/2d12	1-4/2d12	1-7/1d5: any 3†, 1 potion, 1 scroll
<b>G</b>	—	—	—	1-15/1d4×10	—	1-5/3d6	1-5/1d10	1-8/1d5: any 4, 1 scroll
<b>H</b>	1-5/3d8	1-10/d%	—	1-15/1d6×10	—	1-10/d%	1-10/1d4×10	1-4/1d6: any 4, 1 potion, 1 scroll
<b>I</b>	—	—	—	—	—	1-10/2d8	1-10/2d8	1-4: any 1

### 1e Treasure Types

Type	Copper <small>(1,000s of pieces)</small>	Silver <small>(1,000s of pieces)</small>	Electrum <small>(1,000s of pieces)</small>	Gold <small>(1,000s of pieces)</small>	Platinum	Gems	Jewelry	Magic Items
<b>A</b>	1-5/1d6	1-6/1d6	1-7/1d6	1-8/1d10	1-5/1d4	1-12/4d10	1-10/3d10	1-6/1d3: any type
<b>B</b>	1-10/1d8	1-5/1d6	1-5/1d4	1-5/1d3	—	1-6/1d8	1-4/1d4	1-2: 1 sword, armor, misc. weapon
<b>C</b>	1-4/1d12	1-6/1d6	1-2/1d8	—	—	1-6/1d10	1-5/1d6	1-3/1d2: any 2
<b>D</b>	1-2/1d12	1-3/1d12	1-3/1d8	1-10/1d6	—	1-6/1d10	1-5/1d6	1-3/1d3: any 2, 1 potion
<b>E</b>	1/1d10	1-5/1d12	1-5/1d6	1-5/1d8	—	1-3/1d12	1-2/1d8	1-5/1d4: any 3, 1 scroll
<b>F</b>	—	1-2/1d20	1-3/1d12	1-8/1d10	1-7/1d8	1-4/3d10	1-2/1d10	1-6/1d5: any 3†, 1 potion, 1 scroll
<b>G</b>	—	—	—	1-10/1d4×10	1-10/1d20	1-6/5d4	1-5/1d10	1-7/1d5: any 4, 1 scroll
<b>H</b>	1-5/5d6	1-8/d%	1-8/1d4×10	1-11/1d6×10	1-5/5d10	1-10/d%	1-10/1d4×10	1-3/1d6: any 4, 1 potion, 1 scroll
<b>I</b>	—	—	—	—	1-6/3d6	1-11/2d10	1-10/1d12	1-3: any 1
<b>J</b>	3d8 pcs.*	—	—	—	—	—	—	—
<b>K</b>	—	3d6 pcs.*	—	—	—	—	—	—
<b>L</b>	—	—	2d6 pcs.*	—	—	—	—	—
<b>M</b>	—	—	—	2d4 pcs.*	—	—	—	—
<b>N</b>	—	—	—	—	1d6 pcs.*	—	—	—
<b>O</b>	1-5/1d4	1-4/1d3	—	—	—	—	—	—
<b>P</b>	—	1-6/1d6	1-5/1d2	—	—	—	—	—
<b>Q</b>	—	—	—	—	—	1-10/1d4	—	—
<b>R</b>	—	—	—	1-8/2d4	1-10/1d6×10	1-11/4d8	1-9/1d12	—
<b>S</b>	—	—	—	—	—	—	—	1-8/2d4: potions only
<b>T</b>	—	—	—	—	—	—	—	1-10/1d4: scrolls only
<b>U</b>	—	—	—	—	—	1-18/1d8×10	1-16/5d6	1-14: 1 of ea. magic††
<b>V</b>	—	—	—	—	—	—	—	1-17: 2 of ea. magic††
<b>W</b>	—	—	—	1-12/5d6	1-3/1d8	1-12/1d8×10	1-10/5d8	1-11: 1 map
<b>X</b>	—	—	—	—	—	—	—	1-12/1d2: 1 misc. magic/1 potion
<b>Y</b>	—	—	—	1-14/2d6	—	—	—	—
<b>Z</b>	1-4/1d3	1-5/1d4	1-5/1d4	1-6/1d4	1-6/1d6	1-11/1d6×10	1-10/5d6	1-10/1d3: any type

† except swords or misc. weapon †† excluding potions and scrolls \* per individual

## HB Treasure Types

<b>Type</b> <small>(1,000s of pieces)</small>	<b>Copper</b> <small>(1,000s of pieces)</small>	<b>Silver</b> <small>(1,000s of pieces)</small>	<b>Electrum</b> <small>(1,000s of pieces)</small>	<b>Gold</b> <small>(1,000s of pieces)</small>	<b>Platinum</b>	<b>Gems</b>	<b>Jewelry</b>	<b>Magic Items</b>
<b>A</b>	1-5/1d6	1-6/1d6	1-4/1d4	1-7/2d6	1-5/1d4	1-10/6d6	1-10/6d6	1-6/1d3: any type
<b>B</b>	1-10/1d8	1-5/1d6	1-5/1d4	1-5/1d3	—	1-5/1d6	1-5/1d6	1-2: 1 sword, armor, misc. weapon
<b>C</b>	1-4/1d12	1-6/1d4	1-2/1d4	—	—	1-5/1d4	1-5/1d4	1-2/1d2: any 2
<b>D</b>	1-2/1d8	1-3/1d12	—	1-12/1d6	—	1-6/1d8	1-6/1d8	1-3/1d3: any 2, 1 potion
<b>E</b>	1/1d10	1-6/1d12	1-5/1d4	1-5/1d8	—	1-2/1d10	1-2/1d10	1-5/1d4: any 3, 1 scroll
<b>F</b>	—	1-2/2d10	1-4/1d8	1-9/1d12	1-6/1d6	1-4/2d12	1-2/1d12	1-6/1d5: any 3†, 1 potion, 1 scroll
<b>G</b>	—	—	—	1-10/1d4×10	1-10/1d12	1-5/3d6	1-5/1d10	1-7/1d5: any 4, 1 scroll
<b>H</b>	1-5/3d8	1-10/d%	1-10/1d4×10	1-10/1d6×10	1-5/1d4×10	1-10/d%	1-10/1d4×10	1-3/1d6: any 4, 1 potion, 1 scroll
<b>I</b>	—	—	—	—	1-6/1d8	1-10/2d6	1-10/1d12	1-3: any 1
<b>J</b>	3d8 pcs.*	—	—	—	—	—	—	—
<b>K</b>	—	3d6 pcs.*	—	—	—	—	—	—
<b>L</b>	—	—	2d6 pcs.*	—	—	—	—	—
<b>M</b>	—	—	—	2d4 pcs.*	—	—	—	—
<b>N</b>	—	—	—	—	1d6 pcs.*	—	—	—
<b>O</b>	1-5/1d4	1-2/1d3	—	—	—	—	—	—
<b>P</b>	—	1-6/1d6	1-2/1d2	—	—	—	—	—
<b>Q</b>	—	—	—	—	—	1-10/1d4	1-10/1d4	—
<b>R</b>	—	—	—	1-8/2d4	1-10/1d6×10	1-11/5d4	1-9/2d6	—
<b>S</b>	—	—	—	—	—	—	—	1-8/2d4: potions only
<b>T</b>	—	—	—	—	—	—	—	1-10/1d4: scrolls only

## BX Treasure Types

<b>Type</b> <small>(1,000s of pieces)</small>	<b>Copper</b> <small>(1,000s of pieces)</small>	<b>Silver</b> <small>(1,000s of pieces)</small>	<b>Electrum</b> <small>(1,000s of pieces)</small>	<b>Gold</b> <small>(1,000s of pieces)</small>	<b>Platinum</b>	<b>Gems</b>	<b>Jewelry</b>	<b>Magic Items</b>
<b>A</b>	1-5/1d6	1-6/1d6	1-4/1d4	1-7/2d6	1-5/1d2	1-10/6d6	1-10/6d6	1-6/1d3: any type
<b>B</b>	1-10/1d8	1-5/1d6	1-5/1d4	1-5/1d3	—	1-5/1d6	1-5/1d6	1-2: 1 sword, armor, misc. weapon
<b>C</b>	1-4/1d12	1-6/1d4	1-2/1d4	—	—	1-5/1d4	1-5/1d4	1-2/1d2: any 2
<b>D</b>	1-2/1d8	1-3/1d12	—	1-12/1d6	—	1-6/1d8	1-6/1d8	1-3/1d3: any 2, 1 potion
<b>E</b>	1/1d10	1-6/1d12	1-5/1d4	1-5/1d8	—	1-2/1d10	1-2/1d10	1-5/1d4: any 3, 1 scroll
<b>F</b>	—	1-2/2d10	1-4/1d8	1-9/1d12	1-6/1d3	1-4/2d12	1-2/1d12	1-6/1d5: any 3†, 1 potion, 1 scroll
<b>G</b>	—	—	—	1-10/1d4×10	1-10/1d6	1-5/3d6	1-5/1d10	1-7/1d5: any 4, 1 scroll
<b>H</b>	1-5/3d8	1-10/d%	1-10/1d4×10	1-11/1d6×10	1-5/5d4	1-10/d%	1-10/1d4×10	1-3/1d6: any 4, 1 potion, 1 scroll
<b>I</b>	—	—	—	—	1-6/1d8	1-10/2d6	1-10/1d12	1-3: any 1
<b>J</b>	1-5/1d4	1-2/1d3	—	—	—	—	—	—
<b>K</b>	—	1-6/1d6	1-2/1d2	—	—	—	—	—
<b>L</b>	—	—	—	—	—	1-10/1d4	1-10/1d4	—
<b>M</b>	—	—	—	1-8/2d4	1-10/5d6	1-11/5d4	1-9/2d6	—
<b>N</b>	—	—	—	—	—	—	—	1-8/2d4: potions only
<b>O</b>	—	—	—	—	—	—	—	1-10/1d4: scrolls only
<b>P</b>	3d8 pcs.*	—	—	—	—	—	—	—
<b>Q</b>	—	3d6 pcs.*	—	—	—	—	—	—
<b>R</b>	—	—	2d6 pcs.*	—	—	—	—	—
<b>S</b>	—	—	—	2d4 pcs.*	—	—	—	—
<b>T</b>	—	—	—	—	1d6 pcs.*	—	—	—
<b>U</b>	1-2/d%	1-2/d%	—	1/d%	—	—	1/1d4	1: any 1
<b>V</b>	—	1-2/d%	1/d%	1-2/d%	1/d%	1-2/1d4	1-2/1d4	1: any 1

† except swords or misc. weapon    †† excluding potions and scrolls    \* per individual

## Appendix B: Index and Experience Point Rewards (by Rules Edition)

<b>Creature</b>	<b>Oe</b>	<b>S&amp;W</b>	<b>BX/BECMI</b>	<b>LL</b>	<b>1e</b>	<b>OSRIC</b>
<b>A</b>						
<b>abysmal</b> , p.5	1,750	11/1,700	1,750	1,560	900+10/hp	950+10/hp
<b>adarna bird</b> , p.5	6	1/5	6	6	7+1/hp	8+1/hp
<b>airwalker</b> , p.6	475	7/600	475	500	250+5/hp	290+4/hp
<b>aqraseth (alligator bird)</b> , p.6	175	5/240	175	200	90+5/hp	110+4/hp
<b>arassas</b> , p.6	2,300	13/2,300	2,300	2,400	1950+14/hp	1600+13/hp
<b>aziza</b> , p.7	30	3/60	30	38	36+2/hp	50+1/hp
<b>B</b>						
<b>bat, arctic (ice)</b> , p.8	6	B/10	6	6	7+1/hp	8+1/hp
<b>bat, death</b> , p.8						
ahool ("howler")	300	6/400	300	350	130+5/hp	155+4/hp
kongamato ("boatbreaker")	125	5/240	125	135	165+5/hp	145+3/hp
olitiau ("nightflyer")	65	4/120	65	80	90+3/hp	110+2/hp
<b>batar</b> , p.9	425	6/400	425	500	205+5/hp	235+4/hp
<b>beetle, giant flyer</b> , p.9	45	4/120	45	59	90+3/hp	110+2/hp
<b>bestial beast</b> , p.10	1,250	10/1,400	1,250	1,140	600+8/hp	575+8/hp
<b>biloko</b> , p.10	900	9/1,100	900	1,000	600+12/hp	600+12/hp
<b>bloodbeast</b> , p.11	300	6/400	500	500	130+6/hp	155+4/hp
<b>bloodgill</b> , p.11	6	B/10	6	6	7+1/hp	8+1/hp
<b>brain bat</b> , p.11	175	5/240	175	190	125+4/hp	155+4/hp
<b>braincrab</b> , p.12	30	4/120	30	38	73+2/hp	90+1/hp
<b>buru</b> , p.12	500	7/600	500	570	225+6/hp	230+6/hp
<b>C</b>						
<b>cactus cat</b> , p.13	25	3/60	25	29	28+2/hp	40+1/hp
<b>cacus</b> , p.13	1,900	12/2,000	1,900	2,000	2,000+16/hp	1,400+14/hp
<b>cadejo</b> , p.13						
black	425	7/600	425	500	165+5/hp	190+4/hp
white	275	6/400	275	290	165+5hp	190+4/hp
<b>calytaur</b> , p.14	25	2/30	25	35	35+3/hp	50+2/hp
<b>centaur, cyprian</b> , p.14	175	5/240	175	200	90+5/hp	110+4/hp
<b>chötgör</b> , p.15	950	9/1,100	950	980	850+8/hp	825+8/hp
<b>cow demon</b> , p.15	1,250	10/1,400	1,250	1,140	650+8/hp	665+8/hp
<b>cyclorc</b> , p.16	19	2/30	19	21	28+2/hp	40+1/hp

**APPENDIX B: INDEX AND EXPERIENCE POINT REWARDS (BY RULES EDITION)**

<b>Creature</b>	<b>Oe</b>	<b>S&amp;W</b>	<b>BX/BECMI</b>	<b>LL</b>	<b>1e</b>	<b>OSRIC</b>
<b>D</b>						
<b>devil monkey</b> , p.17	20	2/30	20	20	20+2/hp	30+1/hp
<b>dingonek</b> , p.17	1,250	9/1,100	1,250	1,140	475+8/hp	445+8/hp
<b>djetabi (serpopard)</b> , p.17	175	5/240	175	190	125+4/hp	145+3/hp
<b>dobarchú, greater</b> , p.18	275	6/400	275	320	150+6/hp	160+6/hp
<b>dobarchú, lesser</b> , p.18	35	3/60	35	50	35+3/hp	50+2/hp
<b>donestre</b> , p.18	575	7/600	575	660	275+6/hp	280+6/hp
<b>dover demon (energy eater)</b> , p.19	575	8/800	575	660	600+6/hp	580+6/hp
<b>dracopede</b> , p.19						
blue	25	2/30	25	35	35+3/hp	50+2/hp
green	35	3/60	35	47	50+3/hp	65+2/hp
red	35	3/60	35	47	50+3/hp	65+2/hp
black	45	4/120	45	59	105+3/hp	125+2/hp
<b>dragi</b> , p.20	1,250	9/1,100	1,250	1,140	400+8/hp	345+8/hp
<b>dragonboar, wooly</b> , p.21	225	5/240	225	260	150+6/hp	160+6/hp
w/breath weapon gland	400	6/400	400	460	225+6/hp	230+6/hp
<b>draugr</b> , p.21	2,300	14/2,600	2,300	2,400	2,400+14/hp	2,200+13/hp
<b>dunter</b> , p.22	19	2/30	19	21	28+2/hp	40+1/hp
<b>dwarf, black</b> , p.22	45	4/120	45	59	65+3/hp	80+2/hp
<b>dwarf, red</b> , p.23	35	3/60	35	47	50+3/hp	65+2/hp
<b>dzee-dzee-bon-da</b> , p.23	1,750	11/1,700	1,750	1,820	1,300+12/hp	850+10/hp
<b>E</b>						
<b>eagle hound</b> , p.24	275	6/400	275	320	150+6/hp	160+6/hp
<b>elemental, mudmist</b> , p.24						
staff	1,750	11/1,700	1,750	1,560	825+10/hp	850+10/hp
device	2,700	15/2,900	2,700	2,800	2,850+12/hp	2,750+16/hp
conjured	3,950	19/3,800	3,950	3,300	5,250+20/hp	5,250+20/hp
<b>elemental, sand</b> , p.25						
staff	1,750	11/1,700	1,750	1,560	825+10/hp	850+10/hp
device	2,700	15/2,900	2,700	2,800	2,850+12/hp	2,750+16/hp
conjured	3,950	19/3,800	3,950	3,300	5,250+20/hp	5,250+20/hp
<b>elephant, white</b> , p.25	950	9/1,100	950	980	650+8/hp	665+8/hp
<b>eloko</b> , p.26	6	10	6	6	7+1/hp	8+1/3hp
<b>emerald stinkbug</b> , p.26	25	3/60	25	29	28+2/hp	40+1/hp
<b>F</b>						
<b>fear liath</b> , p.27	1,600	10/1,400	1,600	1,700	1,350+14/hp	1,100+13/hp
<b>fetch</b> , p.27	950	8/800	950	980	525+8/hp	545+8/hp
<b>filth licker</b> , p.28	35	3/60	35	47	50+2/hp	65+2/hp
<b>fire fox</b> , p.28	75	4/120	75	100	85+4/hp	105+3/hp



**APPENDIX B: INDEX AND EXPERIENCE POINT REWARDS (BY RULES EDITION)**

<b>Creature</b>	<b>Oe</b>	<b>S&amp;W</b>	<b>BX/BECMI</b>	<b>LL</b>	<b>1e</b>	<b>OSRIC</b>
<b>firewalker</b> , p.28	275	6/400	275	290	170+5/hp	200+4/hp
<b>flash dragon</b> , p.29	300	6/400	300	350	300+6/hp	200+4/hp
<b>fluxbug</b> , p.29	275	6/400	275	290	245+5	280+4
<b>flying head</b> , p.29	5	A/5	5	5	5+1/hp	5+1/hp
<b>G</b>						
<b>gaseous lantern</b> , p.30	5	A/5	5	5	8	9
<b>giant, dirt</b> , p.30	750	8/800	750	620	600+12/hp	600+12/hp
<b>giant, phase</b> , p.31	2,300	11/1,700	2,300	1,700	1,500+14/hp	1,200+13/hp
<b>golem, canine (flesh)</b> , p.31	30	4/120	30	38	81+2	100+1
<b>gorilla, giant spider</b> , p.32	450	7/600	450	440	225+8/hp	225+8/hp
<b>gowrow</b> , p.32	650	8/800	650	560	375+10/hp	350+10/hp
<b>guardian bramble</b> , p.32	25	3/60	25	29	28+2/hp	40+1/hp
<b>H</b>						
<b>hayra</b> , p.33	2,300	13/2,300	2,300	2,400	2,100+14/hp	2,100+14/hp
<b>heikegani</b> , p.33	1,250	9/1,100	1,250	1,140	475+8/hp	445+8/hp
<b>hibagon</b> , p.34	175	5/240	175	200	90+5/hp	110+4/hp
<b>hsigo</b> , p.34	10	2/30	10	10	10+1/hp	10+1/hp
<b>hyrcinian bird</b> , p.34	5	A/5	5	5	5+1/hp	5+1/hp
<b>I</b>						
<b>ipotane</b> , p.35	175	5/240	175	200	90+5/hp	110+4/hp
<b>izzoo</b> , p.35	65	5/240	65	80	105+3/hp	125+2/hp
<b>J</b>						
<b>jelly death</b> , p.36	725	8/800	725	820	425+6/hp	420+6/hp
<b>jenglol</b> , p.36	275	6/400	275	290	195+5/hp	235+4/hp
<b>jogah</b> , p.37						
gahonga (“thrower”)	25	2/30	25	35	35+3/hp	50+2/hp
gandayah (“grower”)	25	2/30	25	35	35+3/hp	50+2/hp
odhow (“burrer”)	35	3/60	35	47	50+3/hp	65+2/hp
<b>K</b>						
<b>kala</b> , p.38	950	9/1,100	950	980	650+8/hp	665+8/hp
<b>kam warrior</b> , p.38	variable	variable	variable	variable	variable	variable
<b>khiimori</b> , p.39	175	5/240	175	200	90+5/hp	110+4/hp
<b>kraben</b> , p.39	13	1/15	13	13	14+1/hp	15+1/hp
<b>L</b>						
<b>leech-man</b> , p.40	25	2/30	25	29	28+2/hp	40+1/hp
<b>leogryph</b> , p.40	850	8/800	850	790	225+8/hp	225+8/hp

**APPENDIX B: INDEX AND EXPERIENCE POINT REWARDS (BY RULES EDITION)**

<b>Creature</b>	<b>Oe</b>	<b>S&amp;W</b>	<b>BX/BECMI</b>	<b>LL</b>	<b>1e</b>	<b>OSRIC</b>
<b>leshii</b> , p.40	1,375	10/1,400	1,375	1,060	1,000+12/hp	650+10/hp
<b>lich, nephil</b> , p.41	3,500	20/4,400	3,500	3,600	10,800+16/hp	10,700+16/hp
<b>liger</b> , p.41	1,750	11/1,700	1,750	1,560	970+10/hp	1,050+10/hp
<b>linnorm</b> , p.42						
flame	variable	variable	variable	variable	variable	variable
forest	variable	variable	variable	variable	variable	variable
frost	variable	variable	variable	variable	variable	variable
gray	variable	variable	variable	variable	variable	variable
land	variable	variable	variable	variable	variable	variable
river	variable	variable	variable	variable	variable	variable
<b>lithopede</b> , p.45	5	A/5	5	5	5+1/hp	5+1/hp
<b>lizard, giant trapper</b> , p.45						
mud trapper	500	7/600	500	570	275+6/hp	280+6/hp
sand trapper	850	8/800	850	790	350+8/hp	345+8/hp
<b>longma</b> , p.46	300	6/400	300	350	130+5/hp	155+4/hp
<b>lympago (mantygre)</b> , p.46	525	7/600	525	500	375+10	350+10
<b>M</b>						
<b>mappinguari</b> , p.47	500	7/600	500	570	275+6/hp	280+6/hp
<b>mind hunter</b> , p.47	1,750	11/1,700	1,750	1,560	1,100+10/hp	1,150+10/hp
<b>mind moth</b> , p.47	725	9/1,100	725	820	425+6/hp	420+6/hp
<b>molecricket, giant</b> , p.48	75	4/120	75	80	60+4/hp	75+3/hp
<b>mothman</b> , p.48	75	4/120	75	100	85+4/hp	105+3/hp
<b>muckwing, razortooth</b> , p.49	35	3/60	35	47	50+3/hp	65+2/hp
<b>mudloc</b> , p.49	25	3/60	25	29	28+2/hp	40+1/hp
<b>mummy, animal</b> , p.51						
baboon	65	5/240	65	80	105+3/hp	125+2/hp
beetle	7	2/30	7	7	7+1/hp	8+1/hp
cat	16	3/60	16	16	18+1/hp	20+1/hp
crocodile	725	8/800	725	820	300+6/hp	300+6/hp
jackal	30	4/120	30	38	36+2/hp	50+1/hp
mongoose	16	3/60	16	16	18+1/hp	20+1/hp
serpent	16	4/120	16	16	22+1/hp	25+1/hp
<b>N</b>						
<b>naga, raja</b> , p.52	3,950	24/5,600	3,950	3,300	10,950+20/hp	9,600+19/hp
<b>nightmander</b> , p.52	850	8/800	850	1060	350+8/hp	345+8/hp
<b>O</b>						
<b>octoman</b> , p.53	25	2/30	25	35	35+3/hp	50+2/hp
<b>ophiotaurus</b> , p.53	1,500	11/1,700	1,500	1,700	1,000+12/hp	2,000+1/hp
<b>orling</b> , p.54	10	15	10	10	10+1/hp	10+1/hp
<b>oxyx</b> , p.54	6	B/10	6	6	7+1/hp	8+1/hp

**APPENDIX B: INDEX AND EXPERIENCE POINT REWARDS (BY RULES EDITION)**

<b>Creature</b>	<b>Oe</b>	<b>S&amp;W</b>	<b>BX/BECMI</b>	<b>LL</b>	<b>1e</b>	<b>OSRIC</b>
<b>P</b>						
<b>pink slime</b> , p.55	45	4/120	45	59	120+3/hp	130+2/hp
<b>possessor</b> , p.55	425	7/600	425	500	165+5/hp	190+4/hp
<b>psi-bat</b> , p.56	1,750	10/1,400	1,750	1,560	650+10	650+10
<b>pukis</b> , p.56	50	3/60	50	29	28+2/hp	40+1/hp
<b>pukwudgie</b> , p.57	950	9/1,100	950	980	650+8/hp	665+8/hp
<b>Q</b>						
<b>qiqirn</b> , p.58	100	4/120	100	100	125+4/hp	145+3/hp
<b>quickslime</b> , p.58	500	8/800	500	820	400+6/hp	400+6/hp
<b>R</b>						
<b>rarog</b> , p.59	2,000	11/1,700	2,000	1,820	1,300+12/hp	1,300+2/hp
<b>rat, gargantuan</b> , p.59	125	5/240	125	135	85+4/hp	105+3/hp
<b>ratatoskr</b> , p.60	6	B/10	6	6	7+1/hp	8+1/hp
<b>red ether</b> , p.60	variable	variable	variable	variable	variable	variable
<b>revolving beast</b> , p.60	300	6/400	300	350	170+5/hp	200+4/hp
<b>rotmouth</b> , p.61	13	2/30	13	13	14+1/hp	15+1/hp
<b>russet pudding</b> , p.61	1,750	11/1,700	1,750	1,560	825+10/hp	850+10/hp
<b>S</b>						
<b>saleerandee</b> , p.62	6	B/10	6	6	7+1/hp	8+1/hp
<b>scorpion, white</b> , p.62	425	7/600	425	500	285+5/hp	325+4/hp
<b>shock snail</b> , p.63	850	8/800	850	790	350+8/hp	345+8/hp
<b>skeleton, ruby</b> , p.63	50	4/120	50	65	65+3/hp	80+2/hp
<b>skeleton, rupture</b> , p.63	variable	variable	variable	variable	variable	variable
<b>skeleton, stone</b> , p.64	19	2/30	19	21	28+2/hp	40+1/hp
<b>skinkman</b> , p.64	19	1/15	19	21	28+2/hp	40+1/hp
<b>skinwalker</b> , p.64	275	5/240	275	290	240+5/hp	270+4/hp
<b>skunkbear</b> , p.65	400	6/400	400	460	300+6/hp	300+6/hp
<b>skyfish</b> , p.66	13	1/15	13	13	14+1/hp	15+1/hp
<b>snake, giant two-headed</b> , p.66	725	8/800	725	820	300+6/hp	300+6/hp
<b>snatching serpent</b> , p.66	20	2/30	20	20	20+2/hp	30+1/hp
<b>spider, giant trogloraptor</b> , p.67	200	5/240	200	215	165+5/hp	190+4/hp
<b>spindler</b> , p.67	10	1/15	10	10	10+1	10+1
<b>spirit, flailing</b> , p.68 (8 HD shown)	1,750	11/1,700	1,750	1,560	1,200+10/hp	1,250+10/hp
<b>sprite, dohma</b> , p.68	6	B/10	6	6	7+1/hp	8+1/hp
<b>stinking pile</b> , p.68	25	2/30	25	29	28+2/hp	40+1/hp

**APPENDIX B: INDEX AND EXPERIENCE POINT REWARDS (BY RULES EDITION)**

<b>Creature</b>	<b>Oe</b>	<b>S&amp;W</b>	<b>BX/BECMI</b>	<b>LL</b>	<b>1e</b>	<b>OSRIC</b>
<b>striga</b> , p.69	75	4/120	75	100	85+4/hp	105+3/hp
<b>symaru</b> , p.69	35	3/60	35	50	35+3/hp	50+2/hp
<b>T</b>						
<b>taega</b> , p.71	35	3/60	35	50	35+3/hp	50+2/hp
<b>taerga</b> , p.71	1,200	10/1,400	1,200	1,060	650+10/hp	650+10
<b>tangleworm</b> , p.71	7	B/10	7	7	9+1/hp	11+1/hp
<b>tarantula, bone</b> , p.72	300	6/400	300	350	130+5/hp	155+4/hp
<b>taroltula</b> , p.72	50	3/60	50	65	50+3/hp	65+2
<b>thuzzendahg</b> , p.72	4,500	25/5,900	4,500	5,000	5,000+35/hp	5,000+35/hp
<b>tiddy mun</b> , p.73	1,200	10/1,400	1,200	1,060	650+10/hp	650+10/hp
<b>tukkator</b> , p.73	650	7/600	650	680	350+8	345+8
<b>U</b>						
<b>üuloch</b> , p.74	500	7/600	500	570	225+6/hp	230+6/hp
<b>V</b>						
<b>vittora</b> , p.74	6	B/10	6	6	7+1/hp	8+1/hp
<b>vulbat</b> , p.74	20	2/30	20	20	20+2/hp	30+1/hp
<b>W</b>						
<b>wampcat</b> , p.75	50	3/60	50	65	60+4/hp	75+3/hp
<b>whipwhirl</b> , p.75 (50' length shown)	25	2/30	25	25	20+2/hp	30+1/hp
<b>whitewinder</b> , p.76	175	6/240	175	190	110+4/hp	135+3/hp
<b>woodpecker, giant</b> , p.76	75	4/120	75	80	60+4/hp	75+3/hp
<b>worm, carriage</b> , p.77	1,900	13/2,300	1,900	2,000	2,000+16/hp	1,900+16/hp
<b>worm, crimson death</b> , p.77	175	6/240	175	190	110+4/hp	135+3/hp
<b>worm, rider</b> , p.78	23	2/30	23	27	28+2/hp	40+1/hp
<b>worm, sanju</b> , p.78 (all varieties)	1,250	10/1,400	1,250	1,140	750+8/hp	825+8/hp
<b>worm, sarcophagal</b> , p.80	16	2/30	16	16	18+1/hp	20+1/hp
<b>wyrdwun</b> , p.80	35	3/60	35	47	50+3/hp	65+2/hp
<b>X</b>						
<b>xanther</b> , p.81	1,600	10/1,400	1,600	1,700	1,200+12/hp	1,200+12/hp
<b>Y</b>						
<b>yak-man</b> , p.81	275	5/240	275	320	150+6/hp	160+6/hp
<b>ymir</b> , p.82	1,600	10/1,400	1,600	1,700	1,200+12/hp	1,200+12/hp
<b>youree</b> , p.82	725	8/800	725	820	400+6/hp	400+6/hp
<b>Z</b>						
<b>zagh</b> , p.83	175	6/400	175	190	125+4/hp	145+3/hp
<b>zathoa</b> , p.83	2,700	14/2,600	2,700	2,800	2,150+16/hp	2,150+16/hp



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**Old-School Adventures™**  
**Accessory CC1: Creature Compendium,**  
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# CREATURE COMPENDIUM

Remember those flashes of inspiration that electrified your brain when you first picked up that hardback volume of monsters all those years ago? The countless nights you sat up thinking of how to use those monsters, where to put them, and when your players would meet them? Those unceasing waves of joy that swam over you and your players as you unleashed those creatures, critters, beasts and behemoths upon their characters?

Collected herein are over 200 monsters from Abysmal to Zathoa, instilled with that same spirit, presented in a “dual-stat” format, and designed to be used with most early editions of the world’s original role-playing game and comparable retro-clones.

## EXAMPLE LISTING

### Bloodbeast

#### Oe/1e Stats

FREQUENCY: Very rare  
NO. APPEARING: 2-8  
ARMOR CLASS: 3  
MOVE: 24"  
HIT DICE: 5  
% IN LAIR: 30%  
TREASURE TYPE: U  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: Nil  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Non-  
ALIGNMENT: Neutral  
SIZE: L (6'-7' tall)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil

#### BX Stats

ARMOR CLASS: 3  
HIT DICE: 5"  
MOVE: 240'(80")  
ATTACKS: 1 bite + special  
DAMAGE: 2-12  
NO. APPEARING: 2-8  
SAVE AS: Fighter:6  
MORALE: 9  
TREASURE TYPE: U  
ALIGNMENT: Neutral



Bloodbeasts are large multi-pedal reptilian beings with a snake-like neck and tail. They are incredibly quick and agile, and are able to jump as high as 30' (on average).

Bloodbeasts are normally found in mountainous areas of drier climates. They are hematogaphic, needing only to drink the blood of other animals for sustenance, but they are constantly on the hunt. A bloodbeast will normally stalk its prey from overhead, then leap down to attack and surprises on a 1-4 (on 1d6). The creatures' piercing teeth and clamp-like jaws allow them to latch onto prey in order to suck its blood. Each melee round after a bloodbeast has latched onto its prey (per a successful "to hit" roll) it will continue to suck the blood out of a victim at a rate equal to the number of hit points of damage it scored during its initial attack. It will continue to drink until it has had its fill (a number of points equal to the bloodbeast's starting hit points) or until the bloodbeast is killed.

Bloodbeasts are unable to breathe underwater; the exposed gills on the top of their hind section are vestigial, and serve no apparent function, as the bloodbeast possesses an operational pair of lungs which it uses for breathing.



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