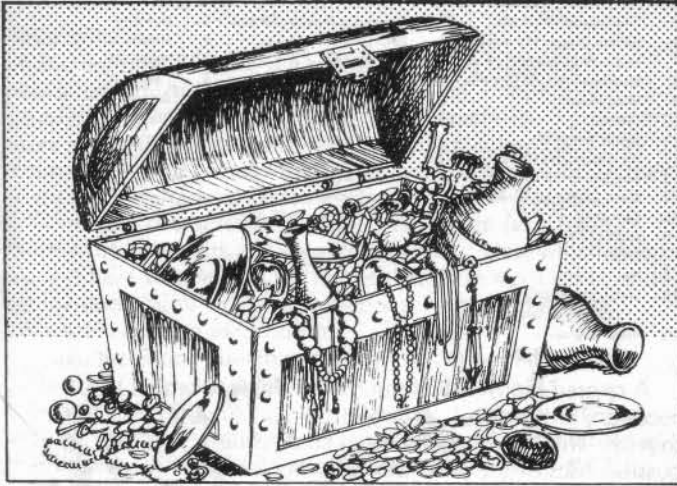


TREASURE CHEST



TREASURE CHEST is open for contributions relating to D&D monsters, additional rules, character classes, magic systems, objects, tricks and traps etc.

New Magic Item

Needle of Incalculable Power by Julian Cable

This needle looks like an ordinary sewing needle. It is usually found in a velvet-lined wooden box. It possesses whatever power the finder suspects it of having, e.g. if a player thinks it is a needle of disintegration, then for him it will always be a disintegrator and nothing else. However, any other player may have his own power for the needle (including harmful powers, e.g. if a player believes the needle, on picking it up, to be poisonous, he would have to make his saving throw against poison).

The needle cannot have the same power for two or more characters.

Each time a power is used, a character's own energy is greatly used and a deduction of 5 Prime Requisite points from the character must be made. This loss of energy (PR points) cannot be regained for a month.

Having set a precedent last issue with the introduction of a rather unusual character class, *The Pervert*, we give space this time to yet another:

The Scientist

by Dave Langford

The sage Figgis has anxiously observed a new class among us: Scientists. The prime requisite for this strange breed is *Scientific Approach*, calculated by adding Intelligence to Wisdom, dividing by 2 and subtracting the square root of the difference between the Dexterity and Charisma. Scientists, it seems, like to do things in the most complicated way. Yet they insist upon *precision*, and to this end will fight only with edged weapons (eg +1 Scalpel, Cursed Steel Rule, Sarcasm). Their tatty lab-coats, thickly padded with notes on old envelopes, count as AC8, but a critical hit upon the pocket calculator scores double damage. Their most-used power is Scepticism, destructive of all illusion (and some realities!). High level Scientists have even deadlier abilities. A Professor of Mathematics, for example, can translate his foes into Hilbert space with but a gesture of the pencil . . . To balance the might of Science, the chaotic powers of Antiscience exist in equal strength:

Level (& no. of 5-sided hit dice)	Scientist	Antiscientist	Experience Points
1	Illiterate	Illiterate	0
1	Graduate	Illiterate	77
2	Technician	Luddite	1,024
3	Programmer	Astrologer	2,048
4	Researcher	Administrator	4,096
5	Ph.D	Pop Singer	8,192
6	Prof. of Biology	Jehovah's Witness	16,384
7	Prof. of Mathematics	Football Supporter	32,768
8	Prof. of Physics	Sociologist	65,536
9	Polymath	Vondaniken	131,072

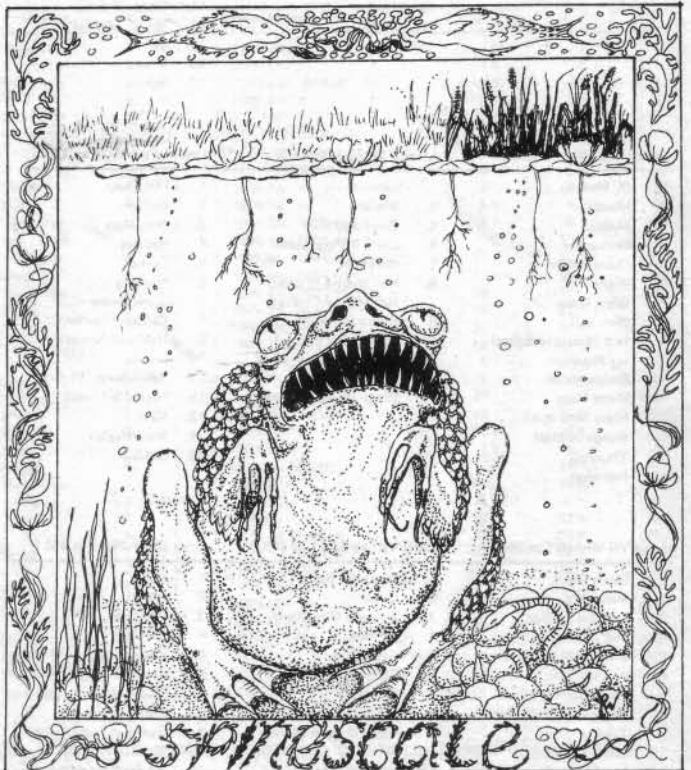
Science changes swiftly: by the time a Polymath or Vondaniken has acquired 262,144 EPs, he/she will be *out of touch* and must start again at 1st level. The other fate most dreaded by Scientists is the bestowal of the Nobel Prize by a capricious DM. Recipients of this honour collect 30,000 silver pieces, but are instantly attacked by every other Scientist in the game . . .

New Monsters

For Use in Wilderness Campaigns
by Ian Livingstone

SPINESCALE

Number Appearing:	1 - 6
Armour Class:	7
Movement:	12" in water 3" on land
Hit Dice:	2
% in Lair:	20%
Treasure:	Nil



Spinescales are a frog mutation which were created unknowingly by the Master Alchemist Vollan. During his experiments to produce a new acid, certain untreated chemical wastes from his laboratory found their way into the drainage

system with eventual contamination of nearby streams and ponds. Fortunately, no other forms of life were affected besides the frogs.

Within a short period of time, the frogs mutated to become 3' in length and had a tough outer skin of leathery scales save for a small area around its underside. They grew razor-sharp teeth and also developed two fangs on their palates with which they could inject poison into their prey. From insects, they developed a taste for human flesh and would sit motionless in the shadows of shallow pools waiting to tear apart the legs of some foolish traveller who unwittingly stepped into the water.

Spinescales will usually try to avoid any fights on dry land due to their being so cumbersome out of the water, and will have their hit dice reduced to 1 should such a confrontation take place.

The fangs on its palate will automatically inject poison each time the Spinescale bites its victim which will cause an additional 1 8-sided die damage.

Normal edged weapons, clubs, etc. will bounce off a Spinescale's outer skin; its vulnerable spots being the eyes and soft underbelly.

DUNE STALKER

Number Appearing:	1
Armour Class:	3
Movement:	12"
Hit Dice:	6
% in Lair:	Nil
Treasure:	Nil



These vile creatures are usually conjured up by exiled Evil Magic Users of 5th level or above who live alone in the desert wilderness, eager to seek revenge on any lawful characters.

Dune Stalkers can only be created by a Magic User reading from the appropriate scroll. They are related to Invisible Stalkers insofar as they are faultless trackers and will always complete their mission or be returned to non-dimension in the attempt.

Attack is by sonic vibration which has a range of 60', but Dune Stalkers also have the ability to give their victims the 'Kiss of Death'. This is done by the Dune Stalker making direct contact with its lips on human skin. The 'Kiss of Death' can only be counteracted by an 8th level Raise Dead spell.

Dune Stalkers only suffer damage from magical weapons.

THE NING

Number Appearing:	1
Armour Class:	4
Movement:	12"
Hit Dice:	5
% in Lair:	Nil
Treasure:	Nil



The Ning is a creature greatly feared by all character types. They were created, like the Dune Stalker, by exiled Evil Priests who would keep them in non-dimension inside a corked flask. These flasks would then be sold to neutral or chaotic merchants who would then resell them to the highest bidder, usually for a sum exceeding 2000GPs. The flask would often be put in the treasure chest or room of its buyer in order to protect his wealth. Being gold-plated, the flask would look like just another piece of treasure, but when opened, it would soon be discovered that it was anything but treasure.

The Ning would instantly materialise from the flask, and set about killing all those within the room concerned in a most disconcerting way. It would immediately start to hypnotise everybody in the room who made eye-to-eye contact with it — not unlikely in view of the surprise element. A character can try to make his saving throw against the hypnosis. Roll a 20-sided die. 1st to 3rd level characters must roll 15 or above, 7th to 10th level must roll 11 or above, and above 10th level must roll 9 or above. Should any character

Continued on page 20

TREASURE CHEST

Continued from page 19

become hypnotised, he will start to walk towards the Ning who would crush him with his muscular lower pair of arms. The use of weapons to the Ning's body are a waste of time — his only vulnerable spot being the two tiny arms near the top of his head. These are, in fact, antennae made to look like arms, and are always seen waving frantically around during a fight. These must be cut off in order to disorientate the Ning and make it lose all coordination — no small task in view of its 12' height.

A Ning can never be killed. Upon the severing of its second 'antenna' it will start to dematerialise and return to its flask at which time it is suggested the cork is replaced as the regenerative powers of the Ning are rapid. Should the Ning kill all those in the room, he will still return to the flask, mission accomplished, the cork to be replaced by the Ning's owner who would be wearing his protective 'Ning Ring'.

GIANT CATERPILLAR

Number Appearing:	2 – 10
Armour Class:	8
Movement:	3"
Hit Dice:	2
% in Lair:	20%
Treasure:	Nil



Giant Caterpillars are to be found in dense undergrowth eating huge amounts of foliage in preparation for their long cocoon stage. Being so concerned with eating they will usually not attack unless attacked first. However, they are often hunted as their skins are highly sought after, especially by Hill People, for the manufacture of ceremonial dancing costumes. Prices of up to 200GPs per skin are often paid.

A Giant Caterpillar's defence is pretty weak except for its mandibles which can inject poison against which a character must make his usual saving throw.

BLOOD HAWK

Number Appearing:	5 – 20
Armour Class:	6
Movement:	24"
Hit Dice:	1+1
% in Lair:	25%
Treasure:	Gems 1 – 10:10% per nest



Blood Hawks resemble normal hawks in size only. Their feathers, flesh-tearing beaks and razor sharp talons are of the type more normally associated with eagles and the like.

They nest high up in trees and will swoop down swiftly and silently to attack their victims. Besides their interest in flesh as a source of food, they will also pick at bodies in search of gems which they use to decorate their nests in order to attract the female species.

The Loremaster of Avallon

Part II

by Andy Holt

In my previous article, "What's wrong with D&D?", I gave the reasoning behind my changes to the D&D systems. This time I will start explaining the mechanics of my system, describing the selection of personal characteristics and the magic system.

Selection of Personal Characteristics

This differs from the normal D&D selection, both in which characteristics are considered, and in how most of them are generated. To keep the game 'fair', I wanted only small differences to occur between the most important characteristics of different players' characters. To achieve this several of them are based on the sum of six average dice (2,3,3,4,4,5), and others as a small random displacement from a fixed number. The main characteristics, with their meanings and method of generation, are summarised in table I.

If a player for his first character rolls below certain numbers on some characteristics he gets "grudge points" as shown on the table. Grudge points may be used for rerolls on characteristics (1 roll per point — but all rerolls must be committed before any are made), or to "buy" special abilities — such as ambidexterity, or ability with missile weapons. Other characteristics, when required, are determined

Monsters Mild and Malign

by Don Turnbull

New D&D character classes have never excited me much — it's difficult enough to remember the qualities of the originals from the TSR rules, and in any case each new character class seems merely to reflect a player's attempt to devise an immortal character for himself, in addition to making the DM even more bewildered. I like, in theory, the idea of researching new magical spells but since I can't remember the properties of the majority of Greyhawk spells, that will have to wait.

But give me a new and interesting monster and you have a captive audience. Despite the free-form nature of D&D, the DM who restricts his monsters to those in the TSR rules and supplements may eventually find that he has rather a dull dungeon on his hands as players gain more familiarity with monster characteristics and particularly their vulnerable points. D&D should be an exciting and intriguing business — a prolonged test of players' ingenuity as they tackle novel challenges, even on the first dungeon level. Killing Orcs and Goblins soon becomes dull — and, indeed, relatively unrewarding if they guard small treasures. Throwing fire-bombs, assuming your DM allows them, at Mummies soon palls; turning away Ghouls and *even* Vampires becomes meaningless after a while. However, the game takes on a completely new level of interest as soon as you meet a fireproof Mummy or Ghouls who refuse to turn away.

The elements of surprise and novelty are, I think, very important in a successful game. If your dungeon has the usual quota of empty rooms, make sure it has MERIT (Make Empty Rooms Interesting Too) by setting up an array of magical effects, interesting traps, intriguing though valueless pieces of furniture, curious artifacts, new magical items or whatever strikes your fancy and which will present something of a challenge to intruders. Those rooms which are not empty should contain more than just the standard array of monsters. Particularly, the monster list is limited for the 'simple' dungeon levels — each DM should try to assemble a much more comprehensive library of interesting, yet low-level, beasts to test the players' ingenuity and imagination.

I have spent many happy hours scouring through D&D magazines in search of new monsters interesting enough to use in my own dungeon. I have come across scores of 'impossible' monsters — impossible in the sense that they are much too tough for most parts of a normal dungeon — but have also recruited quite a collection of new worthwhile beasts. In presenting a few of these to *White Dwarf* readers, I must from the outset acknowledge that none are of my own devising. I am particularly indebted to two US magazines which carry 'creature features' — the excellent *Dungeoneer* by Paul Jaquays (available in the UK) and the equally excellent A.P.A. *Alarums & Excursions* edited by Lee Gold, 2471 Oak Street, Santa Monica, California 90405, U.S.A. These are almost certainly not the only publications which provide a source of new monsters (*News From Bree* and *Owl & Weasel* should not

be forgotten) but in my experience tend to present complete data and offer a very wide range.

It is of course very easy to 'design' a new monster. Take a common earthworm, give it AC -6 and 15 8-sided hit dice, allow it to bite for 5-60 damage per round and confer on it 90% magic immunity and you have a beast which is likely to survive any encounter (its Monstermark would be somewhere around 50,000). But it's not very interesting, is it? I am exaggerating, of course, but it's surprising how many new monsters fall into the 'too fierce' category and can't be put into a normal dungeon if anything approaching balance is to be maintained. Similarly, if a monster is too weak and can be killed without any problems, it is not respectable enough a challenge to include. A weak monster can be strengthened by giving it limited spell use, for example, and a strong monster can be weakened by making it vulnerable, say, to four-letter words, but I prefer a monster to be self-consistent and in some way vaguely credible in the context of its surroundings. More, I prefer it to have interesting, even humorous or asinine qualities and to make me wonder what the hell to do with it when I come across it.

Take for example the **Glitch**. This looks like a ball of fur one inch in diameter so is not likely to be noticed if a party has its mind on other things. It has 1D8+4 and AC9; nor does it attack in any way, so is apparently harmless. However it is highly magical and moreover is fascinated by melee (it can't understand why those strange beasts are trying to bash each other but is nevertheless curious). What it doesn't realise is that it has unique magical properties; while it is within 30' of a melee, all those taking part (including monsters) must save against magic each melee round or their blows will miss whatever the die roll, spells will fail to function, magic devices and weapons become useless etc. This goes on until either the melee moves away or the Glitch gets fed up and wanders off. Truly a baffling business for the adventurers; even if they eventually realise (a) that a Glitch is present and (b) what effect it is having, it teleports off when anyone attacks it (and by that time the luckless attacker will probably have turned his back on the monster in the original melee, which can now hit without difficulty in the absence of the Glitch).

To me, this sort of new monster is delightful — certainly as a DM and I like to think as a player.



Less weird, but still interesting, is another larger ball of fur called a **Droll**. This is about 1' in diameter, has two eyestalks, two 'legs' and a single 'arm' all with claws. It has 6D8, AC9 and moves 80' per turn. In melee it delivers three 1-4 claw attacks and one 1-8 bite on the same opponent each round. The Monstermark is 60 — pretty high for a ball of fur.

Smoke can hide some interesting new monsters. The **Smoke Creature** is made of living smoke and usually gets itself up to look vaguely human. It has 2D8, AC7 and 'flies' at 180' per turn. It cannot be harmed by normal weapons, which go right through it without damage. In melee it wraps itself round its victim, smothering and suffocating for 1-6 damage per turn. Its Monstermark is 7.1 which makes it an interesting low-level beast.

The **Smoke Demon** is a small demon — probably more the size of an Imp — which goes about in a cloud of black smoke (muttering foul things under its breath, I like to think). It has 2D8, AC5 and moves at 60' (or flying 120') per turn. It fights with a normal sword and has Monstermark 7.7 — again an interesting occupant of a smoke-filled area.

continued on page 16

MONSTERS MILD & MALIGN

continued from page 15

One of my personal favourites is the **Typo**, I believe devised by Lee Gold herself (how she finds time to play D&D and design new monsters as well as dealing with A&E is quite beyond me). This beast is invisible, though MUs can detect its aura and will eventually gain experience in recognising its presence. It cannot be harmed in any way so HD, AC etc. are irrelevant. While it is present, spells are afflicted with spelling errors, with interesting consequences. That Sleep spell, for example, could generate a flock of Sheep, or a fall of Sleet, or even make the monster move at unusually high Speed while a Typo is around. I suppose one can have different levels of Typos, some which can only alter one letter per word, some which can alter two and really powerful ones which can alter three.

Monsters are always interesting for the DM, and often terrifying for the players, when they look familiar but turn out to be unusual. The **Mind Drain** looks just like a Shadow but has 6D8, AC5 and moves 100' per turn. It attacks once every round, doing 1-6 damage plus the drain of one intelligence point. Anyone reduced by 3 intelligence points goes into a coma; the points are restored in 2-8 rounds at which time the coma comes to an end, but anyone reduced to zero intelligence by a Mind Drain himself becomes a Mind Drain. The Monstermark is 40.5 — considerably higher than the Shadow's 8.2.

The **Ibem** looks like nothing on earth, but luckily The Dungeoneer issue 3 contains an illustration. It is rather like a weird octopus with a conical central head and four 'quarters' each of which has an eye, a mouth and two tentacles. It has 3D8-1, AC7 and moves 40' per turn. It can attack in all four quarters at the same time, hitting with the tentacles for 1-6 damage each and, if both tentacles have hit, also biting for 1-4. Monstermark 14.3 — the beast looks fiercer than that but has been cursed with a low armour class and poor hit potential.

Black beasts are useful for dark rooms but up to now we only have the Black Pudding. (In case, black seems to imply fearsomeness, which is what we expect from a dungeon). My foray through the magazines produced three more interesting, all low-level, beasts. The **Black Leech** is simply what it says — I guess the size of a Giant Leech. It has 2, 4 or 6D8 depending on strength. AC7 and moves at 140', 120' or 100' per turn, depending inversely on strength. Each round this beast bites for 1-3, 1-4 or 1-6 damage; if the bite succeeds, it is locked onto its victim and each round thereafter will automatically deliver 1-4, 1-6 or 1-8 damage per round until dislodged. Removing the beast, even if it is dead, carries an 80% chance of scoring a further 1-3 damage on the victim, which could be nasty if you fell into a pool with a few dozen of them. The Monstermarks are 2.6, 13 and 26 respectively.

The **Black Monk** is a monk dressed in a black robe and goes around leaving smoking footprints behind it. It has 4D8+2 and AC2, moving at 90' per turn. In melee it attacks with a mace, doing 1-6 damage per round, but it also has limited magical power and can Hold Person, cause Continual Darkness and cause Fear. With a Monstermark of 52.5 it is a good enough reason for keeping out of those dark areas.



PW

The **Black Orc** is just a powerful Orc of the appropriate colour. It has 2D8, AC6 and moves 90' per turn, attacking with a 1-8 sword. It has Monstermark 6.8 (c.f. Hobgoblin 4.8 and Orc 2.2).

I have found the TSR rules and supplements to be rather thin on Undead and have found a good contribution from the magazines.

The **Death Snake** which

looks like a normal Giant

Snake in mourning. It has

4D8+1 (one pip more than

the Giant Snake), AC7 and

moves 50' per turn. It can turn

away as a Wraith. It has no poison

but, like the Giant Snake, attacks in two

ways each round — a bite (1-6 plus drain

level) and a constriction (2-8 plus drain level).

This makes its Monstermark 89.8 — not quite as

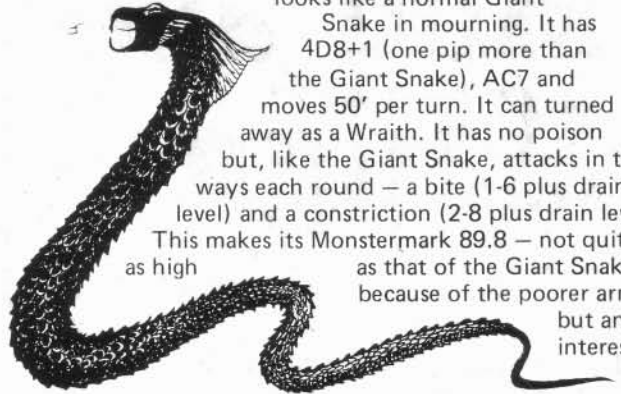
as high

as that of the Giant Snake

because of the poorer armour,

but an

interesting



PW

and surprising beast to meet all the same.

As I said early on, there is nothing original in this article, but I hope I have brought to readers' attention something new as a result of my researches. There are of course many interesting monsters to come, and next time I will introduce to you the Bogy, the Cyborg, the Cyclops, the Cynopard, a whole sub-class of relatives of the Beholder, the Gremlin, the Manta and more new friends of the DM.



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Monsters Mild and Malign

Part II

by Don Turnbull

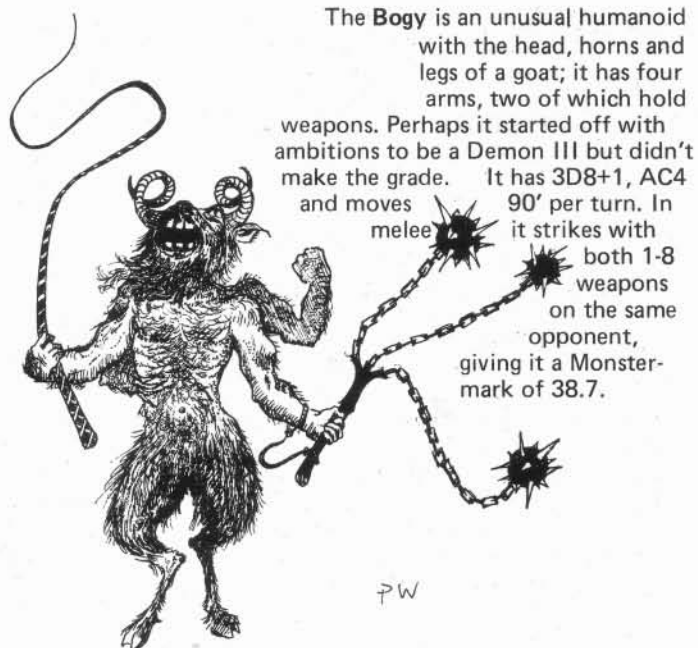
We continue this issue with the presentation of some of the more interesting monsters which have appeared in various D&D magazines, in particular *The Dungeoneer* by Paul Jaquays and *Alarums & Excursions* edited by Lee Gold. I must stress that none of the monsters are of my own devising although I have given them all a *Monstermark*. On with the show then.

The Beholder is an interesting D&D beast, but so powerful that few characters are likely to meet it, let alone engage melee with it. Paul Jaquays in *The Dungeoneer* issue 3 introduces a whole new sub-class of beasts which bear more than a passing resemblance to the Beholder but which are low-level enough to be present anywhere in the dungeon. The **Fuzzy** and the **Steely** have spherical bodies 1-2' in diameter with a single central eye and three prehensile tentacles each. To deal with the Fuzzy first, it has 2D8 (minimum 4 hits — one for each tentacle and minimum one for the body), AC7 and flies 30' per turn. The tentacles can stretch out as far as 10' to deliver a 2-12 sting attack (no more than two of these per day) but at close quarters each tentacle can also attack either by grappling the victim — once a hold has been established the tentacle does 1-3 damage per round — or striking with a normal weapon, usually a 1-4 dagger, hitting as a third level fighter with -1 hit probability. If a tentacle is hit it will regenerate in three melee rounds unless the beast is killed during that time. The sting attack is particularly powerful — in addition to the 2-12 damage it also causes paralysis for as many turns as the number of hit points inflicted. The Fuzzy has *Monstermark* 29.4 — about the same as an Ogre.

The Steely attacks in the same way but has 2D8 (minimum 7 hits, two per tentacle) and AC0. Since its body is armoured. It has *Monstermark* 68.8 which is about the same as a Su Monster or a Wight.

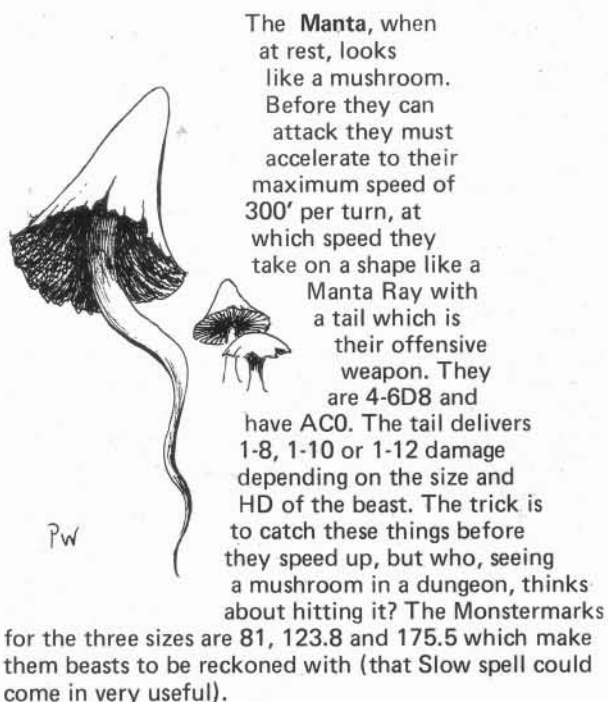
Other cousins of these two beasts, with different AC and number of tentacles, can be developed to produce a whole sub-class of Beholder-types. If you want to increase the number of tentacles, bear in mind that a creature's brain-power needs to be pretty high to coordinate attacks from even three tentacles so make corresponding adjustments to the beast's attack mode probabilities.

The **Gremlin** is humanoid — about 4' high, coloured green and looking rather like a wingless Imp with a trident in its hand. It has 3D8+1, AC8 and moves 60' per turn. In melee it attacks with its trident, doing a mere 1-4 damage, but the catch is that anything (normal or magical) used against a Gremlin has a 50% chance of malfunctioning — normal weapons may break or turn soft, missiles will rebound or turn into harmless custard pies, magical weapons will mysteriously become non-magical or even reverse their magical power. With a *Monstermark* of 12.8 the Gremlin isn't difficult but it can be an interesting beast to fight, and attackers may find themselves with some scrap metal on their hands after the battle.



Golems are rather too powerful for most adventurers if they are inclined to do battle, but a less fearsome version comes as the **Cyborg**, which is a man modified internally by machinery (a sort of Steve Austin). To all intents and purposes the Cyborg is a normal man who can be dressed as fighter, MU or whatever, but it has 8D8+1, AC2 and moves 240' per turn. The thing has 18⁰⁰ strength which gives it +4 hit probability and it is quite content to fight with bare hands doing 6-36 damage per hit. The *Monstermark* is 604.3 — so be warned next time you meet some guileless bloke wandering round the dungeon and asking for your assistance.

The **Cyclops** of mythology is a Giant with a single central eye which hits with a large club. In D&D terms it has 12D8, AC3 and moves 120' per turn. Hitting at -2 probability (because the single eye doesn't permit accurate perception of distance) it hands out 5-60 points damage per round which gives it a *Monstermark* of 936. According to its inventor, it normally guards treasure type E plus 5,000 GP.



Carnivorous beasts are rare in the TSR rules, and along comes an unusual beast called the **Cynopard**. It is a bluish-green carnivore with yellow-flecked fur, six legs with sharp-clawed feet, about 7½' long. It has 8D8, AC4 and moves 120' per turn. Quite a versatile beast, it either wanders around on its

hind legs, in which case it delivers four claw attacks for 3-12 damage each per round, or on all six legs in which case it bites for 4-40 damage. Assigning 50% probability to each mode of attack, the Monstermark works out at 346.7 so it is as fearsome as an 8-dice Dragon.

While on carnivores, let us look at the dreadful **Banth** which is 8-legged, 15' high at the shoulder and has a large head with many teeth. It has 12D8, AC3 and moves 150' per turn. Its bite delivers 5-50 damage per round and its Monstermark is 924.

The **Kzin** is another carnivore, half a ton in weight with bright orange fur over exoskeletal ribs. It has 5D8, AC5 and moves 180' per turn. If undamaged this beast is so dextrous and swift in melee movement that it can hit for 2-9 damage and not suffer a return attack unless the attacker has a dexterity of at least 14. If damaged it will be prone to a return attack from any adventurer, but has time to deliver two claw attacks, for 2-9 each, each round. From all but heavy weapons it takes -2 normal damage; it adds 8 to its saving roll against Hold Monster or Charm Monster; it cannot be surprised; it screams when it is attacking which has a 50% chance of stunning nearby first or second level characters for a melee round. Its Monstermark is 189 — a dangerous and exciting beast to meet, but far from impossible to deal with.

The **Sphex** is a 'steal' from Science Fiction (I forget the source). It was described as a cross between a spitting cobra and a wildcat painted tan and blue and in its D&D version has 8-10D8, AC0 and moves 120' per turn. It attacks with two 1-8 claws and a 2-12 bite — both bite and claws carry poison. In addition the bite carries a virus similar to rabies and requires Cure Disease within 24 hours or death follows in 2-12 days. The smell of sphex blood will attract other Sphexes which trace tracks with high accuracy. Altogether a pretty fearsome beast to meet, with Monstermark 1280, 1728 or 1920 depending on HD. Even in its weaker form it is more powerful than most Dragons.

The **Imps** probably need no introduction from me. They appeared in the Dungeoneer issue 3 as beasts which had some of the qualities of Demons but were less powerful, and from what I hear have been welcomed by many DMs. They are small Demons, found all over the place and constantly getting into a lot of trouble. They would be amusing if they weren't so damned dangerous. They range from type A which has 1D8 and AC9 to type G with 7D8 and AC5. The lower level types have two or three magical spells, while the more powerful can gate in Demons and other Imps and have wider magical powers. A very good sub-class of monsters which deserves to be very popular, particularly to DMs who quail at the thought of putting even a low level Demon in the depths. For comparison, the Monstermarks of the Imps (in order from type A to type G) are 2.7, 11.5, 25.2, 50.4, 112.5, 151.8 and 330. Compare those to the Demons' Monstermarks in *White Dwarf 2*. Another variant on the Demon is the **Iron Demon** with 6-8D8, AC2 and 90' per turn. Each round it attacks with two 1-6 claws and either a 1-8 bite or a 2-12 breath weapon (maximum three times per day). In addition to its normal attack it attempts to strangle its victim with its tail. Its Monstermark varies from 162.8 to 214.5 depending on its hit dice.

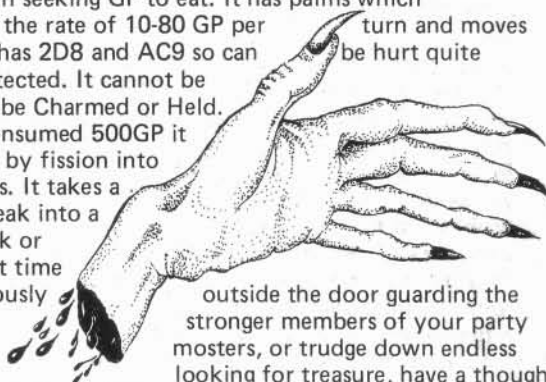
Mobil Diss were also introduced in Dungeoneer issue 3 and deserve popularity, at least with DMs. They appear in groups of one billion or more and are tiny insects — all stomach and fangs, if the description is to be believed. The collective data for 1 billion of these things is 10D8, AC9 and 90' move per turn. They are only affected by cold or heat and collectively inflict 6-48 damage per round on anyone unfortunate enough to be attacked by them. They swarm in a 3' square and only attack one victim at a time, waiting until he is eaten up before moving on to fresh pastures. With a Monstermark of 589 they are pretty fierce, and I wish I knew how to make that special chemical called Mobil Diss Salt the designer talks about.

I have saved a couple of favourites until last. First, let us look at the **Threep**. This is a humanoid with three heads, one fighter, one clerical and one magic-user. It has AC3 and variable hit dice and powers at the DM's discretion, but its strength,

intelligence, wisdom and dexterity are all greater than 13. It is capable of two or three modes of simultaneous attack but is restricted to the use of only one weapon (so it could, for example, hit you with a sword in one hand, use a clerical staff on you with another and utter a magic spell, all at the same time). An interesting variation which I have tried (but no party has reached the beast yet, so I am uncertain of the outcome) is to have all the heads of differing alignments — maybe this is merely a certain recipe for nervous breakdown of the poor beast. Or perhaps one head could tell the truth all the time, another part of the time and the third none of the time — you know the old puzzles. All sorts of things come to the imagination in the context of the Threep which can therefore become merely one member of an interesting new sub-class.

As I remarked earlier, I am constantly amazed at the productivity of Lee Gold, editor of *Alarums & Excursions*. From her fluent pen comes another of my favourites — the **Goldeater**.

This is a long, white, dismembered hand which flies around at 180' per turn seeking GP to eat. It has palms which absorb gold at the rate of 10-80 GP per turn and moves noiselessly. It has 2D8 and AC9 so can be hurt quite easily once detected. It cannot be Slept, but can be Charmed or Held. When it has consumed 500GP it will reproduce by fission into two Goldeaters. It takes a full turn to break into a sack, back-pack or whatever. Next time you wait anxiously outside the door guarding the treasure while stronger members of your party dispose of mosters, or trudge down endless corridors looking for treasure, have a thought occasionally for what is happening behind you



Once again, I must state that there is nothing original in this article as all the monsters have originated elsewhere. Perhaps sometime in the future the editor will allow me to present more products of my researches, but in the interim I hope you get as much pleasure from using, or meeting, the Goldeater, the Glitch, the Gremlin, the Imps and the other favourites as I have.



Editor's Note:

Next issue will see the start of a new, regular feature entitled **The Fiend Factory**. This will be page or so of new monsters submitted by White Dwarf readers and edited by Don Turnbull who will apply a Monstermark to each monster published. We will be particularly interested in monsters that have some unique quality or characteristic. Each monster published will entitle the inventor to a free issue of the White Dwarf in which his monster appeared. Please send your entries, including a full description, to "The Fiend Factory", c/o White Dwarf, 97 Uxbridge Road, London W12.

Next issue:

Eddie Jones has informed us that he is unable to complete his *Colouring Conan's Thews* series of articles at present due to SF paperback book publishers clamouring for his artwork. Therefore, next issue will feature:

- * Traveller
- * A Place in the Wilderness
- * The Fiend Factory
- * Archive Figure Review
- * Treasure Chest
- * Open Box



A regular feature introducing new and interesting monsters, edited by **Don Turnbull**.

Inventive monster designers among the readership permitting, each issue of *White Dwarf* from now on will present a batch of new monsters for the delight of those DMs who seek more variety in the inhabitants of their dungeons. Each monster so presented will earn for its author the next issue of *White Dwarf* free — it is hoped that this small award will encourage readers to submit monster designs since the feature cannot exist without them; we are in your hands. Please send your entries to The Fiend Factory, c/o *White Dwarf*. Remember — one free issue per monster published!

Entries must, however, be complete — incomplete entries will not be printed. With the best will in the world, we can't be expected to invent a beast's AC, the damage it does if it hits etc. Designers must include necessary information otherwise their creations may never see the light of day.

Since it looks as though you are stuck with me as assembler of this column, at least until the *White Dwarf* management slings me out in favour of someone more charitable and less patronising, it might help prospective entrants if I were to indicate, briefly, the more important qualities I think a monster should have in order to qualify for publishing, since I have been asked to select for inclusion only those which I think would be interesting (though perhaps fatal) to meet and which bring a breath of novelty.

First, a monster should either be killable or, of effectively immortal, should have a specific purpose other than slaughtering player-characters. I enjoy the type of beast, like the Tanstaaf (invented by Bill Taylor) which keeps magical items reasonably scarce without endangering life (the Tanstaaf robs player-characters of their powerful magical items, but normally won't harm them). I enjoy the monster, like the Census-Taker (invented by Cheryl Lloyd) which prevents powerful parties from rampaging around the 'easy' levels picking up treasure without noticeable danger (the Census-Taker generally teleports parties to a 'floor' appropriate to their strength). Both these creations are from *Alarums & Excursions* — Lee Gold's apa which is a constant source of new beasts. But the monster which normally aims at extracting blood from player-characters, whether purposefully or in defence of treasure or territory, should be mortal, and furthermore should be killable by some means reasonably likely to be discovered. The monster which can't be hurt by weapons or magic and which flays a party at will until someone shouts 'Thursday' — it may be psychologically interesting but is not, generally speaking, worthy of more than passing note. I do not however make it a requirement that a monster should be killable by any strength of party — a weak party usually has the option of running away, so a powerful beast can still qualify.

Secondly, it must be deployable. The ultra-powerful beast

with all sorts of fascinating qualities is likely to lead a solitary life in the nethermost depths so perhaps isn't worth making too much of a fuss about. This is not to say that this feature will only include beasts which can realistically be found on 'easy' floors (though I do say there is a dearth of interesting yet relatively weak monsters), but there are limits. If you have created a 40D8 beast with AC around -10, 95% magic resistance and four 4D12 attacks each round, it would have to be exceptionally interesting to qualify for inclusion in the Factory.

Thirdly, I have little regard for monster designers who treat their creative work as though they were filling a hat-stand — a few miscellaneous hats hung on top (claws, bites, horns, tails and the like), arrays of coats and scarves hung from the pegs (dragon wings, gnat eyes, snake tails) and a few umbrellas of mixed parenthood in the centre (magic resistance, spell use, gaze which petrifies, breath which poisons). Anyone — but anyone — can 'create' a new monster by rolling on random tables, and anyone can create the tables; but the result is not likely to be interesting because it is not likely to be coherent. I believe a monster should be vaguely credible and moderately self-consistent, and I like to see evidence of creative thought on the designer's part. However I do not object to biological improbability per se — after all, the existence of magic is pretty improbable for a start, yet in the D&D universe we accept it without question.

Finally, a monster is much more interesting if it has surprising, even asinine or humorous qualities. This can't be expected of all monsters, but it is welcome when it appears.

Now to the collection for this month.

THE NEEDLEMAN

by Trevor Graver

No. appearing: 1–50
Armour class: 6
Movement: 8"
Hit Dice: 3D8+4
Treasure: type G
Attack: 1–6 needles
 (1D4 each)
Alignment: Lawful/Evil
Monstermark: 38.3 (level III
 in 12 levels).



This beast looks rather like a spined Zombie but is not a member of the Undead. It originated as the result of a Raise Dead spell imperfectly executed on a corpse in a shallow grave on a bed of pine needles; these became imbedded in the flesh. Within a range of 20' it can fire 1D6 needles, for 1D4 damage each, with the accuracy of a short-range arrow (12 or more to

hit AC2). It takes triple damage if hit by magical means and attacks Elves on sight.

Comments: An unusual and interesting monster on the lines of a weak Manticore. I presume it is particularly magic-prone because the magic in its creation went wrong, while it attacks Elves because they are wood-dwellers (or at least some of them are) and therefore associated with pine-needles. Should it really be called the Aspirin? It is, after all, a pine-killer

The Throat Leech

by Ian Livingstone

No. appearing: 1–6
Armour class: 9
Movement: 1" (in water)
Hit Dice: 1 hit point
Treasure: nil
Attack: 1 blood-suck 1–3
 plus special Choke
Alignment: Neutral
Monstermark: about 1.5 (level I
 in 12 levels)



The Throat Leech is always found in fresh water (streams, pools, fountains etc.) and is 1" in length, resembling an incipient twig floating on the water. When an adventurer (or monster) drinks, the Leech will swim into his mouth and fasten itself onto the soft flesh at the back of the throat, sucking blood at 1–3 each melee round until it becomes completely distended. Each melee round there is a 50% chance that the Leech will cause the adventurer to choke, causing an additional 1–4 damage; the victim will die if he chokes for three consecutive melee rounds. When filling water bottles from a fresh-water source, there is a 10% chance that a Throat Leech will be taken in.

The only way to kill a Throat Leech in a victim's throat is for a fellow-adventurer carefully to place a heated wire or some other thin metallic object into the bloated leech; the hot metal will burn the Leech and cause it to burst. The chance of hitting the leech rather than the victim's throat is 5% per dexterity point of the 'doctor'.

Comments: Yes, surely the innocent-looking waters of the dungeon must be fraught with hidden dangers! The exercise of sticking a heated dagger into a friend's throat is not one I would trust to many of my fellow-adventurers, but this is a neat, and probably non-deadly, addition to the risks adventurers run when they tend to their needs.

THE MITE

by Ian Livingstone

No. appearing: 6–24
Armour class: 8
Movement: 3"
Hit Dice: 1D8
Treasure: type C
Attack: 1 attack 1–3
Alignment: Lawful/Evil
Monstermark: 0.8 (level I in
 12 levels)



Mites are a mere 2' in height, humanoid with large heads and evil faces. They inhabit networks of narrow tunnels above and below main dungeon corridors and their scurrying feet and high-pitched twittering voices can often be heard by roving groups of adventurers. However they are rarely seen and will never openly attack. They attempt to ensnare the lone adventurer or unwary straggler using trapdoors, nets, tripwires and other such means, bundling him off before help arrives. Those captured by Mites are robbed, stripped, bound and beaten and then, somewhat later, returned helpless to the main

corridor at the mercy of wandering monsters. The only known way of fighting these creatures is first to smoke them out of their tunnels, blocking or covering all the other exits (which can only be detected by Elves.)

Comments: A nuisance-value monster which is readily adaptable to almost any dungeon design and provides an incentive for parties to keep together and act cooperatively.

BONESNAPPER

by Ian Livingstone

No. appearing: 1–3
Armour class: 4
Movement: 6"
Hit Dice: 4D8
Treasure: type C
Attack: 1 bite (1D6) and
 1 tail (1D4)
Alignment: Lawful/Evil
Monstermark: 28 (level III in
 12 levels)



Bonesnappers are small descendents of carnivorous dinosaurs, 5' in height but nevertheless fierce fighters. Their favourite pastime is to gnaw bones, which action sharpens up the many teeth in their powerful jaws; they are particularly fond of human bones, since the sharpening effect apart, a Bonesnapper's status is reflected in the number of human jawbones adorning its lair. Should a party enter a dungeon cavern and discover human jawbones about the place, be sure a Bonesnapper is not far away

Comments: The possibilities of trade between Bonesnapper and non-human player-characters are endless

THE FIEND

by Ian Livingstone

No. appearing: 1
Armour class: 2
Movement: 9"
Hit Dice: 3D8
Treasure: nil
Attack: 2 fists (1D4 each)
 plus Heat Metal
Alignment: Neutral
Monstermark: 93 (level V in
 12 levels)



Fiends are descendents of the mutated offspring of a fallen angel and the evil god Pan who enslaved her. They wander alone seeking vengeance on both good and evil alike, as they detest their own limbo existence. They attack characters on sight using their large fists as cudgels. They also have the ability to heat metal and will attempt to fry the first character they see wearing plate armour. This is a contact attack and causes an additional 3D6 damage per round.

However, as soon as it has killed one character, the Fiend feels great remorse and will offer the survivors its services and powers for a period of two days; this guilt can be attributed to the blood of its ancestral mother running through its veins. After two days, the dominant evil part of the Fiend resumes control and hence its departure from the party it is aiding.

Comments: Not a bad reason for wearing chain mail (which presumably produces a waffle effect on the character when the Fiend attacks) rather than plate. The dubious pleasure of having a Fiend join the party could be useful to players, but if the DM keeps quiet about the length of time during which its assistance is maintained, and if it attacks when that period is over, it presents a neat problem in management; perhaps its return to its normal state could be variable, rather than fixed?

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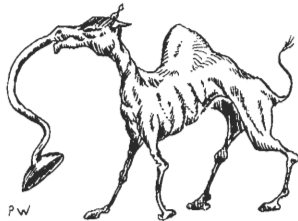
THE FIEND FACTORY

Continued from page 7

THE DISENCHANTER

by Roger Musson

No. appearing: 1–2
Armour class: 5
Movement: 12"
Hit Dice: 5D8
Treasure: nil
Attack: Special
Alignment: Neutral
Monstermark: None



The Disenchanter resembles a spindly, dromedary-like animal with a long snout like a vacuum-cleaner; in colour it is a pale electric blue, slightly translucent – sometimes it can be seen to shimmer slightly. The creature has the power to detect magic on which it feeds, drawing its sustenance from the powerful enchantments used to create magical objects. Should the beast encounter a party, it will be able to detect the strongest magical item carried and will attempt to fasten its snout on the object in question. Once it scores a hit, it drains all the magic out leaving the item unmarked but non-magical (artifacts and very powerful items may get saving rolls at the DM's discretion).

Even allowing for the high dexterity of the Disenchanter's prehensile snout, the ease with which any item can be attacked will depend on its size, and the beast may decide to go for something easy like a magical shield rather than try to get at a small but very potent item in a backpack.

Ironically, the Disenchanter can only be hit by magical weapons; these will not be 'disenchanted' merely by hitting the beast – only with its snout can it 'de-gauss' magical items. *Comments:* Now that one of these beasts has been encountered in the Greenlands dungeon, by an annoyed and aggrieved party, I can vouch for its effectiveness both as a device for keeping magic reasonably low and a novel and interesting beast. I like to think it makes a vulgar slurping noise while in the process of eating enchantment, with perhaps even a soft and reverent belch if it particularly appreciates the quality of the magic it has just devoured.

THE NILBOG

by Roger Musson (after Nick Best)

All statistics exactly as ordinary Goblins.
No Monstermark.



This creation looks exactly like an ordinary Goblin, but it gains hit points when struck, the addition being equal to the 'damage' rolled. It can only lose hit points (and be killed) by such means as casting Cure Light Wounds on it, or by sitting on its chest and force-feeding it with healing potions.

Comments: A fiendish creation indeed! One of the most interesting I have come across. It reminds me of the dancing sword in the Greenlands dungeon which every three rounds, leaves the hand of the wielder and remains poised horizontally in mid-air while the unfortunate warrior is caused to dance for three rounds, after which it returns to his hand . . . Why a Goblin? As the designer remarks, "Why it is that Goblins are particularly susceptible to this strange disorder is one of the great mysteries of the world". But a Troll with Nilbogism would be a truly mighty opponent, and they are bad enough already. Inventive readers will be able to contrive other scenarios like the one which follows: great fun for the DM and, until the secret is out, quite awe-inspiring to the players.

Roger obviously felt that more explanation was necessary so sent us a scenario which explains in more detail the oddness

of Nilbogism, together with some background 'information':— "This is a weaker manifestation of Nilbogism – overly heavy use of magic strains the fabric of the space-time continuum and can occasionally lead to very strange effects which are usually, thank goodness, very locally restricted. Thus the Nilbog which is a Goblin suffering from a peculiar spatio-temporal reversal. In its more extreme forms, Nilbogism manifests itself in ways calculated to baffle even the most imaginative adventurers; an example occurs in the following scenario:—

A party enters a room deep underground, seeing an open chest and two dead Goblins. From the moment they enter until they leave, they have no effective control over their actions and no volition on the course of events. They suddenly feel wounded: they rush over to the chest and put treasure into it, closing the lid. The dead Goblins rise up onto the adventurers' sword-points, coming to life again. A fight ensues, with each blow struck restoring hit points to both the Goblins and the party, until the party has lost its mysterious wounds and the Goblins appear to be up to full strength. The adventurers then race out of the room and the door closes behind them . . ."

For sheer creativity, the Nilbog will take some beating.

That completes the list for this time, but don't forget to send your contributions. After all, we can't have the *White Dwarf* editor dominating the column. Space restrictions may sometimes mean that your monster is held over for a few issues – our apologies in advance if this happens – but we will keep a 'reserve pool' and in time all worthwhile submissions will be published in these pages. I hope you enjoyed the first batch and can make good use of them.



Don Turnbull





A regular feature introducing new and interesting monsters, edited by **Don Turnbull**.

Initial response to *The Fiend Factory* has been most encouraging and my desk groans under piles of paper describing monsters of all shapes and sizes. The task of selecting the short-list to appear in this issue has not been easy, and inevitably there will be many disappointed contributors whose creations have been left out. To those, I would say 'please keep trying'; to judge from the volume of paper, we are never going to be short of contributions, but I have been asked to apply quite a rigorous 'sieve' and if your monster is going to get through it, it must have rather exceptional qualities.

I would suggest it is important and helpful to 'play' a newly-created monster before finalising its 'design'. If it turns out to be rather dull in play it is probably not worth submitting, even though it will remain a worthy occupant of your dungeon. Every dungeon needs a range of 'run of the mill' monsters, and not all monsters can be 'interesting'. However the *Factory* is concentrating on the 'interesting' ones, so exclusion of yours doesn't necessarily mean it's lousy or incomplete.

I have included one monster of my own design this month. It's nowhere near as good as many others I have seen, but it does behave in rather an asinine way and it is that particular quality which endears this monster to me. For I regard D&D — and indeed any game — not as an end in itself, but as a facilitator of enjoyment and companionship between friends of like disposition. If D&D ceases to fulfill such a function, I would abandon it; but so long as there are new and interesting ideas (which may be monsters, but may be other things) it will serve the purpose which I regard as most important.

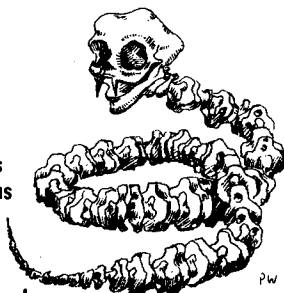
Descend, then, ye lucky few!

NECROPHIDIUS

(or Death Worm)

by Simon Tilbrook

No. appearing: 1
Armour class: 2
Movement: 9"
Hit Dice: 2D8
Treasure: Nil
Attack: 1 bite (1D8 plus paralisation) plus special
Alignment: Neutral
Monstermark: 33.8 (=2½A) — level III in 12 levels



This fearsome addition to the ranks of the Undead was first created by that most imaginative of experimenters, Karalkan

(who was later to 'see the dark' and build the temple of the archdemon Kong). The animation spell is 6th level (optionally available as a 5th level anti-cleric spell) and produces one worm per level of Wizard above 11th (so a 15th level Wizard could create four worms). Each worm requires the intact vertebrae of a giant snake and a man-sized humanoid skull.

It is totally silent, immune to Sleep, Charm and mind-reading spells, immune to poison and never checks morale. It achieves surprise on a roll of 1–3 on D6 and if it is not itself surprised it will execute the 'Dance of Death' — a hypnotic, semi-magical swaying which rivets the attention and allows the worm to advance and attack without opposition. Save against magic required; failure means inability to act (treat as hypnosis).

The Necrophidius is created for one specific purpose and is therefore generally met as an assassin or guard — never as a wandering monster.

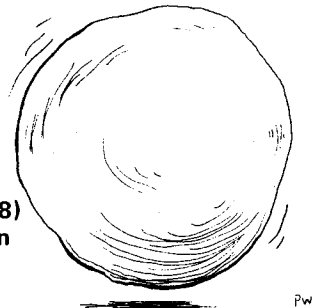
Its bite causes paralisation unless the victim makes his saving throw against magic (this is a magical effect, not a venom). It is treated as a Wight on the 'Clerics v Undead' matrix.

Comments: this is a nasty and interesting piece of work which presumably looks like the skeleton of a Guardian Naga (snake body, human head). The Dance of Death is a nice touch, as victims of snakes' hypnotic powers will attest; when I use this beast, victims will get one saving roll against the Dance, and if they fail they will be riveted to the spot until such time as the worm's gaze is distracted (e.g. by attack from another quarter). There are certainly more ways of making Undead nasty than simply allowing them to drain levels, and this is a good one.

ROVER

by Gary Ames

No. appearing: 1
Armour class: 4
Movement: 18"
Hit Dice: 4D8
Treasure: Nil
Attack: 1 'bounce' (1D8) plus suffocation
Alignment: Neutral, or non-aligned
Monstermark: 27 (level III in 12 levels)



Rovers (inspired by the amazing TV series *The Prisoner*) are true wanderers, often used by high-level characters as guardians of a set of passageways and/or hostages. They resemble 7' high balloons and travel by bouncing along. If they attack they will inflict 1D8 damage and will try to suffocate their enemies who

must save against poison to remain unaffected. Once a save is rolled there is no need to save again for three melee rounds, when the whole process starts again. If a victim is suffocated, a cumulative 1D4 damage per melee round is inflicted. Rovers may also strike to subdue, depending on the instructions they have been given.

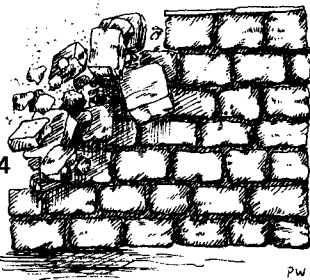
Blunt weapons do no damage on these monsters. They will only attack when they have been instructed to do so, or guard when they have been ordered to guard.

Comments: an amusing image comes to my mind when considering how this beast could be employed, but I will wait until Greenlands adventurers meet it. One good reason for having a few spears handy in a dungeon 'set against bounce'.

LIVING WALL

by Neville White

No. appearing: as required
Armour class: 8
Movement: 3"
Hit Dice: 4D8
Treasure: Special
Attack: One attack 2D4 plus paralysis
Alignment: Neutral or non-aligned
Monstermark: 18 (level II in 12 levels).



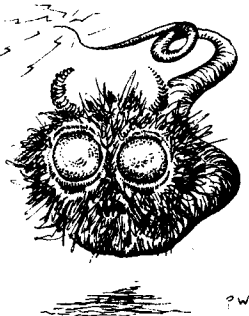
This is a relative of the Gelatinous Cube, usually 10' x 10' x 5', and looks just like an ordinary stone wall. Its attack was a paralysing effect like that of the Gelatinous Cube, and like the Cube it can have treasure of varying types inside it.

Comments: an intelligent monster should try to adapt itself to its environment, and looking like a wall is not a bad idea. There are other monsters which look like chests etc. which are popular with me, and I well recall the look on the face of one of my players when a door at which his character was listening suddenly collapsed on him for 1D12 damage, this monster having adapted itself to look like a door. Useful, and certainly very 'deployable'.

VOLT

by Jonathan Jones

No. appearing: 2D12
Armour class: 9, but treat as AC3 to hit because of its high dexterity and probability of dodging an attack
Movement: 6" ('flying')
Hit Dice: 2D8+1
Treasure: Nil
Attack: 1 bite (1D4) and 1 tail (2D6) — see description
Alignment: Neutral
Monstermark: 57.5 (level IV in twelve levels)



A Volt is a bundle of bristly hair with two bulbous eyes, small horns and a 3' long tail. It floats as though on an air cushion. It first attacks by propelling itself towards its victim's neck and bites for 1D4 damage if successful. It then locks onto the neck and cannot be detached until it is dead, or it will detach itself if its victim dies. During the time it is attached, it will bite for 1D4 each round and also lash its victim with its tail for 2D6 each round; both attacks are automatically

successful when the Volt is attached — no die roll being required for a hit. The tail attack is in the form of an electric shock.

Comment: similar in behaviour to a Stirge, which I have always regarded as a very useful low-level monster (in DM terms at any rate). Being electrical in nature, it should perhaps have some resistance against electrical attacks like lightning bolts, but since it is fairly small it is unlikely to be attacked by lightning anyway. It is presumably possible, when the Volt is attached to a victim, for a mate of the victim to grasp the Volt's tail (with heavily-gloved hand!) and prevent it from attacking by these means, thus allowing someone else to hack at it and reducing the amount of automatic damage the victim takes before the beast dies. A useful and very deployable monster.

GLUEY

by Guy Shearer

No. appearing: 1D4
Armour class: 3
Movement: 8"
Hit Dice: 4D8
Treasure: Nil
Attack: 1 touch (1-3 plus special)
Alignment: Lawful-evil
Monstermark: 28.8 (level III in twelve levels)



Though not of the Undead class, this beast looks like a Mummy covered in glue. Its touch will stick to almost everything (except stone) and any weapon hitting it will do half damage and stick. Similarly it will stick to anyone it successfully hits. Objects (and people!) can only be unstuck by fire or boiling water. It is immune to all first-level MU spells except Magic Missile which does 3D6 damage on it. It is just as vulnerable to fire as a Mummy.

Comment: I'm not quite clear on the Monstermark for this one; if a fighter hits it with his sword, then for a start he has to realise he can't get his sword back, and then he has to find another sword. So it is really more dangerous than the Monstermark suggests. It's not often one finds boiling water down a dungeon so anyone sticking to a Gluey will have to risk his mates throwing burning oil onto him, or wait until the beast is killed and then suffer the indignity of being carted out of the dungeon with a Gluey stuck to him — quite a sight, since the Gluey will have a collection of miscellaneous weapons stuck to it. Once outside the dungeon, he may be safe but there is still the fire-or-boiling water problem to deal with. Yes, I think a lot of fun could be had with the Gluey, though players may not agree.

SQUONK

by Christopher Kinnear

No. appearing: 1
Armour class: 7
Movement: 15"
Hit Dice: 2D8+1
Treasure: Nil
Attack: Nil
Alignment: Neutral
Monstermark: None (since it doesn't attack)



The Squonk appears as a 3' high vole-like creature covered in warts and blemishes. It always covers its face with its paws and is usually crying to itself because it is so ugly. It is

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THE FIEND FACTORY

Continued from page 9

completely impervious to magic. It will shy away from contact and is able to hide and move fast.

If cornered and attacked it will dissolve in tears and only characters with very high charisma will be successful in befriending it. It will be very helpful, however, if befriended — it can scout ahead with great stealth and communicate its findings to its friend in squonk language or common. Squonk tears are highly prized by alchemists. It will never assist in melee nor associate with evil deeds.

Comments: a curiosity which is more of a pet than a monster; perhaps the female D&Ders would take more to this beast than the hard-headed males, but its usefulness is in no doubt — 100% magic resistance is very useful indeed for a scout. Strange but friendly animals can often be useful in dungeon adventures, though I shudder at the memory of Bob Stuart's dog which, presumably for lack of lamp-posts in dungeons, made a dreadful mess of Greenlands until it was ejected by an angry caretaker.

Eye Killer

by Ian Livingstone

No. appearing: 1-4
Armour class: 5
Movement: 9"
Hit Dice: 4D8
Treasure: Nil
Attack: 1 crush 1D6 plus special Death Stare
Monstermark: None



At birth, the Eye Killer is limbless and almost spherical, tapered at one end; later, it develops a bat's upper torso on a snake's body. Its stunted wings cannot support flight. It lives in dark places underground as it dislikes daylight and hates bright, naked flame. It never blinks unless confronted with light of equivalent intensity to that of three torches within a range of 1" — before such light it will try to flee but, if trapped, will not face the flames and can easily be killed.

Its more powerful attack is the dreaded Death Stare which it uses on any torch-bearer with a 5" range: the Stare cannot be reflected and those hit by it must make a saving throw as against petrification; failure means instant death.

It can also attack non-torch-bearing characters nearby by crushing with its snake's coils.

Comments: A monstermark is useless as an approximate measure in cases like this — if the saving roll is not made, death follows whatever the victim's level or number of hit points. Some may regard this beast as a bit 'heavy', and my instinct would be to place it on level VII or VIII of 12 levels.

Withra

by Simon Eaton

No. appearing: 1
Armour class: 8
Movement: 1"
Hit Dice: 1-4D8
Treasure: None, or at DM's discretion
Attack: Dexterity drain plus special
Alignment: Neutral
Monstermark: None



This weed is usually found amongst ruined masonry, across doors or even smothering a long-forgotten treasure chest. It is dry and extensive and therefore easily burned. However the

smoke it produces when burned is highly toxic — anyone suffering its effects must save against poison or die. It attacks with its fronds, and since it is usually quite large in extent (say 20' square or more) it can attack as many people simultaneously as can confront it. A frond hit drains 1-4 points of dexterity, and if a character suffers 4 dexterity points drain from a single hit he also has a nervous seizure — total collapse for 2 melee rounds followed by a further 5 melee rounds during which he attacks at -2 hit probability due to numbness. A character becomes incapacitated if his dexterity drops below 3 and dies if it drops to zero or below. Half the dexterity points lost are recovered at 1 point per day, but the remainder can only be regained by the application of Cure Disease.

Comments: as the designer points out, ingenious characters will not burn this weed but kill it with weapons and gather the remains which can be used later to produce poison gas against other monsters. I would suggest that DMs using this weed tabulate a matrix cross-referring size of weed portion with size of gas cloud produced.

Wraith

by Don Turnbull

No. appearing: 1D12
Armour class: 3
Movement: 12"
Hit Dice: 4D8
Treasure: Type E sometimes, but usually it has lost it
Attack: One attack 1D6 plus special
Alignment: Evil/chaotic
Monstermark: meaningless



Something went dreadfully wrong in the creation of this creature, which turns out to be a sort of totally incompetent Wraith. It is indistinguishable from the normal Wraith, unless you happen to see the back of its neck, on which is stamped in small print the word 'reject' in chaotic.

Like other Undead, it cannot be affected by Sleep, Charm or mind-reading spells (it has no mind, like other Undead, and there are other reasons too). However unlike its brothers, it is completely impervious to magical weapons and silver weapons and can only be hit by normal everyday steel. Again, unlike other Undead, it cannot be turned or dispelled by any level of Cleric — if anyone makes such an attempt, it will approach him with curiosity.

Because of its low dexterity (some would say cack-handedness) it attacks at -4 hit probability. If it ever does manage to hit, it delivers 1D6 damage but collapses dead and raises its victim by one experience level (double EP).

Comments: not fair to comment on one's own creation, but the idea was to create a completely incompetent Undead which actually raised its victim by a level rather than draining him. In this, as in most other things, it gets it all wrong, though I am sure it is trying hard, poor thing. Of course, monsters are touchy about letting you see the backs of their necks, so this thing is totally indistinguishable from a normal Wraith. Imagine the scene as the party meet a Withra and fight each other for the privilege of being hit by it, only to find it was a Wraith after all... Obviously, DMs must roll the 'turning' attempt in the pretence that it could be turned, otherwise that gives the game away. Perhaps a trio of Wraiths could be showing a Withra around, trying to tell him how to behave in normal Wraith-like manner, when the party bumps into them? I hope someone else has some fun with this one.

This is developing into an interesting, and I hope useful, column — so keep those contributions coming in. Remember, a free issue of *White Dwarf* for any accepted monster is waiting for its designer.





A regular feature introducing new and interesting monsters, edited by **Don Turnbull**.

continue to be enormously impressed by the energies devoted by *White Dwarf* readers to the *Fiend Factory*. At the time of writing this (just after *White Dwarf 7* appeared) I have nearly 150 monsters 'in stock' waiting to be given the breath of life. At 10 monsters per issue in the Factory, it will be a long time before all these creations see the light of day even if contributions suddenly stopped dead. On a purely statistical basis, this means that your chances of getting that pet monster published in the Factory are rather small — but please don't be discouraged since there will always be space for something really good. I have been asked not to let this column deteriorate into the mediocre and I firmly intend to stick to that policy — so while the queue of new monsters is very long indeed, I am not yet overwhelmed with so many good creations that I have to call a halt.

So keep them coming! Put on your thinking cap and throw away those random monster generation tables — let's have something really creative! Please note, too, that monsters need not be 'dangerous' — see the introduction to the first *Fiend Factory* in *White Dwarf 6* for examples of non-dangerous 'monsters' which are still very worthy of inclusion. Monsters which have no more than sheer nuisance value are just as welcome, and just as apt in a dungeon setting, as those whose main purpose is to flay adventurers alive.

And so to our examples of ingenuity for this issue.

STINWICODECH

by Eamon Bloomfield

No. appearing: 1D4
Armour class: 6
Movement: 6"
Hit dice: 3D8
Treasure: Type C
Attack: 2 claws (1D4 each) and 1 tongue (1D4 plus special)
Alignment: Chaotic
Monstermark: 21.6 (level III in twelve levels)



An 8' tall vaguely humanoid creature with a frog-like head and covered in thick, close-cropped hair. It has intelligence 1D4+4 and dexterity 1D6+10. This high dexterity allows the tongue to hit at +3 hit probability.

On the first hit with its tongue, it increases one characteristic

of the victim (1D6 to determine) by one point, to a maximum of 18; if it hits the same individual again with its tongue and affects the same characteristic, it will reduce that characteristic by 1D6. This procedure continues — first increase, then decrease. All characteristic alterations are normally permanent. If any one is reduced to 2 or 1, absolute paralysis sets in, though the characteristic may of course be raised, and the paralysis removed, by a magical device, a Wish etc.

Its name is made up of the first two letters of each characteristic.

Comments: this is another Shadow variant, rather like the Soul Feed but more unpredictable in its effects. As in the case of the Withra, once a party recognises this beast for what it is, one can imagine them queuing up, stripping off armour etc. in order to be hit — but they may have a surprise in store. It is not Undead, nor should it be.

TWEEN

by Ian Waugh (based on Clifford D. Simak's *Halfing*)

No. appearing: 1D12
Armour class: 9 (when in material form)
Movement: As fast as necessary to keep up with its 'host'
Hit Dice: 1D8
Treasure: Nil, or at DM's discretion
Attack: When materialised — as a man (may have weapons from their dimension).
Alignment: Neutral
Monstermark: 4.8 (M=3A) — level I in 12 levels



The Tween exists in a dimension akin to that inhabited by phase-dogs or a man wearing Armour of Etherealness. The Tween is a wraith-like being, being more like a smoky outline and can generally only be seen by anyone in 'phase' with it, though its outline can be detected if viewed through smoked glass.

After several hours with a host they gradually begin to assume the general shape and characteristics of that host, but remain basically squat. The Tween usually has a host, but you may find one or two drifting around alone (if, for instance, a previous host has died).

The Tween is able to see a few seconds into the future and

so is able to increase its host's luck by 50%. It is also able to move material things short distances, for example move a sword so that it hits a foe instead of missing, or move a shield so as to parry a blow which otherwise would have hit the host. This means that in any action involving a die-roll, the host gets two die-rolls instead of one, and selects the 'better'.

One Tween will stick to one being. They prefer intelligent beings, but this could mean an intelligent monster — they have no particular allegiance to player-characters, human or otherwise.

The catch is that the Tween, while having a beneficial effect on the actions of his host, has the opposite effect on anyone within a 50' radius, friend and foe alike. They will find it twice as hard to roll the required number on a die (so a being which requires, say, a 15 to hit will need to roll an 18).

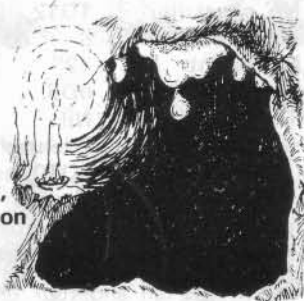
No host will consciously be aware that he has been adopted by a Tween unless it is spotted by someone with the ability to do so. The host may very well get rather an unfortunate reputation among the rest of his party. The Tween can be destroyed in the conventional manner if brought into 'phase' by Phase Door, Pass-Wall etc., or by one with the ability to become ethereal. They can also be destroyed by anything in their own dimension.

Comments: this could almost be a new character class, but I am glad Ian has resisted what must have been a temptation. More of a 'nuisance-value' monster than anything else, and widely deployable. For the effect on a nearby non-host, perhaps the DM should secretly roll a D6 — 1-3 means the player's die roll is valid, 4-6 means it fails; the DM would tell the player that the attack or whatever had failed, but not of course the reason nor would he reveal his own die-roll. This is a simple monster to DM (these klutz-monsters aren't always quite so easy to handle in the hurly-burly of melee) and should be a welcome addition to many a dungeon, though a certain amount of resulting paranoia on the part of some players should be expected.

Charmed Symbiote

by Roger Musson

No. appearing: 1
Armour class: 7
Movement: 1"
Hit dice: 2D8
Treasure: Nil
Attack: Charm Monster, Advanced Illusion (see below)
Alignment: Chaotic
Monstermark: None



This is a little blob of yellow jelly which sticks to the ceiling of its lair. Should a powerful monster venture in, it will be charmed to remain in the lair and attack anyone who enters. However two illusions will be cast — one on the monster to make it resemble a much weaker monster, and another to create illusory treasure in the room. These illusions are automatically believed if (a) the C.S. is in the room, (b) the C.S. is alive, and (c) the victim of the illusions is in the room. Victims lured into the room who perish are eaten by the monster and the C.S. then drains energy from the monster at the same time to obtain its own sustenance.

Comments: another dreadful creation from Roger's fertile (some would say 'warped') mind. Where does he get them from? I remember him sitting down after a Greenlands adventure and producing a new monster out of a hat without any apparent thought.

This is a beauty. Some of the scenes are amusing to visualise, such as an Owl Bear appearing as a Goblin — 'the Goblin hugs Fred and Fred takes 15 points of damage: cheerio Fred!' There are, of course, physical problems to be overcome — could a Goblin physically put its arms round a man, for instance? — but I'm sure an inventive DM could overcome

these, perhaps by using elastic limbs. No more than one of these per dungeon level please, or you'll drive your players out of their minds.

Roger — couldn't you have invented a simpler name???

ROCK BEAST

by Callum Forbes (nice to have a reader in far-off New Zealand)!

No. appearing: 1D10 in dungeons, 1D20 in wilderness
Armour class: 2
Movement: 3"
Hit dice: 5D8-7D8
Treasure: 10% chance of 1D4 gems inside stomach
Attack: 1 crush 1D8, 1D10 or 1D12 depending on size
Alignment: Neutral
Monstermark: 151.9, 222.7, 341.3 (levels VII, VIII and IX in twelve levels)



This monster is a living rock which is perfectly camouflaged to appear like the normal rocks or wall near it. It has crude intelligence and attacks magic-users on sight (since it evolved from an imperfect stone-flesh spell). It is immune to attack from normal edged weapons, but magical edged weapons score damage equal to their bonus (so a +2 sword would cause 2 points of damage after a successful hit). The Rockbeast takes double damage from magical hammers, maces etc. and normal damage from ordinary non-edged weapons.

In melee the beast is capable of sudden bursts of speed — its favourite tactic being to crush an opponent's legs rendering him helpless.

Comments: an unusual, yet logical (?) beast which has a high Monstermark mainly because even magical edged weapons (which are in most common use I suspect among parties likely to run into one) only deliver small amounts of damage. One to brighten up the corridors of any dungeon, though a DM will have to judge carefully how fast these things can go in melee and how long they can keep up their sudden bursts of speed. The only thing going against the beast is its tortoise-like normal pace.

CARBUNCLE

by Albie Fiore

No. appearing: 1
Armour class: 2
Movement: 2"
Hit dice: 1D8
Treasure: Nil
Attack: Nil
Alignment: Neutral/Malicious
Monstermark: None



This is a small armadillo-like creature that feeds exclusively on leaves and small insects. Its segmented armouring is starkly and attractively patterned in shades of brown but its immediate peculiarity is what appears to be a large ruby set in its head just above the eyes. This gem is a living part of the animal, and the Carbuncle (ALIVE!) is worth twice the normal value of the gem as a pet to a Wizard or someone of equal stature who can Charm Animals. If the Carbuncle is slain, or wills itself to die (which it can do under duress since it has no fear or conception of death) the gem deflates to a worthless soggy red pulp.

The creature has powers of empathy and telepathy (both

THE FIEND FACTORY

► 6" range) and slight powers of prophecy concerning the immediate future (it can only communicate telepathically). Empathy enables it to understand the character of each person in a party and know what they know.

It is easily captured and puts up no resistance. It will nearly always approach a party in a friendly manner and communicate its value to them as it desires to go along with them. Once this objective has been achieved it will use its powers first to gain the confidence of the party and then to try to cause disruption and fights within the party by selective telepathy and false prophecies, or it may communicate secretly with nearby monsters to enrage them into attacking the party. It is fascinated by combat and particularly by death, and will do its utmost, once with a party, to cause such events at maximum frequency. At some opportune moment, having achieved its aim, it will slip quietly away.

Comments: And Albie calls this thing neutral! In my book it would be as chaotic as hell! Still, everyone has his own interpretation of alignments and what they mean.

This is a monster which would take an awful lot of skill on the part of the DM — certainly it is not a monster whose reactions you should determine from random tables (if anyone still uses these things at all). I am intrigued by this beast and would enjoy playing in Albie's dungeon at the receiving end... or would I?

COFFER CORPSE

by Simon Eaton

No. appearing: 1
Armour class: 7
Movement: 6"
Hit dice: 2D8
Treasure: Type B
Attack: Strangulation (1D6) or by weapon type
Alignment: Chaotic/Evil
Monstermark: 37.3 (level III in twelve levels)



These foul creatures of the Undead class are found in stranded funeral barges or in any other situation where a corpse has failed to return to its 'Maker'. They look like Zombies but rank as Wraiths on the cleric/undead table.

Although normal weapons appear to do damage when they hit a Coffer Corpse, they have in fact no effect. Only magical weapons harm these creatures and even they only do half normal damage. If struck on the head by a normal weapon a Coffer Corpse will fall to the ground, apparently finished. Next melee round it will rise up again, unharmed, and continue to fight and all non-player characters must save against Fear or flee when this happens.

Unless there is a weapon in the Corpse's treasure it will attack using its hands. A hit on a character indicates that the Corpse has locked its hands round his throat and will do 1D6 damage per round thereafter until the victim or the Corpse is dead. It is recommended that DMs allow players whose characters are using non-magical weapons to roll their attacks normally, simulating the apparent damage done by non-magical weapons.

Comments: a nice addition to the Undead ranks which perhaps do not receive as much attention as they should. As a diversion, I am getting a little worried about the extreme influence a high-level cleric can have — surely he can't go on turning away Undead ad infinitum? Any DMs come up with good ideas in this respect?

Why are non-player characters only affected by 'Fear'? I should have thought player-characters would have been just as prone, if not more so. Perhaps this was an unintentional slip on the designer's part — or perhaps he would explain?

Whirler

by Simon Muth

No. appearing: 1D8
Smour class: 5
Movement: 14"
Hit dice: 2D8+2
Treasure: Nil
Attack: See below
Alignment: Chaotic
Monstermark: 16 (level II in twelve levels)



The Whirler looks like a miniature whirlwind and can be hit by normal weapons. It has a deep hatred for human-kind. If a character is 'hit' by a Whirler, he must save as against Death Ray. If he fails, he starts to spin, having become 'enmeshed' in the Whirler; he takes 1—3 points of damage per round, caused by the force inflicted as a result of the spin, and has a 5% cumulative chance per round of being torn apart. A spinning victim will only stop when he or the Whirler is dead. Only one spinning character per Whirler.

Comments: a sort of weak Air Elemental. The Monstermark for this beast typifies the weakness of the Monstermark system — surely this creature is tougher than second level? But how to calculate its special power?

DMs could have some fun with this one — presumably, if the Whirler is spinning with a character already 'in gear' so to speak, his mates on the outside will have to hit it without clobbering him, and this could call for some fine judgement on the DM's part. Characters with dexterity lower than 13 need not apply

TURING

by Thomas Benson

No. appearing: 1D12
Armour class: 8
Movement: 12"
Hit dice: 6D8
Treasure: Nil
Attack: 2 tentacles 1D10 each
Alignment: Neutral
Monstermark: 118.8 (level VI in twelve levels)



Seven feet tall and four feet broad, these curious beasts are covered with thick woolly red hair which moults profusely — so piles of red hair on the floor can warn adventurers that Turing might lurk nearby. They also use their hair as their bedding.

They are semi-intelligent and have special magical powers. They can project a Web (as the second level spell) and use an anti-Magic Shell (as the 6th level spell) once per day each. However they are usually reluctant to fight and prefer to pick up lone adventurers and slaughter them at leisure.

Comments: pity the designer didn't include a full description. I guess a humanoid with tentacles instead of arms, the tentacles having the same physical description as those of the Displacer Beast.

And so we close the Factory doors for this issue. Perhaps this time there have been too many monsters which are wildly non-standard, if I may use that expression at all accurately in this context. Next time perhaps a few more straightforward beasts — without which the dungeon could rapidly become a nightmare — should be included.

This has been a difficult task again — selecting a few monsters from dozens which merit inclusion. I hope those who don't see their names in lights this time will swallow their disappointment and press on regardless.





A regular feature introducing new and interesting monsters, edited by **Don Turnbull**.



and still the collection mounts! I really am greatly impressed by the efforts of *White Dwarf* readers — the task of selecting the 'fortunate few' for each issue gets more and more difficult.

A few readers have asked that I include mention of the intelligence of each new monster — as one rightly says, many DMs need this information so that they can come to conclusions about how the monster would react in given situations. In most cases, the designers haven't included intelligence in the specifications (probably for the good reason that we didn't ask for it), so the listing I give below, which includes all the *Fiend Factory* products published so far, must be taken as my own estimation from the information I have. If one or more of the designers disagrees sharply with me, would he please write to me *c/o White Dwarf* and the correction will appear later.

In all cases I have used the classification system adopted by TSR in the new *Monster Manual*.

White Dwarf 6	White Dwarf 7	White Dwarf 8
Needleman Low	Necrophidius Average	Tween Very
Throat Leech None	Rover None	Chaoticus Very
Mite Low	Living Wall Animal	Symbioticus None
Bonesnapper None	Volt Animal	Whirler None
Fiend Semi	Gluey Semi	Carbuncle Low
Disenchanter Average	Squonk Low	Rockbeast Animal
Nilbog Average	Eye Killer Animal	Turung Semi
	Witherweed None	
	Withra Negative(?)	

In future I will give an intelligence rating for each monster, preferably the one sent by the designer, but if not I will come to what I think is a reasonable conclusion and leave it to the designer to correct me if necessary.

We are already in some trouble with duplicate names — names for new monsters which either duplicate offerings from other readers or duplicate names already invented for other monsters in other magazines. In cases like these, if I have a monster I would like to print but think the confusion generated by a duplicate name would cause difficulty, I write to the designer asking him to consider a change of name. So the fact that someone else had designed a monster with the same name as yours doesn't disqualify your creation from appearing under an alter ego. It is useful, though, if designers think up original names — this is particularly a problem when the source of the design is a work of fiction where the name already exists (but once again I don't disqualify those monsters which are based on namesakes in works of fiction).

As promised, this time there are a few more 'straight' monsters in the collection. I don't want readers to get the impression that a dungeon must be populated exclusively with 'oddball' monsters — indeed it is often the case that the effectiveness of the oddball monster is in inverse proportion to the frequency of its appearance, like the cymbals in an orchestra

score. Though most dungeons contain (I hope) an interesting number and variety of oddball monsters, there is a predominance of more ordinary monsters, and if this were not so the game would not, I think, be as enjoyable. However I have inserted a few of the more unusual type to maintain variety.

SVART

by **Cricky Hitchcock (Canada)**

No. appearing: 4D10
Armour class: 7
Movement: 6"
Hit Dice: 1D8-1
Treasure: type K
Attack: Small sword
 1D4+1
Alignment: Chaotic/Evil
Intelligence: Average
Monstermark: 1.3 (Level I
 12 levels).



These small creatures (3' tall) have bright blue skin with orange eyes. They are mediary between Goblins and Kobolds and generally attack the latter, though they will unite against their common foe — Hobbits. Hobbits delight in staging combats between groups of Svarts and Kobolds.

In a group of 5 Svarts, there will be one carrying a net. In a group of 20 Svarts, one will be a strong leader-type, ranging from 3'6" to 5' in height and from 8 to 11 hit points. Leaders use a hand-axe, mace, battle-axe, morning star or flail with damage by weapon type. No Svarts have magic use.

Comments: taken from the *Weirdstone of Brisingamon* by Alan Garner, this is a useful addition to the 'small monster' category which will add variety. Good straightforward stuff.



by **Ian McDowall**

No. appearing: 6D10
Armour class: 5
Movement: 6"
Hit Dice: 1D8+1
Treasure: type E
Attack: two claws
 1D10 each
Alignment: lawful
Intelligence: average
Monstermark: 13.4 (Level II
 in 12 levels)



This creature looks rather like a shabby ape and can talk. Being lawful in the extreme it will never attack unless it is attacked or robbed, in which case it will fight until avenged or the treasure recovered. When it

attacks it does so with two 1D10 claw attacks and because of strength and sharpness of claws gets +2 on all attacks.

Comments: nothing really to add to this excellent straightforward beast which could be a useful non-player-character addition to a party.

IMORPH

by Andrew Key

No. appearing: 1
Armour class: 5
Movement: 6"
Hit Dice: 5D8
Treasure: Nil
Attack: 2 tentacles @ 1D4 on same opponent

Alignment: Neutral or non-aligned

Intelligence: Animal

Monstermark: 28.8 (against first level FM in AC2) — level III in 12 levels



The natural form of this beast is that of a grey-green lump with a short single leg with a suction cup like a snail's and two 5' long tentacles. However, when engaged in combat the Imorph will gradually come to resemble its opponent, changing HD and AC values by 1 at the beginning of each melee round, at the same time altering its visual appearance, until they are the same as those of the opponent. When HD, AC and hence appearance are the same, the monster instantly alters its movement and attacks to fit its subject. Note, however, that it does not gain any magical abilities or strength bonuses for example — although it could grow various appendages to copy its opponent's weapons these will never act as magical weapons and will always strike for 1D4 damage each tentacle. Its hit points remain even when its HD changes.

When the battle is over or when the Imorph is down to 8 hits or fewer, it will revert to its original form by the reverse process (change 1 in HD and AC each round).

If faced with more than one attacker, roll a dice to see which it copies. If its original model dies during battle, or retreats from it, it starts immediately to alter to imitate another antagonist.

Comments: if only the Imorph could isolate a weak member of a party and kill him, great would be the confusion when it rejoined the party in his shape! A sort of Doppelganger power here which could very easily be dangerous if its location were carefully planned. Of course, against some opponents it would be better off in its original form, but it is presumably nonintelligent and isn't to know that. The calculation of the Monstermark is rather tedious (thanks to the designer for sending in a detailed calculation which is absolutely correct). Don't forget that, as soon as the Imorph is exactly the shape of the model, it switches to the *Men Attacking* table for its hit probability until it starts to change back again.

STAIR STALKER

By Roger Musson

No. appearing: 1
Armour class: 0
Movement: as lightly-armoured man
Hit dice: 3D8+1
Treasure: May (30%) carry 10–60 GP
Attack: 2 claws, 1D6 each
Alignment: Neutral
Intelligence: Animal
Monstermark: 90 (level V in 12 levels)



An emerald-hued shaggy humanoid with an obsession for staircases; it is never found anywhere else. It walks up and down a particular staircase ceaselessly and only attacks in self-defence or if someone tries to barge past it.

Comments: this is, of course, a wildly 'silly' creature, but interesting and amusing for all that. I should have thought it would attack with great ferocity if someone actually took it away from a staircase — more advanced Stalkers would presumably have a powerful resistance to any sort of magic which sought to remove it from its normal habitat (e.g. Charm Monster if this resulted in the Stalker being led away). At least it provides an answer to the old question "what's green and hairy and goes up and down?"

WHIPPER

by Bob Scurfield

No. appearing: 1–2
Armour class: stalks AC6, base AC4
Movement: 3"
Hit Dice: stalks 2D10 each, base 2D6
Treasure: Nil
Attack: 2 whips 1D10 each
Alignment: neutral or non-aligned
Intelligence: semi
Monstermark: 23.7 (level III in 12 levels)



The Whipper is a plant and therefore susceptible to 'control plants' etc. Each plant has two stalks which when fully grown are about 15' long. These are connected to a base which has small legs, giving the plant some ability to move. It hates sunlight and lives on the remains of its animal prey, so will be found mainly in ruins and largish caves underground.

If the base is destroyed the plant dies but the two stalks go into a mad frenzy for one melee round during which they do double damage if they hit; after this they die. If both the stalks are destroyed the plant will try to 'run' away with only the base, which contains the brain, remaining.

Comments: I suspect I am not the only DM to have included a carnivorous plant on these lines in his dungeon — Bob classifies and characterises such a beast in a way which will be generally welcomed, I think. The Monstermark calculation assumes that the adventurers will try to hit the brain — the final attack delivers an average of 22 hits which makes the Whipper quite a foe. A new calculation would be needed for the stalks, but the Whipper doesn't die if the stalks are chopped off; however it would be easy to catch and kill without risk if the stalks were removed. Actually it won't take you long to find out that attacking the stalks is a more dangerous way of tackling this beast. A very welcome addition to the plant family. Incidentally, I would rule that it attacks on the '2–3 hit dice' line, so requires 15 to hit AC2.

FLYING FISH

by Dave Waring

No. appearing: 3D6
Armour class: 7
Movement: 12" flying
Hit Dice: 2D8, 4D8 or 6D8 according to size
Treasure: Nil
Attack: 1D4, 1D6 or 1D8 according to size, plus blood drain; tail 1D4 plus poison in each case
Alignment: neutral or non-aligned
Intelligence: None
Monstermark: Almost meaningless, but I would suggest levels II, III and IV for the three sizes.



This is a gigantic lungfish which secretes hydrogen, thus enabling it to fly. It attacks normally with a bite for the damage given above; once it hits, it becomes attached to its victim and automatically drains points equal to its own hit dice each round thereafter.

If attacked from the rear, the lungfish can use its tail which has poisonous spines. When a Flying Fish is attacked for the first time by a sharp-edged weapon (sword, arrow etc.) the DM notes the position of the nearest naked flame; he works out the distance in yards between the flame and the fish, subtracts this from 8, multiplies the result by 10, and this is the percentage chance of an explosion due to leaking hydrogen. (Thus a flame more than 8 yards away could not ignite the hydrogen, while one 3 yards away has a 50% chance of igniting it and one immediately next to the Flying Fish has a 80% chance of igniting it). The explosion, if it takes place, is a 2D8 fireball with radius in yards equal to the hit dice of the Flying Fish. The chance of an explosion is rolled each melee round, and goes up by 5% each round.

Ordinary fireballs will, of course, kill these creatures instantly. *Comments:* I can't really calculate the Monstermark for this beast because of unknown factors like the proximity of torches.

A delightful beast, though rather easy to deal with once recognised (arrows from 30 feet away, and it can't close the gap sufficiently quickly to cause trouble). Shades of the Hindenberg?

▶ THE FIEND FACTORY



by Nick Louth

This is a whole family of creatures with characteristics as follows:

Colour	Hit Dice	Armour Class	Attacks	Gems value
Black	1D8+1	4	1 (as +1 light crossbow)	1D100
Green	2D8+1	3	2 (as +2 light crossbow)	2D100
Red	3D8+1	2	3 (as +3 light crossbow)	3D100
Yellow	4D8+2	1	4 (as +4 light crossbow)	4D100
Silver	5D8+2	0	5 (as +5 light crossbow)	5D100

Spines have 60' range

Movement: 12" (18" flying)

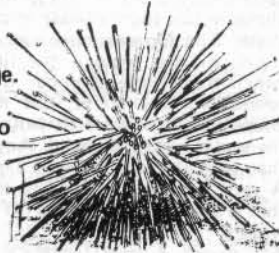
Treasure: Nil (but see description)

Attack: as above, spines doing 1D6 damage. Red, Yellow and Silver Urchins also have 1D4 poison on the spines.

Alignment: neutral or non-aligned

Intelligence: semi

Monstermark: Black 3.6 (Level I in 12 levels)
Green 24.9 (Level III in 12 levels)
Red 139.6 (Level VI in 12 levels)
Yellow 404.4 (Level IX in 12 levels)
Silver 1000 (Level XI in 12 levels)



These creatures look like 3' diameter balls of various colours with thousands of radiating spikes. The more hit dice they have, the more spines they can fire in a single melee round. When killed and broken up, they reveal gems at their centres. They hunt with clairvoyance.

Comments: I wonder whether Nick realised just what a powerful creature he was playing about with in the Silver Urchin. The five attacks, with deadly accuracy over quite a distance, make it a particularly fearsome beast which most adventurers would be glad to avoid. In my view the gem content should be higher for the Red, Yellow and Silver Urchins – 500GP is not a great reward for tackling something with a Monstermark in the four-figure range.



by Stephen Wood

No. appearing: 1
Armour class: 4
Movement: 9"
Hit dice: 6D8
Treasure: Special
Attack: Special
Alignment: Lawful/Chaotic
Intelligence: Low
Monstermark: 450 (level IX in twelve levels).



The Umpleby is humanoid, about 8' tall and weighing about 400 lbs, covered in straggly wild hair. It is of low intelligence though it can speak and when matters concern treasure its mind is swift and calculating. It will only fight if provoked. Its apparent stupidity makes it appear an unhelpful companion, but even if totally ignored the Umpleby will tag onto a party, willing or not, and follow the party everywhere; however in these circumstances it will offer no help and will ignore the party if

spoken to. However if it is given food or water it becomes totally loyal to its benefactor – its loyalty to its master dominating even over its lust for treasure.

Within its body it stores large amounts of static electricity which it can use to paralyse opponents; each day it can give off 50 points of damage in this way, after which time it recharges by sleeping for one hour in whatever position it was in when the 50th point was used up. Its favourite weapon is its hair which can extend to 60' and act as a net or rope which the Umpleby can control; the hair is very strong and can only be cut by magical weapons, which strike it as against AC2. The Umpleby has a great love of treasure and is able to detect it up to 100' away even through solid rock. In its lair it keeps an enormous treasure hoard, but it will never reveal the location of its lair except under the influence of Charm Monster. Even if threatened with death, the Umpleby will retain its secret, though it will probably giggle at its foe. *Comments:* first, let me say that I have calculated the Monstermark on the assumption that it attacks with all 50 points of damage on the first hit. This is unrealistic and probably not the way most DMs would play this fascinating beast, but how else to do the calculation? The resulting Monstermark is too high – by instinct I would place it on level V or Level VI of twelve levels.

This type of creature – the 'travelling companion' – is becoming rather more popular, and certainly makes a change from Little Old Men and the LOLITS (little old lady in tennis shoes). Its alignment is rather curious and there will be more than one interpretation of what the designer calls lawful/chaotic. I think he simply refers here to the differing behaviour of the beast depending on whether or not it is offered refreshment.

Perhaps, on balance, this is rather too good a monster. The treasure in its lair would be at the DM's discretion, and that's probably not, in normal circumstances, accessible (who would think of charming something which appears harmless in the first place?); however its 'detect' power is very strong indeed and I wonder whether it should have some disadvantageous feature? Say, at the point of finding the rich treasure it has detected and to which it has led its master, its greed overcomes its loyalty and it cracks its master one? A bit brutal and unsubtle, of course, but no doubt DMs will be able to think of more sophisticated reactions.



by Roger Musson

No. appearing: 5D10
Armour class: 0
Movement: 15" hopping
Hit Dice: ½D8 (or 1D4 if you like)
Treasure: type A
Attack: 1D6 or 1D7 (see below)
Alignment: Neutral or Chaotic/Evil
Intelligence: Semi (obviously!)
Monstermark: 10.0, or 8.7 with sword, which means level II in 12 levels



The Nasnas (sing & plur) resembles a human being divided in half longitudinally. It has one leg, one arm, half a head, half a body and half a hit die. However it is amazingly dextrous, hence the high speed, high AC and the fact that it hits as a 7-dice monster. It often fights with its open hand, and if this is the case the damage is calculated by rolling 6D6, counting the number of 1s that appear, adding 1 and the total is the amount of damage done. Watch the players' faces as you do this! When you get tired of the joke, give it a short sword for 1–6 damage. *Comments:* another delight from Roger's fluent pen. I toy with the thought of asking Roger how the race reproduced itself . . .

The 'damage joke' is an excellent one – rolling 6D6 for half a monster will lead the victim to assume he is running into a potential 36 points damage! Shades of the Chaoticus Symbioticus, though this works the other way round.

As I close the factory doors this time, I have the distinct impression that the standard of entries, quite high even at the start, is improving each time. I hope readers share this view. One reader wrote to me with some additional monsters, saying that he had already submitted some but, considering the quality of the ones which had been published, he wasn't surprised to see them failing to appear. I hope all those who haven't yet seen their creations published will accept the situation in the same phlegmatic way!

Next time I have some curiosities for you, and I am bound to say I think it will be the best collection yet. Here's looking forward to it!





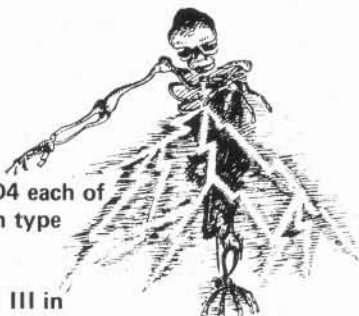
A regular feature introducing new and interesting monsters, edited by **Don Turnbull**.

F promised you a goodly collection of curiosities this time and I hope you agree with my view that the quality of this collection is particularly high. Without further ado, let's examine them.

BLINK SKELETON

by **Brian Hanstock**

No. appearing: 1D10
Armour Class: 2
Movement: 12"
Hit Dice: 2D8+1
Treasure: nil
Attack: 2 claws 1D4 each of
 by weapon type
Alignment: neutral
Intelligence: none
Monstermark: 25.0 (level III in
 12 levels)



This appears to be a regular skeleton but it has the ability to teleport, range 20'.

In melee it teleports on a roll of 5 or 6 on D6.

25% of Blink Skeletons have a 1-die magic missile.

Comments: another good upgrading of the regular Skeleton. I assume this turns on the Cleric/Undead table as a normal Skeleton, though there is a case, given it sometimes has limited magical power, for making it slightly stronger — say like a Ghoul.

INVERSE MONSTER

by **John Culver**

This monster looks exactly like any other monster and hence all characteristics are variable. However it acts exactly in the reverse way — so anyone who misses it actually hits, and anyone who hits it actually misses. The monster attacks in a similar way. High level characters who normally hit easily will tend to miss this monster, and if the monster is relatively weak (like an Inverse Orc, for instance) it will hit quite frequently. Damage is normal, both against the monster and inflicted by it, except that 'bonuses' become minuses. Saves are handled in the inverse way as well.

Magic is also 'inversed' but it is up to the DM exactly what the effect is. A fireball might cure the beast, a slow spell would speed it up etc. Remember it gets a reversed saving roll.

These monsters are often found with normal monsters of the same type, which confuses adventurers no end.

Comments: Something of a nightmare for the DM, this one, particularly if the Normal and Inverse varieties are involved in the same melee.

MIMBLE

by **Tony Briskham**

No. appearing: 5D6
Armour class: basic 9, but
 +4 to hit so
 effectively AC13
Movement: 18"
Hit Dice: 2D8+2
Treasure: nil
Attack: nil
Alignment: neutral
Intelligence: well, you tell me!
Monstermark: not applicable



Found jumping into walls, stuffing red-hot coals into its mouth or clubbing itself with a handy iron bar, this 3' high beastie can be somewhat unnerving. It suffers from extreme masochism and will throw itself on the nearest weapon. It has been known to gurgle with pleasure when hit by any weapon, boot or whatever. Unfortunately it can regenerate up to 8 hit points per melee round, even after it is killed, so is entirely indestructible. It also tends to reflect spells back on the sender (10% chance per spell level of the spell actually affecting the Mimble). Mimbles will always try to locate and follow the greatest source of pain.

Comments: I am at a loss for words on this one — it is one of the few monsters which has raised a loud laugh on first reading its characteristics.

FAMILIAR

by **Trevor Mendham**

No. appearing: 1
Armour class: 8
Movement: 12"
Hit Dice: 1D8+1
Treasure: see below
Attack: 1 bite (1D6)
 and two claws
 (1D4 each)
Alignment: variable, as
 wizard
Intelligence: animal



This creature is a Wizard's familiar in the form of a small black cat, usually left to guard the Wizard's chest of assorted magical items. It sits on the chest and only attacks if attempts are made to get at the chest, or if it itself is attacked. Although not very strong, it has the traditional nine lives of a cat. Each time it is killed (so long as it has not used up all 9 lives) it is reborn stronger than it was before. For each life, add 1D8 to the hit dice (re-rolling hit points), add 1 point to damage of each attack, improve the AC by 1 and add 2" to the movement.

The Monstermark is rather meaningless since the party can break off combat at any time, the Familiar returning to guard the chest.

Comments: I'll bet there are many others who, like me, are saying "Why didn't I think of the nine lives of a cat in D&D?" An excellent and original idea. I sure agree with the comment about the Monstermark, but calculated it all the same in the event of the adventurers going on to kill the Familiar. It is interesting to observe the progression: First life 5.2 (level I); Second life 22.3 (level III); Third life 69.0 (level IV); Fourth life 164.0 (level VII); Fifth life 324.6 (level IX); Sixth life 587.8 (level X); Seventh life 1066.3 (level XI); Eighth life 1874.8 (level XI); Ninth life an impressive 3672.5 (level XII of course).

So no-one is likely to get the Wizard's treasure.

One weakness, however, is the fact that the designer didn't give the Familiar any innate magic resistance — a sleep spell would do the trick as it stands. Obviously no Wizard would have overlooked such an obvious point, so I suggest the magic resistance of the same level as that of the Wizard, probably with an additional bonus of 2 on saving rolls due to high dexterity. Apart from anything else, this increases the Monstermark still further.

I add in a small voice — did you realise exactly what a powerful beast you were creating, Trevor?

SANDMAN

by Roger Musson

No. appearing: 1D6
Armour class: 3
Movement: 10"
Hit Dice: 4D8
Treasure: 100D20
 gold pieces
Attack: 1 touch
 (special)
Alignment: neutral with evil
 tendencies
Intelligence: average
Monstermark: none



The Sandman is exactly what its name suggests — a man made entirely of sand. Everyone coming within 20' must save against magic or go to sleep, irrespective of level. Those who manage to stay awake must try to save again each time the Sandman touches them. The Sandman automatically attacks humans and never checks morale, but once it has succeeded in putting a victim to sleep, it never takes further action against him, leaving him quietly dozing while it goes off to search for someone else. If the encounter takes place in a lair, the Sandman will eject the sleepers into the corridor first.

Sleepers will not awake for 30 minutes no matter what happens. Thereafter there is a 10% chance per 10 minutes of a sleeper waking of his own accord, and 95% chance if he is violently disturbed.

Comments: one of the more straightforward of the Musson creations, but effective for all that. A 30-minute sleep gives a 50% chance of wandering monsters during this time — with no chance of awakening to defend. Again, the Sandman should I think have above-average magical resistance — it is vulnerable (just) to a sleep spell itself, for example. Wonder why the AC is so high?

EASTERN SKELETON

by Brian Taylor

No. appearing: 3D10
Armour class: 7
Movement: 12"
Hit dice: 1D4
Treasure: Nil
Attack: 1 'open hand'
 for 1D4
Alignment: Chaotic
Intelligence: None
Monstermark: About 1 (Level I
 in twelve levels)



These skeletons are indistinguishable from others, except that they carry no weapons. They were in former life the members of an ancient order of Monks and have retained important attributes of this character class — they move at Novice speed and strike as a Novice doing 1D4 damage, but if the die-roll is 25% or better than the required minimum hit chance the hit either stuns for 3D6 melee rounds (01-75) or kills the victim outright (76-00).

For every ten skeletons present, there is a 10% cumulative chance that one of them is of a higher level of Monk, and, if one such is present

it will have the movement and attacks appropriate to its level.

They are turned as ordinary skeletons by Clerics, but subject to the DM's discretion the higher levels of Eastern Skeleton can attain higher 'undead levels' on the cleric/undead table.

Comments: I am still wondering about the name — why 'eastern?' There have been a number of attempts to 'upgrade' the lowly skeleton, or to provide stronger versions of skeletons to surprise a party expecting easy pickings. This is one of the most logical attempts I have seen, though a skeleton which could kill with a single blow might be ruled too powerful by DMs. Perhaps the stun/kill option should be allowed to saving roll?

WARLOCK CAT

by David Taylor

No. appearing: 1
Armour class: 6
Movement: 12"
Hit Dice: 7D8+2
Treasure: Nil
Attack: two claws (2-5 each)
 and one bite (2-12)
Alignment: Lawful-Evil
Intelligence: Average
Monstermark: 286 (level IX in 12 levels)



The Warlock Cat is a demon-familiar invisible in light, visible in darkness as a wraithlike outline with glowing crimson eyes. It has the form of a tiger-sized domestic cat.

It can only be harmed by magic weapons and magical damage bonuses do not apply (so a +2 dagger would do 1D4 damage, not 1D4+2).

It will attach itself to a character and serve him, fighting off other monsters, scouting for treasure or whatever. It communicates by telepathy with its master only.

There is a price. Every gaming day it must devour one character; the master must himself choose the victim on pain of being devoured himself. Monsters will not satisfy this demand, and the Cat is impervious to magic of the Charm variety.

Comment: the sort of familiar most magic-users would be better off without, particularly since the PH now includes the Find Familiar spell. There should be some restriction on the 'master' it will choose, if it has a choice; it would prefer evil, or at least neutral, alignments and would presumably only latch onto a magic-user, not a cleric or even an assassin.

Perhaps it should also have a higher magic resistance?

BRAGGER

by Roger Musson

No. appearing: 1
Armour class: -8
Movement: 12" (18" flying)
Hit Dice: 1D8
Treasure: Not a hope
Attack: None (theoretically
 one hit @ 1D4)
Alignment: Evil-chaotic (or so
 it says)
Intelligence: Average
Monstermark: None



The Bragger looks just like an ordinary Imp. He wanders around the dungeon looking for people to talk to. He loves to brag at great length about how terribly EVIL he is, often with blood-curdling imitations of his victims' screams (which may attract other monsters). Actually, he's never been known to kill anyone in his life and probably hasn't got the nerve. If attacked, he usually ignores it and goes on jabbering — he is 75% magic resistant and therefore feels fairly safe, what with such a low AC. Usually the only thing which will cause him to separate from a party is daylight, which he abhors. He delights especially in annoying low-level paladins.

Comments: a dungeonmaster's delight whose usefulness is in inverse proportion to the frequency of its appearance. The first time it is met, the party will no doubt take ages, and have many trying experiences, before finding there's not much hope of getting rid of it, and the only way for them to handle the situation is to leave the dungeon by the nearest exist and go in another way. Future meetings need not last long, but progressively the beast will become more annoying to players and DM alike since it will simply be a nuisance and add nothing to the game — once its 'properties' are known (though there will be times when it is confused with an ordinary Imp, adding a new dimension of uncertainty). I suggest one or two in every dungeon, but no more — and certainly no fewer!

▶ THE FIEND FACTORY



by Mervyn Lemon

No. appearing: 1D4
Armour class: 3
Movement: 6"
Hit Dice: 5D8+1
Treasure: type D
Attack: one touch 1D12
Alignment: chaotic
Intelligence: semi
Monstermark: no idea how to start the calculation, even!
I would put it on level IX of 12 levels,
purely from instinct.



The Dahdi is a mutant Mummy who was turned out of the pyramid when it tried to wear the trousers and control the purse-strings. It cannot be distinguished from a normal Mummy except that there is a 25% chance that the bandages on its face will have slipped allowing one black eye (a present from the Mummy who turned it out) to be seen. Some of its bandages may no longer be present and it may present rather a tatty appearance.

It cannot be affected by charm, sleep or mind-controlling/reading spells, but unlike normal Undead is impervious to magical and silver weapons. Only normal weapons affect it. If fire is used, the flaming oil or fireball is hurled back at the attacker with base score of 12 or better to hit (fireball damage as spell; flaming oil etc. 1D8 first round, 2D8 second round, then fire goes out). Holy Water is repelled towards the attackers and converted to acid (damage as fire). Any liquid containing alcohol, beer or wine etc., thrown at the Dahdi adds 1 to its Hit Dice each time. Only plain, non-holy water can injure or kill it (damage as fire).

Turning away by Clerics is reversed from normal. 1st, 2nd and 3rd level Clerics automatically turn a Dahdi away; a 4th level requires greater than 2 on 2D6, 5th level greater than 4, 6th level greater than 6, 7th level greater than 8, 8th level greater than 10, 9th level and above have no effect.

A bandage from a Dahdi, when used to bind wounds, heals 1D10 points of damage in (20 minus constitution) turns. The DM should roll for the number of bandages the Dahdi still has intact when first encountered. A bandage can only be used once. The healing properties of the Dahdi last only 5 turns after the Dahdi has been killed.

Obviously the rot of the Mummy's touch does not apply to the Dahdi.

Comments: this one made me carol loud and long with delight being in the good old tradition of the Nilbog and my own Withra (in which I obviously delight!). And if there are Mummies, there must of course be Daddies

Mervyn included an account of a scenario indicating their use which is well worth passing on to you. "By use of legend and rumour, in my case a tomb painting showing healers removing bandages from a supposed Mummy and using them on a wounded man who miraculously is repaired and dancing about in the next scene, my group of players knew something of its existence. However the first they encountered was, naturally enough, attacked as a Mummy — with fire. They reaped their own reward — first degree burns.

A desperate 2nd level Cleric advanced to minister to the damaged fighter and inadvertently said "Boo!" — the Dahdi ran away! The back-up members of the expedition, realising that this might be the healing Mummy, gave chase. Through the door, round the next bend . . . Ah! There he was . . . only he wasn't. It was the scout for a group of Mummies sent out to ensure that the Dahdi didn't attempt to return to the tomb!

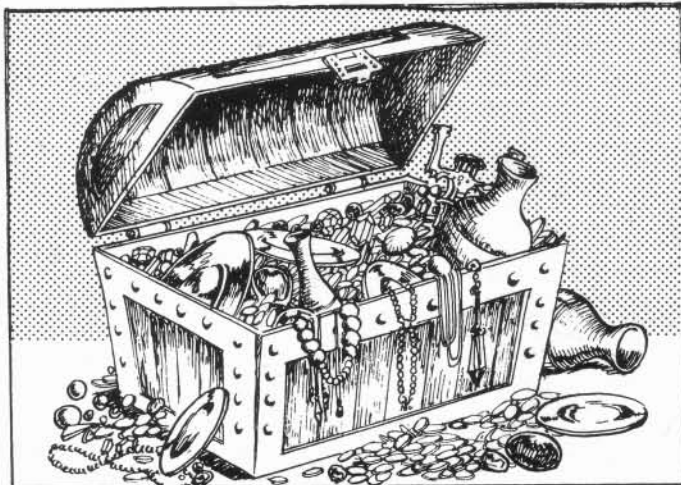
The resulting confusion would have gladdened your heart, I am sure. Loud were the screams that the DM was changing the rules and being unfair. An unfair DM? Never — what a suggestion!"

Yes, I would have howled with mirth with the best of them (as a DM, of course — as a player I would no doubt have complained like hell . . .) An excellent creation, Mervyn, and one which the Greenlands adventurers will not thank you for creating. I must leave the last word on this subject to Mervyn again — "... one might consider the Behbi, son of Mummy and Dahdi . . ."

So, still chortling about the Dahdi, Mible and Sandman especially, we close the factory doors again, but I can promise you more fun and more useful and interesting monsters next time. Though my own imagination is limited and goes in fits and starts, it seems that the collective imagination of *White Dwarf* readers is infinite — we can run many more issues of the Factory yet before we get to the bottom of the barrel.



TREASURE CHEST



TREASURE CHEST is open for contributions relating to D&D additional rules, character classes, magic systems, objects, tricks and traps etc.

Tricks & Traps

Competition Result

The Tricks and Traps Competition announced last issue brought in a large, albeit mixed, response. The standard was generally high and often amusingly inventive. Many of the traps submitted by different readers overlapped those of other entrants, making it difficult to publish all the best ones without duplicating ideas: so we have selected a wide cross section. Our thanks go to all the readers who submitted entries.

Frozen Food!

by David Bradbury

A stall in the dungeon, run by an almost invincible monster (e.g. a 20th level M.U.), sells food for extortionate prices. The special offer is deep-frozen troll's flesh (the wizard will claim it's beef). Once the meat has defrosted, it starts to regenerate and eventually becomes a whole troll, hell-bent on revenge. This could be unfortunate if the adventurers had left it to thaw overnight!!!

The Inter-Dimensional Cloning and Teleport Chamber

by Stephen Hellman

Anyone who enters this room will be immediately teleported to an inter-dimensional plane, where they are confronted by a figure exactly identical to themselves. This figure is a clone of the person who has been teleported and, being mindless, it will immediately attack. Magic does not function in this dimension so even magic-users and clerics will have to engage in physical combat to defend themselves.

The clone is an abysmal fighter and will be unable to hit the player unless the player allows it to do so. Conversely, any blow aimed at the clone will automatically hit it. However, such is the nature of the clone that any damage it receives is doubled and rebounded back at its opponent, leaving the clone unharmed. Similarly any damage that the player receives is doubled and rebounded back at the clone, leaving the player unharmed.

Thus the only way the player can harm or kill the clone is to allow it to strike him. Once a hit has been made by either side, the player is teleported back to the room. Although unpleasant, this trap is seldom deadly. Sadistic DM's could, once the players have tumbled how the clone operates, replace it with a doppelganger.



A regular feature introducing new and interesting monsters, edited by Don Turnbull

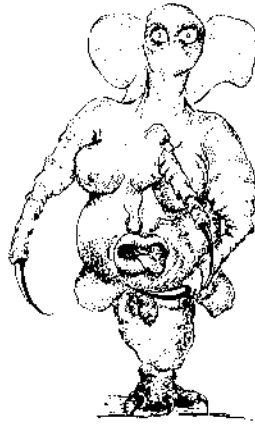


we really should take pity on the poor characters who must constantly do battle with the creatures coming out of the *Factory*. But variety is the spice of life as they say so let's open the *Factory* doors this time on another impressive selection of monsters which I hope you will enjoy.

LAUREN

By Colin Reynolds

No. appearing: 1
Armour class: 9
Movement: 3"
Hit Dice: 2D8
Treasure: nil
Attack: two spikes 1D4 each plus strangulation 1D4
Alignment: neutral
Intelligence: average
Monstermark: 17.1 (level II in 12 levels)



This hermaphrodite humanoid is seven feet tall, naked and hairless. It has three heads of which the outer two are featureless; the middle one has three large, deeply-inset eyes, two to the front and one to the rear. It has three arms; the two at its shoulders are jointed so that they can attack equally well behind as in front — these arms are prehensile limbs at the end of which is a six-inch-long vicious-looking spike. The third arm, emerging from the chest, seems normal except that the hand has three fingers. Of its three legs, the outer two are stumps, the central one has three toes.

If both spikes hit a victim in front, the central arm will grasp the victim's neck and strangle him, doing an additional 1D4 damage.

The Lauren's mouth is located in its belly; this is for the sole purpose of eating, mainly decayed flesh. Above the mouth are three three-inch tentacles which writhe continuously.

Normally, the Lauren will shy away from other creatures, but if cornered it will project two illusions of itself which it controls telepathically. These illusions will fight as the original and will take no damage themselves, though they will do damage if they are 'believed'.

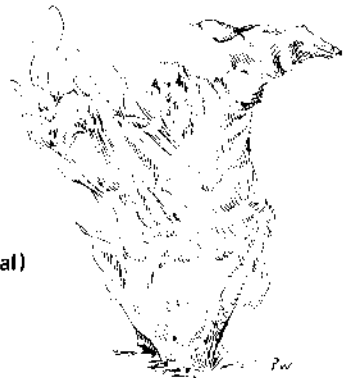
Lauren is an anagram of 'unreal'.

Comments: certainly a most unusual creature, and it's nice to have a full physical description, not only for our readers but also for our artist. The inventor used D6 for its hit dice and I hope he doesn't mind my amending this — perhaps it was just a mis-type. I would rule that the arms attack at -2 to the rear because the single eye would give no depth of vision; also that, if both 'outside' arms hit a victim to the front, the third arm would automatically hit and not require a roll. The illusion generation is little different from the Mirror Image spell, though in the Lauren's case the illusions can do damage which the mirror images can't. Again, mirror images disappear if hit, the way I play it, while these illusions remain until the Lauren itself is killed.



By Roger Musson

No. appearing: 1D6
Armour Class: 4
Movement: 12"
Hit Dice: 6D8+1
Treasure: type E
Attack: 1 touch (special)
Alignment: chaotic-evil
Intelligence: high
Monstermark: 383 (level IX in 12 levels)



The Spook is an archetypal winding-sheet ghost figure, true Undead and turnable as a Spectre. It is invulnerable to normal weapons including fire but takes half damage from silver. The touch of the Spook causes the victim instantly to become a Spook under the original Spook's control. If the controlling Spook is killed within an hour of the transformation, the victim returns to normal, together with any of his victims, none the worse for wear. Otherwise the effect is permanent.

Comments: My suggestion that the Undead are given insufficient prominence in the *Factory* has resulted in a whole host of new Undead, of which this is one of the best and one of the most powerful. In effect, we have here a Spectre which is capable of draining *all* the victim's experience levels at a stroke — something which even a Vampire can't do. This makes me wonder whether level IX (which includes the Vampire) is the right place for the Spook — perhaps level X or XI would be a better reflection of its nastiness.

WITHERSTENCH

By Jonathan Jones

No. appearing: 3D4
Armour class: 7
Movement: 6"
Hit Dice: 2D8+2
Treasure: type B
Attack: two claws 1D6 each plus special
Alignment: neutral
Intelligence: semi
Monstermark: 22.2 (allowing M=2A — level III in 12 levels)



This beast is 4' long and resembles a skunk with severe acne. It is found mainly in dank filthy areas where carrion is plentiful.

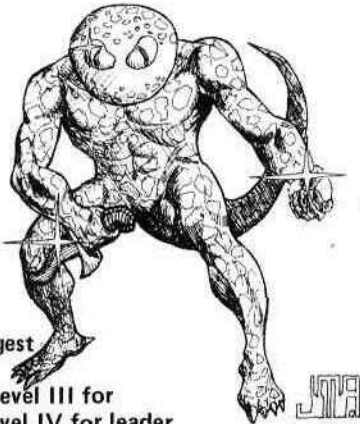
Its spots emit a powerful odour and a character encountering it must save against poison or be nauseated and rendered helpless to the Witherstench's attacks.

Comments: it isn't entirely clear what is the radius of the spots' effects — can the beast be picked off with arrows from a distance, for instance? I guess so — the radius of effect can hardly be more than about 10'. Otherwise a useful wanderer (since no-one will presumably want to enter its lair without an oxygen mask).

TRIBE of the STONE

By Jack McArdle

No. appearing: variable
Armour class: 9
Movement: 6" or 12"
 (see below)
Hit Dice: 3D8 or 4D8
 (see below)
Treasure: nil
Attack: see below
Alignment: Lawful/evil
Intelligence: average
Monstermark: variable; suggest
 level II
 for warrior, level III for
 chaser and level IV for leader



These humanoids are slightly under human height (say around 5') and have prehensile tails. Their main purpose is to seek subjects to turn into more of their kind, and they do this by carrying off a victim and subjecting him to the necessary alterations in their hidden lairs.

Warriors have 6" movement and hit dice 4D8; they use one +4 magic dagger which does 1D4+4 damage, and 50% of warriors have two of these daggers, both of which can be used in melee.

Chasers have 12" movement and 24 hit points, attacking with two feet (1D6 each) and one tail (1D4) each round with hit probability as though they were 3D8.

Leaders have 12" movement and 32 hit points, always fighting with two +4 magic daggers (as warriors) and attacking as 4D8 beasts.

When first encountered, there will only be one member of the tribe: roll D10 and 1-7 means a Chaser has been encountered, 8-0 means a Warrior. The next round one more member of the tribe will appear: 1-5 Leader, 6-8 Chaser, 9-0 Warrior. Each round thereafter one further member of the tribe will appear: 1-5 Leader, 6-7 Chaser, 8-9 Warrior, while 0 means no more appear that round or thereafter.

Each tribe will only have one Leader and one Chaser; if a second Leader or Chaser is indicated by the 'appearance' roll, count the appearance as a Warrior. If by chance a 'no more' is rolled on the appearance table before a Leader has appeared, the tribe's morale breaks at that time and those which have appeared will flee. Similarly, the tribe's morale will break if their leader is killed in melee. In melee, the Leader tends to stay in the background and let the Warriors do the fighting for him. If the tribe slay a member of the opposition, they will grab the corpse (this is the Chaser's task) and attempt to flee with it. They will drop the body if they panic before they are safely out of the melee.

The Leader can be recognised by the fact that he has a large glowing ruby on a chain round his neck. This jewel gives him special powers:—

- he can regenerate half his remaining hit points each round, though his hit points can never exceed 32; thus if he took 20 damage in the first round, reducing his hit to 12, he could regenerate 6 points and increase his hits to 18, but if he took 6 points of damage in the first round, reducing his hits to 26, he could regenerate only 6 points to take his hits up to 32 again, not 13 points which would take his hits over 32;
- he can 'steal' hit points, once per round, from any member of the tribe: to do this, the hit points of the 'victim' are reduced by a chosen number, but not so as to kill the victim, and that number of hit points are transferred to the Leader — again his hits cannot rise to more than 32 points; and
- he can transfer hit points between members of the tribe, once per round, again without killing any 'victim' or raising any Warrior's hit points above its original level (24 points for the Chaser).

The jewel can be captured if the leader is killed, though in this case it is the task of the Chaser to try to recover the jewel and make away with it. If the jewel does fall into the party's hands, it enables the holder to regenerate hit points (on the basis as outlined above). Each time the jewel is used, however, there is a 5% chance (no saving roll) that the user will change into a Stone Leader.

Comments: the first time we have had a tribal entry in the Factory, and welcome it is too. It lends itself to much greater development, of course — some tribes could have developed magical/clerical powers, for instance. I can accept the regenerative properties of the jewel if captured, though to be able to regenerate up to half one's remaining hit points makes it a most valuable possession, and perhaps too valuable.

I have reservations, too, about the +4 magic daggers (a very powerful weapon), for such a tribe to possess in what are potentially large quantities.

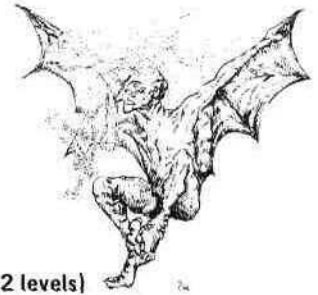
However let my reservations not detract from this contribution, which could usefully be developed into an excellent 'tribal' monster on the lines of the Drow in the new TSR modules.

Matters which should probably be considered in developing the tribe further include character class limitations, class level limitations, ability scores maxima and minima (including scores for females of the race), racial characteristics adjustments, multi-class abilities, languages and weapon use, any innate magical powers — and so on.

BERBALANG

By Albie Fiore

No. appearing: 1-24
Armour class: 6
Movement: 6"/24"
Hit Dice: 1D8
Treasure: D
Attack: 1-4/1-4/1-6
Alignment: Chaotic/evil
Intelligence: Very
Monstermark: 18 (level II in 12 levels)



The Berbalang is a tribal humanoid with leathery skin and bat-like wings. Its eyes are white and watery and its powers of infravision are twice as effective as elves' (120' range). In a Berbalang lair — an underground cavern far from well-trodden paths — there may be as many as 50 of the beasts, male and female.

Once a day each Berbalang has the power to create a self-induced trance in which state it may send forth a physical projection of itself, in order to acquire food — a freshly killed human corpse. This projection will leave the lair, but the Berbalang itself will never do so except under extreme duress. The lair is therefore always fully populated, with no more than 50% of the Berbalangs in a trance state at any one time.

The Berbalang's 'projection' is physical in the sense that it can attack and deliver damage — in this respect it is a duplicate of its 'host'. In its trance state, the host Berbalang can use all the senses of its projection and will command the projection in its quest for food to a maximum range of 500' from the lair. If the projection is hit and suffers damage it immediately takes flight and rejoins the host body, the host remaining in its trance for a further three turns due to the mental shock. If the damage incurred by the projection is sufficient to reduce its hits to zero or below, there is a 75% chance that the host body will also die as a result of *system shock*.

If the projection kills a human it will pick up the body and fly immediately back to the host which will emerge without delay from its trance if the projection was not hit.

In a typical Berbalang lair there will be a protected area to the rear of the cavern where Berbalangs retire to go into trance, for in this state they are inert and incapable of any physical activity.

The unique ability of the Berbalang may be the product of psionic powers in which case the beast may also have others; the facts are as yet not proven either way.

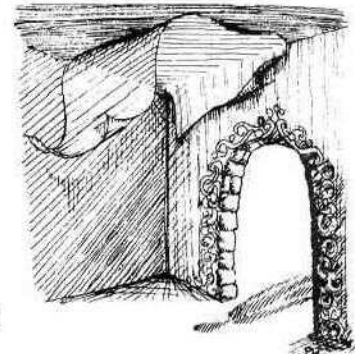
Comments: an unusual beast, and the first time we have had anything in the Factory which, at least potentially, has psionic powers. My limited experience leads me to believe that psionics are not all that popular at present — perhaps the arrival of the *Referee's Guide* will clear up the uncertainties which apparently exist?

This is a most unusual beast, psionic or not, and one which will not be easy for DMs to 'run' — but worthy of inclusion underground for all that.

SHEET PHANTOM

By David Wormell

No. appearing: 1
Armour class: 3
Movement: 6"
Hit Dice: 3D8
Treasure: nil
Attack: 1D4 plus
 special
Alignment: chaotic/evil
Intelligence: average
Monstermark: 36.0 (level III
 in 12 levels)



This creature appears as a near-transparent rectangle 8' x 5' x 1/4" thick. It moves along the ceiling waiting to drop on a victim, and if it hits it forms a plastic-bag effect over him, causing 1D4 damage per round due to suffocation. When a victim is enveloped by a Sheet Phantom he cannot move.

If the victim dies, the Sheet Phantom merges with his shape and the whole becomes a Sheet Ghoul with AC2, hit dice 3D8+4 and all other characteristics as before.

The Sheet Ghoul attacks as a normal Ghoul but without paralysis and using a squirt of acid for 1D6+1 damage.

Comments: the designer doesn't say how, if at all, this thing can be turned away (since it is without doubt Undead). I would guess it would turn as a regular Ghoul. What I think we have here is a physical manifestation of an Undead spirit which requires a body to function properly.

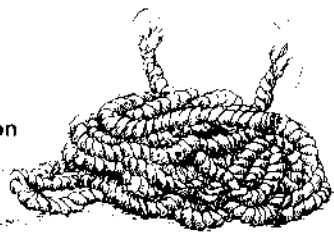
THE FIEND FACTORY

Continued from page 9

Lapidan

By Roger Musson

No. appearing: 3D6
 Armour class: 6
 Movement: 5"
 Hit Dice: 1D8+1
 Treasure: 1D100 GP
 Attack: 2 times 1D4
 plus petrification
 Alignment: chaotic
 Intelligence: animal
 Monstermark: 3.8 (level 1 in
 12 levels)



The Lapidan is easily mistaken for a harmless pile of rope — indeed, it could be described as 'animated rope', its body being one piece of rope-like material with two 'arms' growing out of it. These arms are branched like flails and are the creature's method of attack. Each 'arm' strikes for 1D4 damage, and if one or both of them hit, the victim must make his saving throw or be turned to stone.

The Lapidan is invulnerable to all non-edged weapons, but very susceptible to hits by edged weapons — a hit with an edged weapon which scores +2 or more than the number required on the 'to hit' roll is an automatic critical hit.

The property of petrification does not persist after the creature's death (though those previously petrified do not return to normal when it dies); however, if the spells Charm Monster, Suggestion and Sleep are cast in quick succession on the living Lapidan, it goes into suspended animation and can be tied to a rod for use as a very handy flail of petrification.

Unless it has been Charmed, it is non susceptible to Sleep or similar spells, but physical spells such as Fireball affect it as normal.

Comments: only one comment to make on an excellent and quite straightforward beast — I'm not sure what critical hit system Roger uses, but guess that the '+2 or better' edged weapon hit results in a severing, if not of the body itself, at least of one arm from the body.

DEVIL DOG

By Louis Boschelli

No. appearing: 4-16
 Armour class: 6
 Movement: 30"
 Hit dice: 6D8
 Treasure: Nil
 Attack: 2D8 plus special
 Alignment: Chaotic/Evil
 Intelligence: Average
 Monstermark: 78.6 (level V
 in 12 levels)

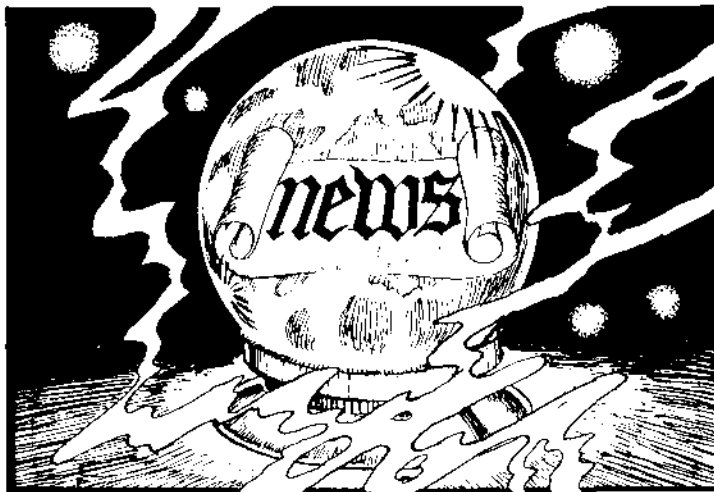


Stark-white hounds with light blue eyes, devil dogs live in cold regions and when encountered in snow- or frost-covered areas are invisible beyond a range of 30'. The dogs roam in packs in an endless search for food and will always attack human parties, being sly enough to use their protective coloration to best advantage. Occasionally (10%) a pack of devil dogs will be accompanied by 1-4 zombies.

The devil dog always goes for the throat with a vicious bite. Normal damage inflicted is 2-16 points, but if the "to hit" die roll is 2 or more greater than that which is required, or a natural 20 in any event, a critical hit is scored on the throat — the victim suffers double damage, is comatose for 2-8 turns, must survive a *system shock* to avoid immediate death and must receive *cure light wound* (or a stronger ministrations of the same nature) during the comatose period to avoid dying at the end of that period. When attacking or giving chase, devil dogs emit an intense baying which will automatically cause *Fear* in any character of the third experience level or lower.

Comments: a useful monster, more suited to the wilderness than underground. The range at which their baying can be heard should be set, and I would suggest ¼ of a mile in still, flat terrain.

There are now nearly 300 monsters in the *Factory*, including the few which have been published so far. This is a most impressive response in the time the *Factory* has been open (and I guess the editor has even more contributions stacked away for me). Nevertheless I hope I may repeat the message to those who haven't had their creations published so far — don't despair, keep trying!



... there are to be some changes to the D&D Boxed Set. Included will be a basic Module entitled **In Search of the Unknown**, taking the place of the former geomorphs and monster/treasure list. It will also be available separately. The cover folder (which will be a light green) will be a single fold cover much like the G1 cover, showing two maps on the inside (the dungeon is two levels). The interior booklet is 32 pages long, with the final page being perforated for removal — this is the "Players' Background Sheet" which gives background info on the game situation, a list of potential characters (which can be used by the players in preference to their own rolled characters, or as hiring/henchmen), and tips on play for beginning D&Der's ...
 ... *Games Workshop* and *Bryan Ansell* have got together to form *Citadel Miniatures*, a new miniatures company that will be manufacturing several ranges of figures. **Ral Partha** are already in production, but *Citadel* will be producing own ranges, including the *Fiend Factory* figures, *Fantasy Adventurers* and *Fantasy Specials*. *Citadel* will not be limiting production to SF/F figures, but also new ranges of historical wargaming figures ...

... *The Chaosium* reports continuing expansion for *Runequest*. **Creatures of Chaos 1** is the new Source Pack and **Apple Lane** is a Scenario Pack giving a slimpse of the Dragon Pass campaign. For board gamers the next production will concern Mycenaean times where one turn equals a generation, and each player is a scion of a royal house attempting to become an Agamemnon or other high king ...

... good news for *Traveller* fans is that it is now being manufactured under licence from *GDW* by *Games Workshop* with a significant price drop on the USA import. Also being printed in the UK are **Mercenary** (book 4) and **1001 Characters** (Supplement 1). Meanwhile *GDW* are working on **Kinunit**, a *Traveller* adventure set aboard a star cruiser ...
 ... *Fantasy Games Unlimited* have just released **Destrier**, a card system for individual combat in **Chivalry & Sorcery** ...

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- * **Pool of the Standing Stones** — a complete mini-dungeon
- * **A Dip into the Players' Handbook**
- * **Useful Dungeon Equipment**
- * **Fiend Factory**
- * **Valley of the Four Winds**
- * **Treasure Chest**



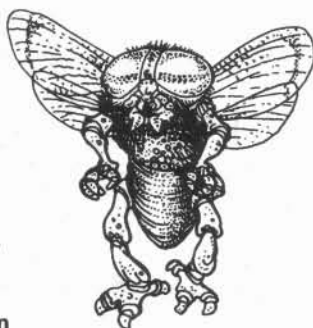
A regular feature introducing new and interesting monsters, edited by **Don Turnbull**.

You will be pleased to know that Ye Ed has asked me to reduce the amount of trite prattle I insert at the beginning and end of the Factory to leave more space for new monsters. Mortified as I am, I have to admit that the purpose of the column is not to bore the pants off you with my comments, so I'll have to yield to *force majeure*. Mumble mumble . . .

Assassin Bug

by Ian Livingstone

No. appearing: 2
Armour class: 5
Movement: 6"/18"
Hit Dice: 1D8+1
Treasure: type F
Attack: (male only)
 bite for 1D4
 bite for 1D4
Alignment: Neutral
Intelligence: animal
Monstermark: 2.2 (level I in 12 levels)



Resembling giant bluebottles (up to 2' long) with four limbs — miniature human arms and legs — the Assassin Bug is rarely seen except during its mating season (one day in every two months) when a male and a female may be encountered flying in search of a host for their offspring. The natural host is human, but Bugs have been known to lay their eggs in other humanoids.

The male will attack first, biting a victim for 1D4 damage; if this attack succeeds, the Bug's saliva will paralyse the affected area of the victim's body unless he makes his saving roll. The male will continue to attack until killed.

As soon as the male's attacks have achieved the desired paralysis, the female will 'attack' the affected area; if successful, she implants her egg into the victim's body, then dies.

The egg will hatch, producing 1-4 larvae, 13-24 hours after it is implanted. During this period, only a very powerful spell such as *limited wish* (or surgery) will remove or kill the egg. When the larvae hatch, each one will cause 1 point of damage to the host each turn (ten minutes). After two weeks, the larvae will leave the host body and metamorphose into fully grown Assassin Bugs. While they are in the host body, the larvae can be killed by a number of spells: *cure serious wounds* will kill one larva per experience level of the caster above sixth; *cure critical wounds* will kill all larvae; *heal* will kill all larvae and restore all but 5-8 of the victim's hit points.

Assassin Bug eggs are regarded as great delicacies by Trolls, Troglodytes and Bugbears.

Comments: Considering the limited number of larvae produced by each mating pair, and the likely mortality rate of the larvae, it is a trifle surprising the breed has survived. Presumably a freshly-killed body would do as a host? Though things would be pretty nasty after two weeks . . .

IRON PIG

by Roger Musson

No. appearing: 1D4
Armour class: 2
Movement: 8"
Hit Dice: 5D8
Treasure: nil
Attack: one bite 1D10 plus chlorine gas
Alignment: Chaotic
Intelligence: non
Monstermark: 154.7 (level VII in 12 levels)



The Iron Pig was originally constructed as a trial experiment prior to an attempt at constructing an Iron Golem. Since then, evil magic-users have come to regard these hulky porcine creations as useful and less expensive substitutes for the Golems.

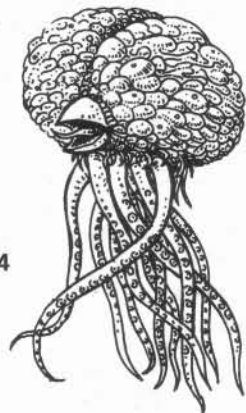
Like the Iron Golem, the Iron Pig may only be hit by magical weapons with a bonus of +3 or better. Its normal attack is a 1D10 bite but it may simultaneously breathe little puffs of chlorine gas (1D6 damage) for a maximum of 20 rounds per day. It will always breathe if it has been damaged.

Comments: The Golems are too powerful for inclusion in those parts of dungeons likely to be entered by low-level players, but the Iron Pig is much more deployable. The designer gives it standard magical resistance, unlike the Golems, but that's reasonable if it is an 'economy version'.

GRELL

by Ian Livingstone

No. appearing: 1
Armour class: 4
Movement: 12" (flying)
Hit Dice: 5D8
Treasure: nil
Attack: ten tentacles @ 1D4 plus bite @ 1D6 plus paralysis
Alignment: Neutral evil
Intelligence: average
Monstermark: 641.2 (level X in 12 levels)



The appearance of the Grell is fearsome — a body like a giant exposed brain 5' in diameter and with a frontal beak, below which trail ten 6' long tentacles. The beast flies by a levitation process, the tentacles controlling horizontal motion.

Grells are very dangerous and cunning, often dropping on victims from above. All ten tentacles can be brought to bear on a single victim;

each inflicts 1D4 damage and carries small spines which paralyse the victim unless he makes his saving roll. As soon as the prey has been paralysed, the Grell anchors two tentacles onto the body, lashing it with the other eight tentacles and also biting with its beak for 1D6 damage (none of these attacks require a 'to hit' roll once the victim has been grasped).

Any hit on a tentacle will render it inoperative (though it regenerates in two days) but the damage is not subtracted from the Grell's hit points — damage can only be caused by hitting the body.

Grells are immune to Lightning but otherwise have standard magical resistance.

Comments: This thing is even worse than the Carrion Crawler — with ten tentacles hitting, there's not much chance of avoiding paralyzation; lucky it only attacks on the '5 dice' line. I should have thought the sight of this beast would be likely to induce *fear* in low-level characters as the Mummy.

It's not often we have such a powerful entrant in the Factory, but this one is mighty interesting ... in its way (I would not like to meet it).

HOOK HORROR

by Ian Livingstone

No. appearing: 2D6
Armour class: 3
Movement: 9"
Hit Dice: 5D8
Treasure: type P
Attack: two talons, 1D8 each
Alignment: Neutral
Intelligence: low
Monstermark: 45 (level IV in 12 levels)



Large, powerful humanoids, Hook Horrors have vulture-like heads and a hard plated exoskeleton which is mottled grey in colour. Though their vision is very poor (they inhabit deep underground caverns) their hearing is extremely acute and there is only a 10% chance of surprising them.

Their arms end in sharp, hooked talons which they use in melee.

They cannot speak but communicate by making clacking noises with the exoskeleton — an eerie sound which can alarm the unwary as it echoes round dungeon corridors.

Comments: Straightforward stuff, but an excellent and vivid image even without the artist's work. Perhaps they should have vulnerability to, or at least fear of, light — so that a light spell would hold them off, for instance?

GITHYANKI

by C. Stross

No. appearing: 1D4
Armour class: variable
Movement: variable
Hit Dice: variable (upper limit of 11D8)
Treasure: individuals type R, lair type A
Attack: by weapon type
Alignment: variable but never good and always evil
Intelligence: average — genius
Monstermark: variable



Long ago the Mind Flayers enslaved a race of evil humans — the Githyanki — as slaves and food. Gradually the Githyanki grew in strength and powers, finally throwing off their rulers' yoke and gaining their autonomy. They dwell in the Outer Planes but frequently project themselves to the material plane (an innate ability common to all members of the race) and from time to time will set up temporary refuges deep underground from which they mount raids on humans and Mind Flayers alike. They worship a Lich-Queen said to have powers at the 24th level of magic-use.

Githyanki progress in experience as fighters, magic-users or fighters/magic-users. They have never been known to progress above 11th level and rarely above 8th. Githyanki use armour and weapons as men do, though the ornateness of their design is often a distinguishing feature.

Fighters and fighter/magic-users of 5th level and above usually carry Dancing Swords of at least +1 bonus. A Githyanki fighter of 7th level and above will usually carry a Silver Sword — a +3 broadsword with a limited vorpal property (sever on a roll of 20) and which, if used astrally, has a 20% chance per melee round of cutting the Silver Thread.

Silver Swords are intelligent (10 or higher, with an ego of 7 or higher) but are non-aligned; Githyanki will go to any lengths to prevent them from falling into human hands.

Outside their lair, they will never be encountered in parties larger than 4; in the lair however will be 21–30 Githyanki of all types.

All Githyanki, of whatever level, have psionic abilities in the range 150–250 with all attack modes and all defence modes except J.

Comments: Another extremely well-developed 'tribal' beast and one which deserves to feature in many high-level modules. For an explanation of the Silver Thread, read the clerical Astral Spell in the PH — the Silver Sword is a very powerful astral weapon indeed. I am curious to know whether the designer intended the Githyankis' projection to the material plane as using the Silver Thread — if so it explains more clearly why they are so anxious to retain control of the Silver Swords, though it doesn't explain why they bring Silver Swords with them in the first place. Could the designer elucidate please? As it stands, most fighters would prefer the Dancing Sword to the Silver Sword.

GIGANT BLOODWORM

by Ian Livingstone

No. appearing: 1D4
Armour class: 7
Movement: 6"
Hit Dice: 6D8
Treasure: type Q
Attack: blood drain 1D8
Alignment: Neutral
Intelligence: non
Monstermark: 27 (level III in 12 levels)



20' long, Giant Bloodworms are usually found in the shallow pools of underground caverns. Their underbelly is dark slimy brown while their upper surface is mottled green — lying half in, half out of a pool a Giant Bloodworm is easily mistaken for a moss-covered rock. They attack when stepped upon.

When a Giant Bloodworm attacks, it will attempt to fasten its large suckered mouth onto a victim, and if it succeeds it will, each subsequent round, drain blood from the victim, inflicting 1D8 points damage.

Giant Bloodworms are particularly vulnerable to fire — they take double damage from normal fire attacks and save at -2 against magical fire.

Comments: The Giant monsters aren't usually low-level, so this one is particularly welcome in the third rank. Presumably it also has swimming ability (at the same 6" rate?) and could if necessary retreat into the water. I am a bit surprised at the low armour class — a beast which spends its time moving over rocks should have tougher skin; perhaps this is a dexterity disadvantage?

Desert Raider

by Cricky Hitchcock

No. appearing: 4D10
Armour class: 8
Movement: 12"
Hit Dice: 5D8
Treasure: nil
Attack: 1 'dagger' (1D8) at +2 hit probability — see below
Alignment: Chaotic good
Intelligence: very
Monstermark: 24.8 (level III in 12 levels) and higher



These humans inhabit dungeons and deserts and wear special robes known as 'stillsuits' which can re-cycle the body's water to make it drinkable. These stillsuits may be used by other human characters in an emergency though there is a 10% cumulative chance per hour that the water so produced will be poisoned.

Similar to humans in most respects, the Desert Raiders can be recognised by the fact that their eyes are completely blue.

They fight as 5th level fighters and use Crysknives — daggers made from the teeth of Purple Worms; these weapons inflict 1D8 damage and Desert Raiders attack at +2 hit probability with them.

Of every 5 Desert Raiders encountered, one will have clerical abilities ranging from 4th to 6th level; in addition, one in every five Desert Raiders will be trained in the 'weirding way' and may attack as a monk

THE FIEND FACTORY

▶ of 4th–7th level. A band of more than 20 Desert Raiders will be led by a 'bodyguard' which gets two attacks per round, each at +2 hit probability, with open hand, doing 1D10 damage per attack.
Comments: A well-developed 'tribal' monster on the lines of the excellent Drow in the *TSR D* modules. I hope the designer doesn't mind me changing the name, for copyright reasons. It should be noted that the Desert Raider uses the same 'saving roll' table as a 5th level cleric, and the ones trained in the monk's abilities will use the appropriate monk's table.

Three-headed Skrat

by Bob Montgomery

No. appearing:	1
Armour class:	5
Movement:	1"
Hit Dice:	4D8
Treasure:	J,K,L,M,N,Q,X
Attack:	See below
Alignment:	Neutral
Intelligence:	animal
Monstermark:	143 (level VII in 12 levels)



These predatory beasts are the subject of many ancient myths. They dwell above or below ground in any fissure — even volcanic ones as they are immune to fire — that they can secrete their long serpentine body into (like a hermit crab). Vibrations through the earth warn them of anyone's approach whereon they will rear out and attack. They are slow moving and seldom encountered away from their hole which they only leave to find a larger one.

They have a single head atop 3 muscular intestinal tracts *but* appear to have 3 heads and intertwined bodies, as described in legends. This is because they emanate a powerful *spectral force*. Because of the legends, any communicative beings will automatically believe it to have 3 heads and will sustain damage from each while any attacks on it have only 1/3 chance of being directed against the true monster. Each believed head attacks independently with a 1–6 bite and collectively for a 1–4 constrict plus 1–4/melee round thereafter until hit with 18+ causing it to release its grip. Any prey slain will immediately be drawn down into the creature's lair to be eaten. The heads shimmer as *mirror image* so that if any damage is done all three appear the same — the images do not dispel — and the true creature remains indistinguishable.

For every 10 adventurers, there is a 5% chance that one will have no prior knowledge of the beast or legends and may therefore save as for the spell. If he saves he may attack unerringly but has only a 5% chance (+5% per charisma point above 12) of convincing others that the beast has one head. If the beast attacks him it does so with one bite plus constriction.

Any treasure is from victims and is at the deepest part of the lair.
Comments: A novel beast that could be as difficult to DM as it is to fight. It has virtually 12 hit dice!

Before closing the *Factory* doors on a goodly collection, there is something I am allowed (!) to say. We (that is, *Games Workshop*, who have asked me to edit the project) intend to produce and publish a volume of monsters, most of which have been submitted for inclusion in the *Factory*, as the second volume of the *Monster Manual*; the publication will have official *TSR* recognition and will be called the *Fiend Folio* (to maintain some alliteration). Not all the monsters which have appeared in the *Factory* will be included and of course the *Folio* will contain many more monsters than have appeared in the *Factory* so far. Designers will be credited if their creations are to appear. There will have been modification/expansion of some of the entries, I hope designers don't mind my messing about a little with their creations and will approve the changes as worthwhile. Some names, too, will be changed for various reasons.

I am writing to all designers regarding the *Fiend Folio*, but do not have the addresses of Mary Patterson, W. Maddox or Simon Tilbrook. Would they please write to me c/o *White Dwarf*.

This is an exciting project which will bring many more new monsters to your notice than could the *Factory*; we hope you will give it your full support.

Publication date has not yet been fixed, but we hope to aim for late 1979.



USEFUL DUNGEON EQUIPMENT

by Lew Pulsipher



Given a technology capable of producing steel swords, plate mail, and large masonry castles, one can think of a great many items useful in dungeon adventures but not listed on the *D&D* equipment tables. Even if the referee charges a stiff price — but none of these could cost more than a suit of plate — they're worth it. Most should be carried in a sack placed near the top of one's backpack, but some would be better close to hand or on a mule.

First, if the referee permits it (he should not), buy weapons with a silver content for use against lycanthropes and undead. More plausibly, the referee might allow silver coating on weapons (after all, one has silver coated arrow tips), but it should wear off after a few blows are struck. Each character except MU's will probably have one long and one shorter weapon — sword and war hammer or hammer and morning star. In addition, or in place of the second weapon, each character should have a non-ferrous weapon to use against rust monsters — even a dagger is worthwhile. MU's and mules should carry one non-ferrous weapon each. A bronze weapon hits at minus 1, though with normal damage; however, 20% of the time a hit is scored vs. an opponent of armour class 4 or better, or with a shield, the weapon breaks and no damage is inflicted. (For a blunt weapon 10% is more plausible than 20.) (Note: The new-style rust monster can corrode any metal, but only when it scores a hit, not when the weapon hits the monster; a few wood and stone clubs and flint daggers might be worth carrying, just in case.)

A two-handed sword should go on a mule — it's too cumbersome for characters to carry about indoors, of course, unless always carried in the hands. A few arrows should be prepared for flame — rags attached ready for oil priming, and balance adjusted. All weapons should be blessed (remember rakshasas) and for good measure cleansed or sprinkled occasionally with holy water, assuming the party can obtain it.

Next we come to metal implements. A silver-coated steel chain with connectors, about five feet long, and a silver-coated pair of manacles, should be carried on a mule. The silver is a precaution against lycanthropes in human form and will be a good joke on any thief who thinks he's stealing solid silver. A crowbar has obvious uses. Mountain climbers' piton rings can save lives as anchor points for ropes, and can double as doorstops when pounded into the floor. A small bell or horn, metal or otherwise, can be used for signals or to scare or confuse enemies (remember Boromir in *Moria*). A metal 3-prong hook, preferably one that can be attached to chain or rope, or screwed into the butt of a spear, comes in handy. (Your referee might object to a screw connection; in that case a hollow cylinder attachment into which the spear butt is inserted, with a heavy pin or double pin to pass through two holes in the cylinder and one through the spear, will do the trick.) It's going too far to ask for a metal pole that extends like a radio aerial or naval telescope — it would be too difficult to make one that could take any load. However, some 4–5 foot poles with connecting screw attachments or the pin-and-hole method used for the hook, can be useful for a variety of searches.

A list of the next group is sufficient: flint and steel; pen, ink, and paper; eye patch; blindfold; made-to-order gag; noseplugs; earplugs (lightning bolts underground are deafening); hollow wooden tube (good for breathing while under the surface of a



A regular feature introducing new and interesting monsters, edited by Don Turnbull.

Last time we announced the publication of the *Fiend Folio*, and things are still going according to plan (though I haven't yet heard from Mary Patterson, William Maddox and Simon Tilbrook — would anyone who knows them please draw their attention to the request?). It may have occurred to you that purchasing the *Fiend Folio* will simply give you, in one volume, what the *Factory* has done in several issues. Well, let me reassure you. The *Folio* will contain some monsters you have already seen in the *Factory*, but in an expanded format to line up with the *Monster Manual*, and these entries will be very much in the minority — the vast majority will be new creatures — over 150 of them! Of course it would be easy for me to fill the pages of the *Factory*, prior to publication of the *Folio*, with 'Folio monsters', but I have manfully resisted this temptation and can say that all *Factory* entries from now on will not be appearing in the *Folio* (since we had to draw a deadline somewhere), though there may be the odd exception. *Factory* monsters from now on will have missed the *Folio* deadline and that will be the only reason they are not in the *Folio*. It does mean that the *Factory* can still continue to produce the goods without compromising the *Folio*, or vice versa. Who knows — we may in time produce another volume...

DOOMBAT

by Julian Lawrence

No. appearing: 3D6
Armour class: 4
Movement: 18" flying
Hit Dice: 6D8+3
Treasure: nil
Attack: bite for 1D6, tail for 1D4 plus special
Alignment: Neutral evil
Intelligence: low
Monstermark: 120 (level VI in 12 levels).



The Doombat is a species of Undead Bat found in dismal caverns where it seeks to kill all living things. It attacks by biting for 1D6 damage and lashing with its barbed tail for 1D4 damage; the tail lash also has the effect of a Ghoul's touch on a victim.

The Doombat can be turned as a Wight on the Cleric/Undead table. It is dark grey in colour and may not be easily seen in conditions of dim light.

Comments: No self-respecting Vampire would be without a protective gang of these things! I assume the beast has the normal resistance of Undead to spells affecting the mind. The high hit dice value is rather surprising and has a great deal to do with the high Monstermark; I would have thought 2D8 more realistic — perhaps this is a particularly powerful specimen?

TERITHRAN

by Ronald Hall

No. appearing: 1
Armour class: 3 (6 on the ethereal plane)
Movement: 15" (18" on the ethereal plane)
Hit Dice: 5D8
Treasure: various 'dispelled' magical items, mostly useless.
Attack: two claws 2-5 each plus special.
Alignment: Neutral
Intelligence: low average
Monstermark: 189 (level VII in 12 levels).



The Terithran is a creature of the ethereal plane. In the material plane it has a faint, shadowy appearance (though not so faint as a non-corporeal monster) with a short (4' tall) humanoid body, long sinewy arms and a large misshapen head. In normal melee it attacks with two 2-5 claws, but it will try to avoid this type of fighting as much as possible, relying on its unique magical properties.

The Terithran has come to dislike the swirls, eddies and warps which the use of large amounts of magic on the material plane causes on the ethereal plane, its homeland. If it notices such disturbances, it will materialise in the area of the magic-user responsible (1-10' away from him) and attempt to drain his power and take him back to the ethereal plane for punishment. It will *only* appear when magic is being used, and then only if the magic is powerful (two successive uses of a magical artifact such as a Wand of Cold would qualify, for instance). It is 50% magic resistant and has a number of magical powers.

While on the material plane the Terithran's spell use is limited to six uses per day except for *detect magic* which can be used any number of times. The powers it can use, *detect magic* apart, are:

Stunning blast: a charge of ethereal waves with the effect of *power word stun* on all creatures within a 10' radius; saving roll versus *magic* negates the effect.
Drain Power: this spell removes all magical ability from a magic-user until an appropriate regenerative time has passed. Treat as though the magic-user had used up all his spells. Save versus *breath* negates the effect.
Cause Serious Wounds: as the Clerical spell, activated by touch (normal attack required but no saving roll).
Transportation: this permits the Terithran to transport itself and one other person (the offending mage) back to the ether. The victim must first be grasped (treat as a normal hit with two claws) but there is no saving roll.

While in an encounter, therefore, the Terithran will have as its prime objective the grasping of the victim magic-user and his transportation back to the ether; it will thus retain one spell use for *transportation* (either with a victim or, if it fails to grasp and the melee is going against it, alone in escape). However it may have to use other powers (up to a maximum of five, saving the sixth for *transportation*) to defend itself, to get to its intended victim and so forth.

Note that the touch of the Terithran does not automatically *cause*

serious wounds — it only does so if the beast has decided to use that spell power.

If the creature is encountered on the ethereal plane its claws do 2-9 points of damage, and the *stunning blast* does 2-7D8 damage.

On the material plane the Terithran can only be hit by silver or magical weapons.

Comments: This is one of those creatures which is simpler to run than its description would have us believe — the objectives of the beast are clear enough and its behaviour should be simple to control 'on the spot'. However, I think we need a clearer indication of the amount of magic-use which would attract it in the first place — a single spell would not do the trick, I wouldn't have thought, unless it was 8th or 9th level, and I would suggest DMs only activate the beast when prolonged use of magic has taken place — say when 16 spell levels have been used in quick succession or something on those lines. DMs also need to work out what effect the creature has on artifacts.

This is a very original idea. It isn't a particularly vicious beast and it will be rather rare, but it is a natural enemy of magic-users and perhaps a better way of introducing some risk into magic-use than 'klutz factors' and other similar devices (which don't appear to be particularly satisfactory, if for no other reason than that there are so many different systems, none of which are included in the *TSR* rules). An excellent contribution.

IMPS

by M. Stollery

General characteristics:

No. appearing: 1D8
Movement: 12" (24" flying).
Treasure: 2D6 PP each.
Alignment: Chaotic evil or lawful evil
Intelligence: standard



These additional members of the Imp class (see the *Monster Manual* and *Dungeoneer*) are either Chaotic Evil or Lawful Evil, depending on whether they serve Demons or Devils. They are all about 5' tall with functional wings and fangs.

FIRE IMPS

Hit Dice: 3D8+1
Armour class: 5
Attack: two claws 1-3 each plus special.

These mischievous creatures attack with their claws and a breath weapon. The latter is either a jet of flame 15' long and 1' in diameter (2-9 points of damage to a victim who fails his saving roll, damage halved if he does save) or a flame 'blanket' 5' square directly in front of the Imp (4 points damage to all victims, no saving roll). Touching these Imps with bare flesh will cause 1 point of damage.

They can *heat metal* and use *magic missile* (2 missiles) once per day and have a 25% chance of gating in another Imp of the Flame (equal probability each type) — one attempt per hour.

They are red in colour and their bodies are surrounded with wisps of flame.

SMOKE IMPS

Hit Dice: 3D8
Armour class: 4
Attack: two claws 1-2 each plus special.

Like the Fire Imps, these creatures attack with their claws and a breath weapon, the latter being the discharge of a sooty ball of smoke which does 1D4 damage to a victim (no saving roll — automatic hit on a single victim within 20') and blinds him for 1-2 melee rounds.

They are black in colour and have smoke oozing from their bodies. They inhabit smoky areas and never emerge into bright light if possible.

The Smoke Imp can gate in 1-2 Imps of the Flame (equal probability each type) — one attempt per hour which has a 20% chance of success. Once per day they can use *invisibility* and *dancing lights*.

When a Smoke Imp dies, it coughs up 1 hit point of flame damage to everyone within 10' (no saving roll).

STEAM IMPS

Hit Dice: 3D8+3
Armour class: 7
Attack: two claws 1-4 each plus special.

These Imps are grey in colour and constantly drip hot water, leaving a trail of water behind them as they move. In addition to attacking with their claws, the Steam Imps can direct a jet of scalding water at a single victim within 20' (1-3 points of damage — no saving roll — and a 50% chance of stunning the victim for one melee round). Touching a Steam Imp with bare flesh delivers 1 hit point of damage and a 50% chance of stunning for one round.

Once per day the Steam Imp can perform a *rainstorm* of boiling water — treat as *ice storm* with 2-12 damage for all victims (no saving roll). Once per hour they may *contaminate water* (as the first level Druid spell).

Once per hour they may attempt to gate in 1-2 Imps of the Flame (equal probability each type) with a 30% chance of success.

MOLTEN IMPS

Hit Dice: 3D8
Armour Class: 6
Attack: two claws for 1 point of damage each plus special.

These Imps appear red-hot and constantly ooze molten lava. Anyone touching them with bare flesh receives 1-8 damage.

They can claw and use a breath weapon, the latter consisting of a molten blob of lava, automatically hitting a single target within 10' for 1-6 points damage (no saving roll). If the encounter takes place in a volcanic region where molten lava is available, these Imps can regenerate 2 hit points per round simply by keeping in contact with the lava (although this power ceases if they are killed).

Once per hour they may attempt to gate in 1-2 Imps of the Flame (equal probability each type) with a 25% chance of success. Their touch automatically dissolves materials (as Green Slime) and they may *shapechange* into a pool of lava.

Comments: A welcome addition to the ranks of a very useful class of monster. A DM will have to give careful thought to interaction between the Imps if two or more different types appear in the same encounter (as a result of gating, for instance) — the STEAM and MOLTEN variety, for instance, may not be entirely compatible.

I have not worked out all the Monstermarks, but would place all these creatures in levels I-IV in 12 levels.

SHADOW DEMON

by Neville White

No. appearing: 1
Armour class: 9,5 or 1 (see below)
Movement: 12" (but see below)
Hit Dice: 7D8+3
Treasure: nil
Attack: 1 bite 1D8 and 2 claws 1D6 each
Alignment: Neutral evil
Intelligence: very high (15-18)
Monstermark: I would suggest an average value of 490 (level X in 12 levels).



This foul creature of darkness is the essence of a Demon imprisoned in the form of a Shadow. As a result of this, it is more powerful in darkness and more vulnerable in conditions of bright light. Thus its characteristics vary according to the ambient illumination:

In *daylight* or its equivalent the Demon is AC9 and sustains double damage from all attacks.

In *torchlight* it is AC5 and suffers normal damage from attacks. It attacks at +1 hit probability in these conditions.

In *darkness* or near-darkness it is AC1, attacks at +2 hit probability and suffers half damage from attacks.

The Shadow Demon is immune to *fire*, *cold* and *lightning* but if a *light* spell is cast at it, the Shadow Demon is affected as if by a *fireball* (so a light spell from a 5th level magic-user would do 5D6 damage on it, whatever the normal illumination conditions).

Its wings are too small to give it full flying abilities, but in its initial attack it can use the wings to boost a leap up to 30' in length, following which it will attack with four 1D6 claws (though not with its bite). One round in ten it can half-fly at 18" movement rate (it will usually use this manoeuvre to try to escape if necessary).

Once per day the Shadow Demon can cast *darkness 10' radius* and can use *fear* over a 30' radius. Once per week it may execute a magic jar attack on a victim, but if the victim saves the Shadow Demon is stunned for 1-3 rounds.

Comments: This would be rated quite a weak Demon in comparison with some of the others, but it exhibits surprising and disturbing qualities all the same. Not an easy creature to run unless the DM insists on keeping track of all sources of light (see Lew Pulsipher's excellent suggestions in *White Dwarf 12*, page 11).

For a change, we will look at some very high-level beasts next time — not because I think we are short of them but because a designer's inventiveness should not be ignored just because he happens to produce a monster with limited deployability.



Next Issue:

- * Lair of the White Wyrm — a complete Runequest mini-scenario
- * White Dwarf Interview — Gary Gyax
- * Expanding Universe — Part II
- * Fiend Factory — more monsters
- * Treasure Chest — special rooms

THE FIEND FACTORY



A regular feature introducing new and interesting monsters, edited by Don Turnbull.

First, a word of apology. When readers are sending contributions for the *Factory* (of which we have received nearly 600!) they sometimes enclose a letter asking me a question or two about this or that. Mainly the questions are about the Monster-mark system, but there are other topics. Now I'm sorry, but I simply haven't the time to answer all these individual queries, and since it wouldn't be fair to answer some while ignoring others, I have had to make a strict rule not to answer any. Which may seem rather heartless until you consider the volume. What you could do, if you think it worthwhile, is to try to prevail on the editor to include, every so often in *White Dwarf*, a 'question box' feature in which questions of general interest could be answered, or at least a point of view put forward.

However, please don't let this put you off writing with your comments which don't require an individual reply. I welcome views on the column — critical or otherwise — and can assure you that they aren't ignored. Of course, praise (which comes from time to time) is particularly welcome . . .

This time we have a collection of rather powerful beasts. In all cases I have omitted to include a Monstermark, either because it is incalculable or because it is very high (usually both). Similarly you can regard all these creatures as occupying relatively high ranks in the monster level tables.

GURGOTCH

by Roger Musson

No. appearing: 1-2
Armour class: 1
Movement: 12"
Hit Dice: 8D8+3
Treasure: F
Attack: 2 tusks (1-10 each), charge (4-40), trunk (special) and breath weapon (special).
Alignment: Chaotic-evil
Intelligence: average
Magic resistance: 50%



The Gurgotch, or Demon Elephant, is another of the infernal forces once conjured forth to do war against the forces of Good; the remnants now wander the Earth, seeking the depths from which they originated.

In form the beast resembles a large black elephant with big saucer-like glowing white eyes and a tail resembling a trident.

Its usual mode of attack is with its tusks which are set about 6' apart and with its trunk, with which it lifts its opponent (assuming it has scored a hit) and either drops them off a handy precipice or throws them to the ground with twice the force of a normal fall. Its initial charge against a group of adventurers delivers 4-40 points of damage (by trampling its foes underfoot) to each victim who fails to 'save against his dexterity'.

It has one other deadly weapon — its breath. In place of an ordinary tongue, the Gurgotch has a great trumpet-like funnel from which it exhales a noxious gas which acts on the central nervous system of a victim. All caught in the cloud must 'save against constitution' or lose all conscious muscular control from the neck downwards (in effect, they are paralysed); they also lose 4 points of dexterity and 2 points each of strength and constitution. Those making their saving roll are not paralysed but still suffer the effects of the loss of characteristic points. In either case the loss of characteristic points is permanent unless a *bless* and *cure disease* are cast, in that order and one immediately after the other, on the victim within a week (of course a paralysed victim will have had to have the paralysis removed first).

Comments: More suitable to a wilderness encounter than a dungeon, though in a restricted space its charge will be even more effective. A lot of decisions for the DM to make here — how many in the group of victims would be 'caught' in the charge? Can the tusks skewer two different victims at the same time (after all, it's had plenty of practice)? What range and area of effect has the breath weapon?

In case the concept of 'saving against a characteristic' is not familiar, let me briefly explain (though I think many DMs use this in one form or another). Quite often there arise circumstances in which the character's ability to avoid a certain action should be related to one of his characteristics (for instance his ability to avoid a charge will be a function of his dexterity, his chance of taking a sensible course of action in confusing circumstances will be related to his intelligence, and so on). In such cases DMs often resolve the problem by asking the character to roll under his characteristic score, his action succeeding if he does so and failing if he doesn't. Thus if a character with a dexterity of 15 stood a chance of avoiding the charge of a Gurgotch, the DM might ask him to roll 3D6 (2D6 if he wants to make it easier — in this case certain — or 4D6 if the DM thinks the chances are rather small). If the character rolls 5+3+2=10 he has 'saved' and has avoided the charge; if he rolls a 17, he gets trampled. This is a useful way of testing any particular ability, and also useful in dealing with non-player-characters if there is any doubt about the actions they would take, the advice they would give and so forth.

MINDWEB

by David Taylor

No. appearing: 1
Armour class: variable
Movement: variable
Hit Dice: variable
Treasure: nil
Attack: variable
Alignment: Lawful evil
Intelligence: very high



The Mindweb is a group entity which grows by absorbing the minds of characters or of monsters which have human intelligence or above. It manifests itself as a motley group of men and creatures, their heads linked together by a shimmering, immaterial network of silvery lines of force. These lines can stretch as much as 100', so that all the component units can move within that radius of the nucleus. The nucleus itself is a shimmering force-sphere at the junction of all the strands of the web; it has 100 hit points, is treated as AC -2 and has 80% magical resistance, being vulnerable only to blows from weapons with at least a +2 magical bonus.

The individual members of the Mindweb retain the abilities they possessed before absorption though their actions are totally under the Mindweb's control. Large webs have been known to contain creatures of all types, from Gnomes to Storm Giants.

Characters encountering the Mindweb will be taken alive if possible and their minds absorbed into the Web. To ensnare its victim, the Mindweb shoots out a silvery line of force at a single target within the 100' range; this attack is rolled as if from a 10-dice monster, though if a successful hit is scored the victim can escape being trapped if he rolls under his dexterity with 4D6. If a victim fails his saving roll, he is rendered incapable of normal action for three melee rounds, at the end of which his mind has been completely taken over by the Web and he will then act on its behalf. During the interim period, the victim will stand stock-still as if in a trance; *dispel magic* cast upon him during this time has a 5% chance per level of the caster of releasing him, in which case his actions return to normal after a further two-round recovery period.

Once a victim's mind has been absorbed by the Web, only a full *wish* is certain to release him and a *limited wish* has a 50% chance (in either case, roll also for System Shock).

Victims of the Web will use trickery and/or force to try to get their comrades absorbed too. For instance they may, if their capture has not been seen by their comrades, pretend to rejoin them and lead them to treasure, instead leading them to where other units of the Web can ambush them and the Web itself can attack.

Comments: I have taken a few liberties with this creation since it appeared that some detail was incomplete (and readers may think it still is). The group entity is a rare phenomenon in D&D, but this particular version is quite a popular fantasy concept and deserves a place, in my view. DMs may wish to vary the characteristics of the nucleus to make the Web more or less powerful, depending on circumstances. They may also wish to rule on the distance over which the lines of force connecting the units to the nucleus can be seen. I presume, incidentally, that there is no way in which these lines can be cut?

ENERGY CYCLONE

by M.C.
(no name and address given)

No. appearing: 1
Armour class: 0
Movement: 36"
Hit Dice: 8D8
Treasure: nil
Attack: special
Alignment: Neutral
Intelligence: non
Magic resistance: see below



Created by high-level Magicians, these creatures are composed entirely of magical energy and are usually imprisoned in crystalline globes. The original creator was wont to send a globe to each of his enemies, the globe being magically set to shatter on the touch of the individual enemy concerned, thus releasing the creature imprisoned within. If a globe is discovered, therefore, it may have been 'targetted' on a particular victim (in which case only quite a heavy blow will shatter it) or may simply be set to shatter on any touch. Once released the Cyclone will attack the person shattering the globe either until its victim is dead (in which case the Cyclone, its task complete, will be dispelled) or until the Cyclone itself is neutralised.

The Cyclone appears as a whirlwind of energy which shimmers and glitters, causing temporary blindness (for 1-3 turns) to all who look directly at it within a 20' radius (save as against magic to avoid the effect). It cannot be damaged by normal weapons. When a successful hit is scored against the Cyclone, the damage inflicted is also inflicted on the striker of the blow, in the form of energy loss via the attacker's weapon. (Of course, damage from a +1 arrow, for instance, does not also harm the attacker since there is no physical contact with the Cyclone.)

Once every three melee rounds the Cyclone emits a 6-dice lightning bolt; otherwise it does the same damage as does an Air Elemental and sweeps away all creatures of under three hit dice.

The Cyclone is impervious to most magical spells but can be damaged by *ice storm*, *disintegrate* and *dispel magic* (which has a 5% chance per level of the attacker of delivering 1-4 damage on the Cyclone and also negating the lightning bolt if it was to be released that melee round). A lightning bolt spell will restore the appropriate number of hit points to the Cyclone.

Comments: An interesting variant on the Air Elemental. I wonder whether it should be able to sustain itself indefinitely or whether its existence should be of a fixed duration? I am inclined to the latter, though DMs will make up their own minds. To be fair to players, a DM who scatters a few of these globes round his dungeon should also try to give players a chance (by means of rumour or a hidden parchment, perhaps) to find out their function, other than by the hard way.

ICE MAIDEN

by David Hicks

No. appearing: 1-4
Armour class: -2
Movement: 9"
Hit Dice: 4-6D8
Treasure: A
Attack: by weapon type + special
Alignment: Lawful evil
Intelligence: very



An Ice Maiden is about 6' tall and looks like a very pale naked human female. Her 'hair' is composed entirely of icicles and her eyes are a penetrating light blue, with no discernable iris or pupil. Her body appears to shimmer in such a way that her exact position is uncertain; this uncertainty is reflected in her low AC. They speak their own language in addition to the common tongue. Ice Maidens are found only in the coldest climes, usually underground. They are completely impervious to cold but fire-based attacks do double damage.

Any character within 30' of an Ice Maiden and who meets her gaze is immediately turned to ice unless a saving roll is made (as against stoning).

If the saving roll is not made, only a full *wish* will reverse the process, and in the meantime the victim is vulnerable to melting, etc.

Comments: Superficially not particularly strong, but all these creatures with instant stoning, paralysis etc. are dangerous — and watch where you are putting your torches when a nearby mate has been iced! To determine whether a character meets the gaze of an Ice Maiden (or a Medusa or anything on those lines, come to that), first determine the light conditions — how close would a character have to be to see the eyes? When the potentially vulnerable group has been identified thus discount any character who had taken specific avoiding action (like using a mirror); for the rest, have them make a saving roll to see whether they have met the gaze (this is an instance in which a save against intelligence could be useful); only if they fail that roll do they suffer the effects. The system will vary from DM to DM, of course, and this isn't in any way authoritative; however, I have found that few DMs pay attention to the prevailing light conditions in these circumstances.

GAZER

by Charles Stross.

No. appearing: 1
Armour class: -4/2/4
Movement: 12"
Hit Dice: 15D8+4
Treasure: in lair A,2B,Z.
Attack: special
Alignment: Lawful evil
Intelligence: high



The Gazer, or Spherical Killer, is a strange relative of the Beholder. Only 7 of these creatures are known for certain to exist. Like its cousin it is most often found underground. It appears very much like the Beholder with one significant difference — in the Eyes.

There are 10 small eyes located around a reddish central eye in the front, with a mouth set at about 40° from the vertical. The mouth is used primarily for feeding (though in extreme circumstances, when other measures are not available, the creature will use it to bite a victim for 2-5 damage) and is surrounded by 4 small eyes used solely for vision. The 10 small eyes around the central eye are usually pointed at that central eye, for this is the creature's main method of attack. The 10 independent eyes project beams of light, once each melee round, at the central eye which in turn focuses them and discharges the collected light in a single powerful beam 5' in diameter over a range of 60'. A victim caught in the beam takes damage equal to the number of hit points the Gazer has remaining at that time. A saving roll is permitted; success halves the damage.

The 10 eyes can project their beams individually at separate targets without using the central eye as a focusing device; in this case the number of hit points delivered in damage is 10% of the beast's total per eye, the diameter of the beam is 6" and its range 20'.

The central eye performs one other function. If it has been used to focus the beams of all 10 individual eyes, and if by this means a hit has been scored on a victim, the central eye then acts as a Gem of Brightness for 1-4 melee rounds thereafter, the victim being subject to all the effects (though damage is halved if a saving roll is made against dragon breath).

The small eyes around the central eye are all AC -4; each contains 1% of the creature's total hits. The pulpy mouth is AC 4 and contains 50% of the total hits. The central eye is also AC -4 and contains only 1% of the total hits. The body is AC 2 and contains the remaining hits points.

The scaly hide of the Gazer is dotted with minute eyes — about 1000 of them — which are realistic enough to confuse unless studied from close quarters. If anyone tries to hit a 'fake eye', they have 1 hit point each but are treated as AC -9. The Gazer hide is therefore highly prized if it can be collected intact since it can be used as a Robe of Eyes by any character class. The hide itself is a dirty blue-grey, the eyes coloured like rubies. Each minor eye (not a 'false eye') is worth 50-100 gp and the central eye is worth 200-600 gp.

The Gazer can telekinesis 8,000 gp weight. Its saliva is mildly poisonous — anyone who is bitten by a Gazer must make a saving roll against poison or suffer mild itching which cuts their hit probability by 10% for one day.

Comments: Well, this is a brute and no mistake! A very well-constructed creature and the product of a highly fertile imagination — we will be seeing more of Charles' creations.

Although Charles did not specifically mention these points, I would suggest (a) invulnerability to normal weapons — at least a +2 weapon required to hit; (b) high magic resistance — say 50%; (c) perhaps some psionic ability. No — I'm not trying to make it even nastier just for the sake of it, but these things appear to me to be consistent with the beast's development.

Certainly the most powerful creature to have featured in the *Factory* so far, but fearsomely logical and creating a very vivid (and nasty!) image.

By the time you read this, and major unexpected hitches aside, the *Folio* will be well on the way to publication — we are aiming for November and see no reason at present why we should be delayed. Though I say it myself, it is shaping up rather well; I don't think those who like the *Factory* will be disappointed.



THE FIEND FACTORY



A regular feature introducing new and interesting monsters, edited by Don Turnbull.

There has been a fair amount of correspondence in the *Letters* column about the *Fiend Factory* lately. I hope the standard hasn't dropped, as is Michael Stoner's contention, but his admonition serves to remind me that I should heed more closely the parameters I set up at the beginning. So I regard his comments as constructive and will do my best...

David Bell asks which combat tables I now use to calculate Monstermarks. Well, I use the new ones, though I am bound to say it doesn't appear to make any significant difference. Nor do I stoutly aver that my original calculations were free from error — but checking them is another long and arduous process and I had rather hoped others would point out errors when discovered.

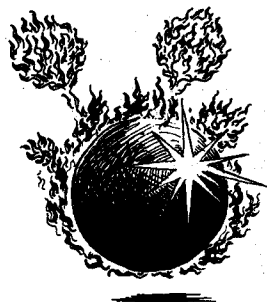
As for the Spook, which is rapidly becoming a *cause celebre*, I agree entirely with David Bell that a be-Spooked victim who subsequently returns to normal does undergo a System Shock and a roll should be made on the constitution-related table.

We have a mixed bag this issue and I hope you enjoy them.

HEAT MONSTER

by Brian Henstock

No. appearing: 1-4
Armour class: 2
Movement: 8"
Hit Dice: 8D8 or greater
Treasure: nil
Attack: 2-20 fireball, 4-40 touch plus strength drain
Alignment: Neutral
Intelligence: low



These creatures are essentially metal spheres 4' in diameter with no visible external organs. They move by a form of levitation at heights between 2' and 6' above ground level. They constantly radiate intense heat.

Touching a Heat Monster will deliver 4-40 points of damage and the victim will also suffer a strength drain (treat as a Shadow's attack in this respect). For every strength point so drained, the Heat Monster adds 1D8 to its hit dice.

Every four melee rounds the Heat Monster can emit a fireball with a burst radius of 5' and a range of 50'; the fireball delivers 2-20 points of damage to a victim (halved if a saving roll is made as against the magical spell).

The Heat Monster can only be harmed by cooling it down. Water does

1-8 damage on it, an Ice Storm does 2-20 damage and a bolt from a Wand of Cold 4-40 damage.

Comments: Biologically rather improbably, I grant you, but an interesting 'creature' all the same. Any magical spell which has a cooling effect will harm it and DMs will have to judge the damage of spells not listed above. Other effective weapons against the Heat Monster seem to me to include *create water*, *chill metal* (the reverse of the 2nd level Druid spell), *wall of ice*, *Otiluke's freezing sphere* and perhaps *affect normal fires*.

TACHARANTO

by John and Deidre Evans.

All characteristics variable.

This beast comes in a variety of forms, but each shares one characteristic. This is its ability to change form in sequence, through recognisable shapes, in an order such that each succeeding form is strong where that preceding it had its weakness. The creature is forced to undergo a change of form whenever it is hit, a spell is successfully cast on it, or it receives any other 'adverse action' unless that action kills it in the form it then possesses.

It has special magic resistance, saving against all magical attacks as a 5th level cleric and having a saving roll against *any* spell (whether a saving roll normally applies or not). It can also regenerate entirely once per day, this being an instantaneous process (roll to determine how long since its last regeneration when it is encountered).

At each shape change the party in melee against the creature may be surprised; on the first change, there is a 50% chance of surprise, in which case the creature gets a 'free hit'; on the second change, reduce the chance of surprise to 40% and on the third and subsequent changes reduce the chance of surprise to 25%.

Comments: plenty of scope for manoeuvre here in this creation. John and Deidre gave a sample creature in their submission, but on balance I think I will omit this and leave things more open to an individual DM. One or two general 'rules' may be in order: all the creatures generated would have to be roughly the same size (no ducks changing into elephants) and of the same general type (e.g. humanoid, quadruped etc); broad characteristics cannot change (e.g. if the creature is vulnerable to attack by normal weapons in one form, it should be in another) though details could alter (in one form the creature could have *charm person* ability, for instance, while in another it could have an innate *affect normal fires* ability); magic resistance would vary little, if at all, between the forms.

I stress that these are my suggestions and hope that John and Deidre will approve.

DRAGON DOG

by John T. Sapienza Jr.

No. appearing: 2D4
Armour class: 4
Movement: 12"
Hit Dice: 4-6D8
Treasure: D
Attack: Bite 1-6 plus special breath weapon.
Alignment: Lawful evil
Intelligence: average
Monstermark: 41, 51,3 and 61.5 (all level IV in 12 levels).



The Dragon Dog is intelligent enough to work in packs; their great stealth allows them to surprise parties 75% of the time. Additionally, their keen senses allow them to detect even invisible persons close by, and they are often kept as watchdogs by Fire Giants or Red Dragons, to whom they are intensely loyal.

The Dog's breath weapon produces a cone of fire 3' long and with a base of 1", doing 4D4, 5D4, or 6D4 damage (according to hit dice) to victims who fail to save against Dragon Breath (half damage to those who do save). The breath weapon can be used a number of times per day equal to the Dog's hit dice, but a period of 10 melee rounds must elapse between successive uses.

The Dragon Dog is immune to natural fire and to dragon (and their own) breath weapons, and take half damage from magical fire. However they take double damage from cold-based attacks.

The Dragon Dog is related to the Hell Hound and may occasionally be found in mixed packs with Hell Hounds.

Their hard, wiry red fur and their high dexterity account for their high armour class. They have black paws, ears and faces.

Comments: There isn't a great deal of difference between this beast and its Hell Hound cousin. However the breath weapon is more powerful and has a longer range than that of the Hound (the latter factor isn't included in the Monstermark calculations, of course, the Monstermark being rather a blunt tool in this and other respects) and the beast is rather more sensitive.

Russian Doll Monster

by Mike Ferguson

All characteristics — see below.

When first sighted, the Russian Doll Monster will have the appearance of a Stone Giant and all the characteristics, hit probability and so on, of that creature. However when it has taken 10 hit points, the skin will peel back, disintegrating as it does so, to reveal a Hill Giant inside. This will fight as a standard Hill Giant until it has taken a further 10 hits, where upon the skin peels back and an Ogre appears. This process continues on the following lines:

- 10 hit points later, a Bugbear;
- 9 hit points later, a Gnoll;
- 8 hit points later, a Hobgoblin;
- 7 hit points later, an Orc;
- 6 hit points later, a Goblin;
- 5 hit points later, a Kobold with 4 hit points.

Here, one would think is the logical end to the sequence, but no! Springing from the dying remains of the Kobold, like a bullet from a gun, comes the Leprechaun which has been operating the whole Doll. It will immediately turn invisible, grab the nearest item of value (preferably a magical one) and do its best to escape with it.

Needless to say, these creatures will only be found as wandering monsters and will attack on sight.

Comments: I like to include an 'oddball' monster from time to time, and this is a good laugh. Mike calculates the Monstermark as 219.3 which makes it pretty tough — level VIII in 12 levels, and a whole level higher than the initial Stone Giant. Which only goes to show that, inside every Giant, there's a Leprechaun trying to get out . . .

TIME FREEZER

by Guy Shearer

No. Appearing: 1
Armour Class: 0
Movement: 12"
Hit Dice: 2+2
Treasure: Nil
Attack: 2 claws for 1—6 damage each plus touch (special)
Alignment: Neutral
Intelligence: Low
Monstermark: 359.3 (level IX in 12 levels).



The time freezer is a shaggy humanoid about 7' in height, of low intelligence and unable to communicate verbally. It is light brown in colour, though very few specimens have been encountered and it may be that creatures of other colours exist. Time freezers are highly dextrous, which accounts for their very low armour class.

The time freezer is a shy creature and will only fight in self-defence or if it is seriously threatened. It is a wanderer, having no known lair, and feeds on fruit and vegetation.

It attacks with two claws, each of which inflicts 1—6 hit points of damage. In addition, the touch of the time freezer places the victim (no saving throw) into a state of temporal stasis for 1—10 full turns. During this time the victim appears to be dead — no pulse or breathing, no mental activity. If *raise dead* or another similar spell is cast on the victim while he is in this cataleptic state, he will be permanently frozen in time.

Comments: This is the first creature in the *Fiend Factory*, I think, with temporal control, or a form of it. Since it has no treasure, it is hardly worth attacking — but that assumes adventurers know what it is when they meet it. Shrewdly placed by the GM, this monster could cause parties no end of trouble.

PEBBLE GNOME

by William Maddox

No. Appearing: 1
Armour Class: 6
Movement: 6"
Hit Dice: 1—4 hit points
Treasure: 1—6 gold pieces (per individual)
Attack: by weapon type
Alignment: Neutral
Intelligence: Very
Monstermark: 1.8 (level 1 in 12 levels)



These weak and timid cousins of normal gnomes are completely immune to all forms of magic — even monsters summoned by magical means will usually be unable to harm them. Magical weapons used against them will be treated as non-magical for hit probability and damage purposes. Equally, beneficial magic, such as *cure* spells, will have no effect on them.

They will rarely fight unless attacked, but if forced to do so, they will use weapons and favour short swords for 1—6 hit points of damage.

Unlike normal gnomes, pebble gnomes cannot become illusionists and have no clerics. Pebble gnome thieves cannot read scrolls.

Their mining abilities are the same as those of normal gnomes.

Due to their small size, timidity and general dour view of the world, pebble gnomes will not participate in adventures of any sort and are not suitable for use as player characters.

Comments: On the face of it, there seems to be no place for pebble gnomes in *D&D* — they won't fight, have little treasure and won't go on adventures. Yet it is only reasonable that, in the course of adventuring, player characters will come across 'monsters' which have no particular function from time to time.

We have now had ten issues-worth of the *Fiend Factory* and quite a number of new monsters have passed under our gaze. Which are the best? I should like to take an opinion poll on this; who knows — I may be able to persuade the editor to present a small prize to the person who has created the monster which, in the opinion of the readership, has been the 'best'.

Goodness knows how you are going to evaluate 'best' in these circumstances, but could I ask all readers to have a look at all the monsters which have appeared since issue 6 when the *Factory* first opened its doors and send their votes for their Top Five Creatures to *White Dwarf*, 1 Dalling Road, London W6, by January 1st 1980. We will announce the results of the poll in a subsequent issue.

Next Issue:

- * The Paths of the Lil — a complete Gamma World scenario
- * Chronicle Monsters — the Thomas Covenant trilogy applied to D & D
- * Expanding Universe — Part IV
- * Fiend Factory — more monsters
- * Treasure Chest — potions

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THE FIEND FACTORY



MAN-SCORPION

by Philip Masters

No. Appearing: 2-12
 Armour Class: 0
 Move: 10"
 Hit Dice: 5
 Treasure: Nil
 Attack: 2-8/1-6
 + poison
 Intelligence: Very
 Alignment: Neutral
 Monstermark: 382.3 (PevP IX
 in 12 levels)



The creation of one of the most powerful Gods of Neutrality, these creatures have the upper bodies of men with the two rear legs and long poison tail of the giant scorpion. The sting attacks for 1-6 damage plus a particularly virulent poison which kills instantly if the victim fails his saving roll. The beast can strike simultaneously with its bronze broadsword (2-8 damage) at one opponent and with its tail at another.

The bronze broadsword is magical, aligned to Neutrality, doing full damage to targets on the Ethereal and Astral, as well as the Material, Planes. If captured by a human or other intelligent being, The sword retains its powers but strikes at -3 hit probability. The man-scorpion's bronze scale armour and bronze shield are also magical but both become -2 cursed items if used by other species.

Each man-scorpion encountered has a 10% chance of knowing and being able to use, once per day, one magic-user spell of the first or second level. *Web* is a particular favourite.

No encounter with a man-scorpion will be truly random as their creator or their other masters place them specifically to carry out certain tasks. So long as their mission is not threatened and they are granted reasonable courtesy and respect, they will help adventures with advice and information, particularly those of neutral alignment.

They can never be *charmed*, *slept*, bribed or coerced, and *fear* will only affect them if they are outnumbered two to one or more. They will take prisoners if necessary but will not kill them unless ordered to do so by their masters.

Comments: Apart from centaurs, there appears to be a total lack of half man/half beast creatures. The man-scorpion is an excellent monster to help fill the gap.

A regular feature introducing new and interesting monsters, edited by Don Turnbull.

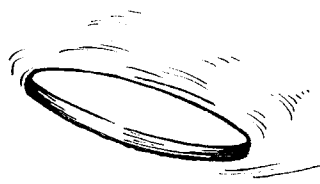
This issue I have concentrated almost entirely on creatures which were originally considered very seriously for inclusion in the *Fiend Folio* but which, for one reason or another, did not eventually achieve inclusion in that volume. In other words, the monsters this time survived many tests on their way towards the *Folio* and only just missed inclusion, so I hope you think the standard high.

Of course, there is a note of sadness here - for in the end I suspect the creators of these creatures would have preferred them to have been in the *Folio*. I just hope there is some compensation for them in knowing that their 'miss' was very near indeed.

TENSER BEAST

by J.D. Morris

No. Appearing: 1-4
 Armour Class: -1
 Movement: 18"
 Hit Dice: 2D8+1
 Treasure: Nil
 Attack: 1-4
 plus sharpness
 Alignment: Neutral
 Intelligence: Non
 Monstermark: 100 (level V
 in 12 levels)



This is less a monster, more a device of magical creation. It is a disc created by the Tenser's Floating Disc spell on which have been cast *animate objects*, *haste* and *permanency*; the result is a rapidly-spinning disc which hits a creature in its path for 1-4 damage plus a sharpness effect (treat as a Sword of Sharpness for the latter purposes).

Being a narrow disc, it presents a very small target to anyone trying to hit it with missiles (except from vertically above or below) - treat as AC-10.

Use of a *slow* spell on the device negates the sharpness and lowers the AC to 4. However a *haste* spell will cause the tenser beast to disintegrate into 2-8 splinters, each of which will do 1-3 damage if it hits a victim within 30'. The splinters are thrown out in a uniform pattern of symmetry with the disc's original position as centre.

Comments: Though not, strictly speaking, a monster at all, this is an intriguing creation which displays the ingenuity of the creator. (How many devices can readers concoct by using spells rather than mechanics?).

OGRESSES

by Mark Barnes

No. Appearing: 1-6
 Armour Class: 5
 Movement: 9"
 Hit Dice: 3D8+2
 Treasure: Type C
 Attack: Two-handed
 attack for
 1-8 damage
 Alignment: Chaotic evil
 Intelligence: Average
 Monstermark: 35.4 (level III
 in 12 levels)



Offspring of distasteful liaisons between male ogres and human females (which thankfully have produced young exclusively of the female gender) ogresses have been banished by mankind and roam in vengeful groups determined on the destruction of humans. They are feared and greatly loathed, by men and by ogres alike.

They are larger than men but slightly smaller than ogres, with the same colouration as ogres except that their eyes are bright blue and their hair a dull yellow. These despicable and aggressive villains are more intelligent than ogres and have greatly advanced the art of disguise in their efforts to infiltrate human society in

search of victims. Three artful items aid them in this pursuit — a mask of extremely beautiful features, a brilliant cloak which has limited shape-change properties and a wig of flowing, shining human hair. An ogress which wears all three — mask, cloak and wig, one of each of which each ogress obtains on reaching maturity — will appear as a beautiful human female 6' tall. The ogress also has a particularly seductive voice, speaking the common tongue as well as ogrish, and can sing most beguilingly.

Confronted by an ogress thus attired, a male human character will be deceived unless he makes his saving throw against *magic* at a penalty of -3. If he fails to save, he will be charmed and will do whatever the ogress wills (this is usually to lead the victim to the ogress lair — a cave deep in a nearby mountain — where he will be tortured, roasted alive and consumed).

The ogress has not learned the quality of patience and may reveal its true self after charming a victim (5% cumulative chance per turn after the charm has taken effect). Thus a victim has some chance of attack or escape since the charm will cease as soon as the ogress is revealed in its true nature. If necessary the ogress will fight with bare hands, using a double-fisted attack for 1-8 damage. Aware of its own lack of patience, the first instruction by an ogress to its charmed victim will usually be to discard all his weapons.

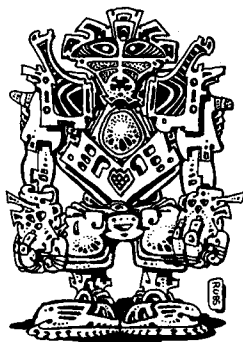
Comments: There are those who would say that *D&D* doesn't need half-ogres (which is what, essentially, these are) but nevertheless it is logical that some cross-breeding could have taken place with ogres as with orcs. The designer should, I think, have made more clear whether the three items of disguise can be used by humans or other player-characters, and if so what effect they have. Surely, too, the ogress would be able to use a weapon in female form? One of the best methods of infiltration, after all, is to fight alongside a party and ingratiate with them until an opportunity arises to snatch a victim.

Nevertheless, this could be a useful and deployable beast.

WRECKER

by Andrew Hicks

No. Appearing: 1
Armour Class: -3
Movement: 15"
Hit Dice: 4D8+1
Treasure: See below
Attack: 1-20/1-20/
 1-8
Alignment: Neutral
Intelligence: Non
Monstermark: 1,938 (level
 XI in 12 levels)



These creatures/machines are effectively specialised iron golems — man-sized and highly intricate. Only sixteen wreckers are known to exist, being created specifically to guard the great magical artifacts of the world. If a party of adventurers approach within 20' of a specified artifact, a wrecker will appear, automatically gated to the spot. It will warn the party (being able to speak all the tongues of men, elves and dwarves) to retire and leave the artifact on pain of death, but if the party ignores the warning the wrecker will immediately attack the nearest party member, using two fists for 1-20 damage each and one bite for 1-8 damage.

A wrecker can only be hit by magical weapons with a bonus of +2 or better. The wrecker cannot in any way be forced away from guarding the artifact, once it has appeared. It is immune to all magical spells and, if trapped, can smash a 10' square hole through any material 1" thick per melee round. It has the power of *levitation* to escape from a pit or similar trap. However it will never pursue a fleeing party unless they have managed to take the artifact.

After every other melee round (2nd, 4th, etc.), if a wrecker is still alive, it will gate another to the spot. Thus, after 8 melee rounds, unless one or more has been destroyed, all sixteen wreckers will be fighting in the defence of a single artifact.

Comments: Though I still applaud the concept of this creature, there are some inconsistencies. The creature can speak, yet has no intelligence; one must suppose some form of pre-programmed recording, which is perhaps a mite fanciful, even for *D&D*. Again, to make the creature really difficult to pass, it should have *true seeing* rather than just *detect invisibility*. Its strength (witness its power to smash through barriers of any material, given time) is enormous, but it hits for only 1-20 damage ('only' says he).

Even I was taken aback by the result of the Monstermark calculation, but have checked it and find it correct (where have I gone wrong?) The answer lies in the low armour class and the magical powers.

PLANTMAN

by Brendon Bulger

No. Appearing: 3D12
Armour Class: 7
Movement: 12" (leap 30")
Hit Dice: 3D8+4
Treasure: Variable
Attack: 2-8/2-8
 + special or 1-20
Alignment: Chaotic neutral
Intelligence: Non
Monstermark: 45.4 (level IV
 in 12 levels)



A plant/human mutation, the plantman is generally human in form and stands 10'-12' high. It has two sinuous arms like elephants' trunks, at the end of each of which is a mouth with razor-sharp teeth. The creature is almost hairless and a ghastly blue in colour; a thick mass of jet black hair, each strand looking like a fat worm and in constant writhing motion, tops the head. There is a single, dead-white eye in the centre of the forehead circled by a broad ring of white 'flesh'. The nose is a ragged, inflamed hole in the centre of the face. The plantman moves on flat, broad feet each 3' long and the creature has a thick tail 6' long which is used in attack as well as for balance.

The plantman's mode of attack varies according to the circumstances. If there is sufficient space for it to do so, it will leap high in the air over its intended victim and lash downwards with its tail, such an attack being rolled as if for a monster with 8 hit dice and delivering 1-20 damage if successful. Otherwise it will attack with the mouths on the ends of its arms, each doing 2-8 damage (these attacks are resolved on the normal table). For each successful mouth attack there is a 75% chance that the mouth will attach to the victim's body, doing an additional 1-4 points of damage and sucking away body fluids (reduce constitution by 1 point for each successful attack of this type, the lost points being recovered at the rate of 1 point per hour).

Plantmen are extremely simple creatures, having only the most basic of nervous systems. They will usually be found grazing in valleys of woodlands, for they are basically vegetarian, eating by running their 'hands' over vegetation. They have a deep respect for clerics and will only attack members of this class if highly provoked; they are in great awe of druids and will never attack members of the druid class. They are too stupid to be trained to obey even the simplest of commands.

Comments: Those who are 'into' fantasy literature will have no difficulty in recognising the Plantman; it is not, after all, susceptible to any disguising. Note the special movement rate which applies to the 'leap' attack.

During the period of *Folia* preparation, I rather slowed down on looking at new submissions for the *Factory*, but now that I have a bit more time I can wade through the pile of new creatures which have appeared in the last few months and make more selections for future issues of the *Factory*. I must say I am continually amazed at the number of contributions we obtain, and aspiring monster-hatchers are to be congratulated on their energy and inventiveness.

In closing, might I remind readers once more to send in their votes for the Top Five Creatures to have appeared in *White Dwarf* during the last ten issues.



THE FIEND FACTORY



A regular feature introducing new and interesting monsters, edited by Don Turnbull.



gain I am devoting the pages of this feature to 'near misses' — creatures which almost made the *Fiend Folio* but which, for a variety of reasons, were excluded in the final sifting.

NIGHT RIDER

by Chris Morris

No. Appearing: 1-9 (roll d10 and ignore a 0 result)
Armour Class: 3
Movement: 12"
Hit Dice: 4D8
Treasure: Nil
Attack: By weapon type
Alignment: Lawful evil
Intelligence: Very
Monstermark: 54 (level IV in 12 levels).



Black-cloaked and-hooded, these grey-skinned humanoids are often accompanied in their quests for dominance by orcs, trolls or men who fear the night riders more than they fear death itself. Night riders have sensitive eyes which automatically close in bright sunlight or its equivalent, though they are able to track by smell. They fear fire and will usually (80% chance) retreat before it.

The night riders dwell in lairs deep in thick forests and will tether their steeds (normally horses) some distance away. They have been observed underground in tunnel complexes but only very rarely and it seems that they prefer to travel on foot when adventuring underground. When encountered above ground, however, they will always have horses with them or close at hand.

In melee their usual weapon is a mace (with which they obtain a +1 bonus on hit probability and damage, though the weapons are not magical), but 20% of those encountered will also have +1 magic daggers (round fractions down). These daggers are unusually small and needle-sharp — if a hit is scored with such a dagger (+1 on hit probability only), one hit point of damage is scored, the dagger breaks off in the wound and em-

beds beneath the skin. Unless *remove curse* or *neutralise poison* is administered within a day, the victim will become lawful evil and aligned with the night riders — he will immediately set out to track down the night riders and join them after the 24-hour period has passed.

The night riders continually emanate a *fear* spell of 20' radius — resolve as the 4th level magic-user spell.

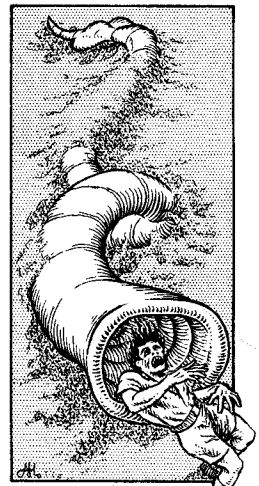
If the night riders are in bright sunlight or its equivalent, they will try to avoid melee and will prefer to track a party by smell to an area where the lighting is more subdued. They have infravision to range 90'. If they are drawn into melee in bright light, they will attack at -2 hit probability (-1 if torchlight within 10').

Comments: An obvious derivation from you-know-who, and this was the only reason for their exclusion from the *Folio*. The effects of a dagger hit are intriguing — I can't really see how a hit from a weapon could alter the victim's alignment; it would have been more reasonable to state that the daggers are tipped with some form of hallucinogen which (presumably temporarily, and in this case permitting a saving throw) changed the victim's attitude and caused his unnatural loyalty.



by Dave Tant

No. Appearing: 1
Armour Class: 3/7
Movement: 24" in sand
Hit Dice: 5D8+10
Treasure: See below
Attack: Swallow
Alignment: Neutral
Intelligence: Animal
Monstermark: 85 (level V in 12 levels)



These are young worms with a diameter of 4' (all mouth at one end) and about 25' long. Fully-grown spice worms can reach 200 yards in length (add 1 hit die for every 5' over 25'): They only inhabit dry sandy areas, with a depth of sand just sufficient for them to submerge, and are repelled by water — emptying a water-skin onto the sand will hold them off in a sandy corridor, but in a larger area they will seek a way round.

Spice worms are attracted by the vibrations of movement through the sand and will seek to swallow who/whatever is moving. Standing still is only a defence so long as the worm is more than 10' away; within that distance it can detect the heartbeats of its potential victim.

Any hit means that the worm has swallowed its victim whole. After two melee rounds the victim will suffocate, but until then he can attack the soft interior which is AC7. After two turns, decomposition sets in and the victim cannot be revived. There may be items of value in the belly, if swallowed recently (armour will be unusable after two hours but gems will retain their value for a day, halving in value each hour thereafter).

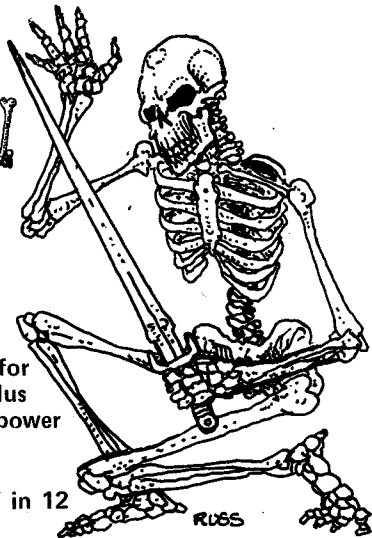
The worm's real treasure lies in four small sacs near the tail. One sac will have been destroyed by each attack near the worm's tail on which a 20 was rolled, by a fireball or other powerful hit in that area. Regardless of the size of the worm, each sac contains one draught of a *Potion of Inescapable Location*, enabling the imbiber to proceed unerringly to any location or to any object of person the location of which may be unknown (duration 2 hours). However drinking a second potion the same day, a third in the same week, or a fourth *ever* renders the victim blind, though with the permanent gift of clairvoyance.

Comments: again, those who read fantasy literature will have no difficulty in recognising this creature, even without the obvious hint in the name (though who inspired the original worm??). Those who, on the other hand, are experienced in Dave's dungeon avoid narrow sandy corridors like the plague. Once I witnessed the attempt of a dwarf in full plate mail to 'chimney' up the walls to escape a Spice Worm — ah, a truly horrible end.

HEAT SKELETON

by Nicholas Riggs

No. Appearing: 1-3
 Armour Class: 4
 Movement: 6"
 Hit Dice: 5D8
 Treasure: Nil
 Attack: Two hands for 1-6 each plus heat metal power
 Alignment: Chaotic evil
 Intelligence: Non
 Monstermark: 44 (level IV in 12 levels)



These powerful relatives of the normal skeleton, from which they are indistinguishable, are treated as spectres insofar as clerical attempts to turn them are concerned.

They attack with their bony hands, each inflicting 1-6 hit points of damage.

The heat skeleton has the power to *heat metal*, as the 2nd level druid spell, with effect as though the spell were cast by a druid of the 3rd experience level, though no material or verbal components are required. This power is permanent and can be used as often as required.

The heat skeleton is invulnerable to cold.

Comments: There are quite a number of skeleton variants about and one or two more will be in the *Fiend Folio*, so it is understandable that this one should be excluded. I'm not sure why it should be significantly slower in movement than its normal brother, but presumably this was a device to compensate to some extent for its greater powers. The invulnerability to cold is also curious but can be explained by the fact that the *heat metal* power is a magical power and unrelated to normal habitat.



by Michael Roberts

No. Appearing: 10-100
 Armour Class: 3
 Move: 8" - 12" (see below)
 Hit Dice: 1 + 3
 Treasure: D
 Attack: 1-6/1-6 plus spear (see below)
 Intelligence: Low
 Alignment: Neutral
 Monstermark: 19.3 (level II in 12 levels)



The bodach is a humanoid creature, about 4' in height and with a smooth bald head. Its gait is unusual to the extent that movement uphill seems easier and quicker (12") than on the level or downhill (8"). The knee-joint appears capable of reversal and the thin legs, ending in taloned feet, eat up the ground in pecking strides.

The Bodach has pointed ears, almond-shaped eyes and a hooked nose. They usually carry a shield (normal AC is 4) and a leaf-headed spear. Their bodies are covered in flat, densely-packed locks of hair.

When the spear (if carried) has been thrown the Bodach will attack with its taloned feet, each of which can inflict 1-6 damage.

The Bodach can achieve unusual accuracy with the spear and throws it with a +4 *hit probability* bonus.

Comments: A vicious little beast whose speedy approach uphill to a party going downhill might catch a few adventures unawares.

GREEN WORM

by Ghee Bowman

No. Appearing: 1-6
 Armour Class: 6
 Movement: 6"
 Hit Dice: 4D8+2
 Type A
 Attack: Tail 2-12 plus poison; bite 1-10
 Alignment: Neutral
 Intelligence: Non
 Monstermark: 62.6 (level IV in 12 levels)



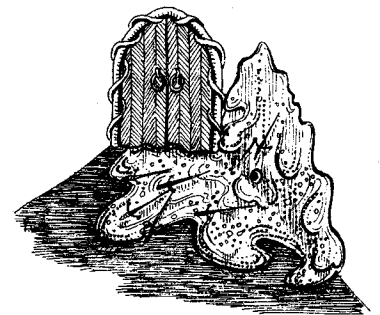
A small relative of the purple worm, its name exactly describes this creature. It has a powerful sting attack with its tail for 2-12 hit points of damage plus poison, but its bite is relatively weak (1-10 hit points of damage) and it is too small to swallow a victim larger than dwarf-sized. Its normal maximum length is about 20'.

Comments: For low-level adventures, this is a useful scaled-down version of its larger brother, but my own preference is for the spice worm which has more interesting characteristics.

GOOM

by Nigel Proudfoot

No. Appearing: 1
 Armour Class: -1
 Movement: 9"
 Hit Dice: 1D8+8
 Treasure: Special
 Attack: Special
 Alignment: Neutral
 Intelligence: Non
 Monstermark: None



The goom is a form of giant amoeba. Its behaviour is similar to that of an ochre jelly and it is clearly a relative of that creature. Its substance is a strongly adhesive ichor which bonds firmly onto any material except stone. Any weapon touching it will stick and can only be removed by the application of fire or holy water. Similarly any character touching a goom will adhere and if he is not released within 2-5 melee rounds he will be absorbed by the ichor and will suffocate in a further 3 rounds, being unable to take any action during this time.

Comments: This is very similar to the gluey, one of the earlier *Folio* monsters which has been further developed to appear in the *Folio* under another name. To release the bond, fire is an appropriate means but I wonder why holy water is suggested, since there is no indication that the creature is undead and/or evil. Likewise, whereas the gluey has its own antidote, the goom has none, and that would no doubt make its life rather a series of inconveniences, to say the least; think of all the moss, sticks and what-not it would gather on its travels, as well as treasure of a more useful nature.

Hence my view that this creature is not so well-developed as the gluey, and hence its exclusion from the *Folio*.

Now that the New Year is with us, we have a large number of votes for the Top Five Creatures. However, as John Smart on this issue's *Letters* page has suggested, we are extending the deadline to include a vote for the *Bottom* Five Creatures. And finally, our thanks to all those who have contributed.

Errata Fiend Factory (WD16)

The Wrecker (addition): wreckers can see Invisible persons/items and can detect the presence and nature of any magical item within 30'.

Man Scorpion (correction): Alignment is lawful.

THE FIEND FACTORY



A regular feature introducing new and interesting monsters, edited by Albie Fiore.

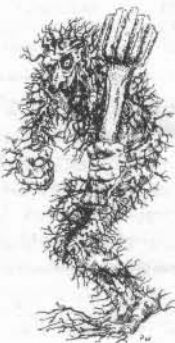


Recent *Fiend Factories* have featured monsters that never quite made it to the *Fiend Folio*. Several of these monsters were inspired by well-known fantasy and SF books. This issue presents a selection entirely inspired by fantasy and SF novels, so as to provide a brief checklist for some interesting reading for those who haven't already read the books concerned.

MANDRAKE PEOPLE

by Glen Godard

No. Appearing: See below
Armour Class: 5
Movement: 12"
Hit Dice: 1D8 + 1
Treasure: See below
Attack: 2 fists (1-4 each), or stone mace, plus special
Alignment: Unlawful neutral
Intelligence: Low
Monstermark: 31.2 (Level III in 12 levels)



A mandrake resembles an extremely thin humanoid with very large genitalia and bark-like skin the colour of a beech trunk. Little of his skin actually shows through the great masses of dark-green hair-like rootlets that cover his body. Red eyes glow from deep hollows above a hair-lip mouth with triangular teeth, similar to those of a shark.

The mandrake people are creatures of the forest. Their tie with the woodlands is so great that a mandrake will go to great lengths to avoid destroying living plants. They use coal or dung for their fires and stone or tin for their utensils. Their warrens are usually rocky catacombs with dead grass or straw as beds. Mandrakes are generally nocturnal and have infravision to 60'. When encountered, they are (50%) in a hunting party (1 to 10 appearing), or (35%) in a warren (4 to 20 appearing), or in ambush (15%) (4 to 20 appearing), in all cases the number appearing depends on the size of the group.

The relationship between mandrakes and humans is a tragic one. Mandrake females give birth to a *bantling*, an acorn-like seed, which must gestate under mistletoe in an oak or ash tree. If the bantling is discovered (their rootlets grow above ground and sprout purple bell-shaped flowers) prior to birth, it

can be cut up and used as an extremely powerful aphrodisiac. *Mandrake root*, as humans call it, will cure any impotency (including that which is magically induced) and will cause in females an extreme desire for sex. Due to these properties, a three-pound bantling will sell for 1,000 to 3,000 g.p. Houris especially prize mandrake root, and will either pay one-and-a-half times normal value or, lacking the money, will use their powers to steal the root.

The mandrake people, quite justifiably, view this practice as genocide. Therefore, mandrakes are hostile to all humans except Druids. Being carnivorous, mandrakes will occasionally eat solitary humans who are caught in the forests. This, and the occasional raids into villages for livestock, will cause self-righteous humans (i.e., paladins), woodsmen, foresters, and peasants to attack the mandrakes whenever within reason.

Druids and treants understand the mandrake people's plight and are extremely sympathetic. Both will intervene, usually peacefully, on the mandrakes' side in a conflict. Druids and treants will either attack immediately or extract revenge later when they witness or hear of a bantling being up-rooted. Mandrakes revere the druids and if they encounter a druid they will usually perform any one non-violent act of assistance they can, within reason. (Mandrakes often have a stock of fresh mistletoe, 1 to 4 days old, in their warrens as a gift).

The mandrake's favourite mode of attack is to overwhelm their opponents with superior numbers. They will avoid encounters in which they are outnumbered unless there is a bantling involved, in which case the mandrakes attack to the death with (+2) to hit and damage.

Mandrakes attack with their fists or with stone cudgels which hit as maces. However, if a Mandrake is hurt, he will scream in such a way as to cause all unprotected ears within a twenty-foot radius to save vs. magic or sustain 1D4-1 damage. In extreme pain, such as death by a blade, or the unearthing of a bantling, all creatures within twenty feet must save vs. magic or die. Creatures with sensitive ears (elves, dogs, horses, etc.) save at -2. Those with protected ears and those that successfully save must still muffle the sound of the scream (by the blowing of a low-toned horn, for example) or take 1D10 damage. This scream also runs the danger (20% chance) of attracting mandrakes or wandering monsters.

The Holy Symbol for mandrakes is the cross and they can be persuaded from attacking by gifts of small iron crosses. The only treasure a warren will have is a number of gem and jewelled crosses (treat as Type A gems and jewellery only). Because of this worship of the cross, clerics and rangers will not fight them unless forced to defend themselves or their charges.

The final aspect of mandrakes is that their young (from birth to five years of age) females can "pass" as humans. Mandrakes, noting that life is easier for humans, will attempt to trade human babies for their own. These are sometimes viewed as faerie "changelings," which, depending on the area culture, can be a sign of extreme good or extreme poor fortune. The female mandrake, to preserve her human form, must consume an ounce of human blood daily until her twentieth year in human life. The mandrake-vampires are able to draw the blood straight through the skin-pores, through processes as innocent as breast-feeding or simple kisses. Done with care this will rarely (5% chance) affect the victim. (If it does, the result is blood poisoning.) Even after her twentieth year in human life, the changeling can be detected by her bones, which are porous and dark-brown rather than solid and ivory-white. *Comments:* This monster is rare in that it would provide a conflict of alignments within a party (hence the *Unlawful*). Wise forest-types (elves, druids and rangers) would view them with compassion and sympathy, and even if they don't aid them, almost certainly wouldn't harm them. Other woodsmen, foresters and peasants would view their presence as a battle for survival. Paladins, repelled by the fact that they eat humans, would hunt them down. Lawful good clerics would be caught in a dilemma of conscious — they are not evil, worship a god, but eat people. A thief wouldn't give a toot, but would seek out the root. A well drawn monster that virtually cries out for its own scenario, it comes from Thomas Burnett Swann's story *Manor of Roses* in *The Dolphin and the Deep*, which developed them from the mandrake of folklore.

HOUND OF KERENOS

by Graham Staplehurst

No. Appearing: 2-12
 Armour Class: 3
 Movement: 12"
 Hit Dice: 3 to 6
 Treasure: M, ½xR
 Attack: 1D10 bite plus cold
 Alignment: Chaotic evil
 Intelligence: Low
 Monstermark: 3D:48.4; 4D:63.6; 5D:73.6; 6D:99.5
 (3D&4D: Level IV; 5D&6D: Level V in 12 levels)



These creatures are distant relatives of the hell hound that maraud in the icy wastes. They may be found in the company of devil dogs and other creatures of the cold.

The hound of Kerenos can breath a cone of cold ½" /hit die long and of similar base diameter doing damage of 1 hit point per hit die of the hound unless a save versus dragon breath is made, in which case the victim takes no damage but is slowed by 50% for one turn. This may be used 3 times per day.

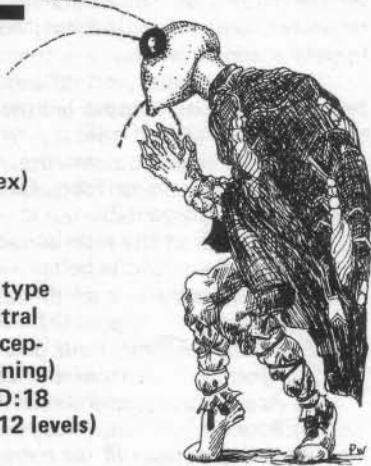
These beasts can withstand any degree of cold.

Comments: A straight forward monster that is nevertheless a useful addition to campaigns set in icy regions. It comes from *The Bull and the Spear* by Michael Moorcock whose many fantasy novels provide a rich source of ideas.

PHUNG

by Simon Tilbrook

No. Appearing: 1
 Armour Class: 9(-4 for Dex)
 Movement: 15"
 Hit Dice: 3 or 4
 Treasure: M, N & Q
 Attack: By weapon type
 Alignment: Chaotic neutral
 Intelligence: Average (exceptionally cunning)
 Monstermark: 3D: 15.8; 4D:18
 (Level II in 12 levels)



The phung could, from a distance, be mistaken for a tall, gaunt human, for individuals of the race dress in human garb. However, the head of a phung is that of a giant mantis, with the mouth in constant motion. They are, by human standards, insane.

Phung have only ever been encountered individually, though it is assumed that they have villages or strongholds in secret places. Each individual has a dexterity of 18 and functions as a thief or monk of level 3 times the phung's hit dice.

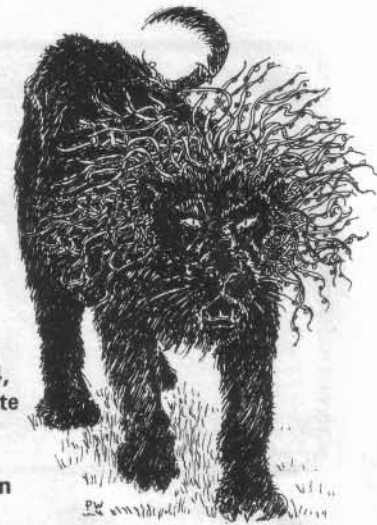
As far as is known, phung do not use magic; nor, although adept, do they occupy themselves with the plebian skills of physical combat unless necessary. Nothing gives a phung greater pleasure than to terrify its prey. There are countless cases of 'fun-loving' phung passing over an easy kill in order to track their victims for hours to wring every last drop of sweat from them. Their tactics are subtle - they rely on the imagination and fears of their victims, presenting them with 'unknowns' and 'unseens'. They rarely close in for the kill, preferring to leave their prey in a state of abject terror.

Comments: Not every DM's monster, but a cert for those who enjoy an opportunity to terrify their adventurers, without actually killing them off. Incidentally, don't forget to roll for the morale of hirelings, especially if they start disappearing one by one. The phung is from *City of the Chasch* by Jack Vance. Some of Vance's other books that you may find interesting from a D&D standpoint are *Showboat World*, an enthralling though monsterless wilderness adventure, and *The Dying Earth*, the book that was originally rumoured to be the inspiration of the D&D magic system.

COUERL

by Phil Masters

No. Appearing: 1
 Armour Class: 4
 Movement: 15"
 Hit Dice: 7D6 + 1
 Treasure Type: Nil - lair at DM's discretion
 Attack: First spring 3D4, then 1D8 + 1 bite
 Alignment: Chaotic evil
 Intelligence: High
 Monstermark: 62.2 (Level IV in 12 levels)



Despite its visual similarity to the displacer beast, this species has its own individual powers. The couerl is a jet black feline with a mass of fairly weak but dextrous tentacles hanging from its shoulders. It has the build of a lion, but is nearer the size of a leopard.

The couerl is ravenous, deadly and very cunning.

The species prefers to run and spring into the attack, needing a 10 yard run-up but gaining +3 to hit by so doing. It nonetheless fights quite ably otherwise.

The couerl can manipulate catches and controls with its tentacles, and may even fight with any small devices it can get hold of.

Its strangest power is its absolute mastery of electrical and other forces. Lightning is useless against it, it can analyse and control any technological devices from up to 50' away, flaming swords cannot flame within a 50' radius, *magic missiles* and *fireballs* do not work against it 50% of the time and the creature has +1 on its save against all other magical attacks.

They feed by draining fresh corpses of a chemical crucial to life. This is done when the beast has 2 melee rounds in succession with the body and no fighting; once the beast has fed, revivification is impossible without a *wish*.

Couerl are immortal, with regard to aging, and hate all other intelligent life forms. They are very rare and are incapable of cooperating with each other.

Comments: The couerl, like the phung could cause considerable disquiet to a party if its power over technological devices were carefully used - an unmanned portcullis rumbles down behind them etc. The beast was derived from A.E. Van Vogt's *Black Destroyer*.

Incidentally the *Monstermarks* given are for AD&D. I hope in the near future to be able to publish updated *Monster Level Tables* with *Monstermark* based on AD&D. In the meantime, here are the results of the *Fiend Factory* voting:

TOP TEN

1. Necrophidius (Simon Tilbrook, WD7)
2. Russian Doll Monster (Mike Ferguson, WD15)
3. Svart (Cricky Hitchcock, WD9)
4. Needleman (Trevor Graver, WD6)
5. Hook Horror (Ian Livingstone, WD12)
6. Githyanki (Charles Stross, WD12)
7. Imps (M. Stollery, WD13)
8. Volt (Jonathan Jones, WD7)
9. Urchin (Nick Louth, WD9)
10. Dahdi (Mervyn Lemon, WD10)

BOTTOM FIVE

1. Nas Nas (worst) (Roger Musson, WD9)
2. Dahdi (Mervyn Lemon, WD10)
3. Withra (Don Turnbull, WD7)
4. Stinwicodech (Eamon Bloomfield, WD6)
5. Pebble Gnome (William Maddox, WD15)

In the main, readers preferred logical, believable beasts with interesting abilities to the 'one-offs', although the Russian Doll Monster proved to be a popular and amusing exception. Congratulations to Simon Tilbrook and commiserations to Roger Musson. Perhaps the oddest point about the poll is that the Dahdi came in both the Top Ten and Bottom Five, which demonstrates the editor's dilemma when choosing entries! Finally, I think that Don Turnbull, who has now stepped down from the post of editing this section because of pressures of work, should be congratulated for the high standard he has maintained in the *Factory* since its inception. I hope I will be able to maintain that standard, but more on that next issue.



A regular feature of new and interesting monsters edited by Albie Fiore.

THE FIEND FACTORY



Many readers have written requesting more low level monsters, so this issue *Fiend Factory* features a selection of minor monsters, most of which have interesting possibilities. The *Monstermarks* for each are calculated according to AD&D, but, for those readers still using the original system, the difference is rarely enough to cause any change in the actual level of the monster.

EMPIPATH

by Andy Wouldham

No. appearing: 1 (occasionally 2)
Armour class: 10
Movement: 12"
Hit Dice: 1D8
Treasure: Silver only
Attack: 2 claws (½ point each) plus special
Alignment: Neutral
Intelligence: Low
Monstermark: 36 (level 1 in 12 levels)



This 1' tall creature lives in regions of mild climate, dwelling largely underground and venturing out onto the surface only at night, if at all. They are suited to living in darkness and any strong light source can cause them to become confused and helpless until they can escape it.

They will not physically attack anything unless they are cornered and all psionic defenses are exhausted or proven useless, in which event they will lash out with their tiny front claws. They have psionic ability of 101-200 and attack/defense modes of A,D/F,G,H. It is thus not their combat ability which is cause for concern, they are more feared for their unusual feeding habits.

On encountering living creatures which show emotional feelings or responses the empipath begins to radiate an aura, (radius 3") which can affect from 2-8 individuals. Those persons unfortunate enough to be affected become uncontrollably emotional, the emotion in them which was most dominant at the time of the encounter being boosted beyond all proportion. (E.g. Dregg the Dwarf and Edmund the Gnome are the best of friends, having come through some pretty tough times together. Yet on that particular morning Dregg was feeling slightly annoyed at Edmond, having lost to him at cards the previous night. Then suddenly Dregg becomes incredibly violent and in a fit of uncontrolled hatred proceeds to stab

his friend in the back). A saving throw vs magic negates the effect of the empipath's aura as regards the individual, but it should be noted that the more emotional the individual is to begin with, the greater the likelihood of him succumbing to the effects. The empipath feeds by absorbing the violent energies released by the affected individuals and those around them as they try to cope with their troubles.

Empipaths are very difficult creatures to find as they can hide in shadows and move silently as a 14th level thief.

Empipaths are small four legged creatures with large black eyes and silver-grey fur. They have no tail and possess tiny claws only on their front paws, they do not possess a mouth. They speak and understand no languages and communicate with each other by body movements and chemical secretions.

It should be noted that they are unable to use their emotion boosting talents whilst under attack and/or being forced to run or defend themselves.

Comments: A record low *Monstermark*, but despite that, this small beast still has considerable potential. It could only really be used in games where the players are genuinely role-playing otherwise the DM would have some problems distinguishing between the players' and their characters' emotions.

STORMBITER

by Simon Eaton

No. appearing: 3-18
Armour class: 5
Movement: 21"
Hit Dice: 3D8+1
Treasure: Nil
Attack: Special
Alignment: Neutral
Monstermark: 15.79 (level II in 12 levels)



These are non-corporeal life forces burned into the sands of hot deserts. Normally they are completely harmless but sandstorms stir them up and cause them to become active. When this occurs they appear as a mass of sand grains co-ordinated into a humanoid form. They automatically cause mules to bolt. Only silver or magic weapons affect them. *Sleep* spells only have a 30% chance of causing a stormbiter to calm down.

Earth elementals can exert full control over stormbiters. There is a 10% chance per level that a druid can dispel a stormbiter.

If a stormbiter scores a hit, roll a D10 to determine the result: if the roll is 1-6 then that amount of damage is given; 7 or 8 then the victim is blinded by flying sand for 2 melee rounds; 9 or 10 then the victim has been stung by sand in weapon (1-4) or shield (5-6) hand. He must save vs dragon breath or else the object in indicated hand is torn from his grasp; swept away and probably lost in the sands.

Comments: A wilderness monster, but one that could be used underground in sand filled rooms or sealed in an urn to guard treasure.

UNDEAD HORSES

by John Webster

	Skeletal	Zombie-Like
No. appearing:	2-20	2-16
Armour class:	6	7
Movement:	15"	7"
Hit Dice:	2D8	3D8
Attacks:	2 hooves (1-4 each) and bite (1-2)	2 hooves (1-6 each) and bite (1-3)
Alignment:	Neutral	Neutral
Intelligence:	Non-	Non-
Monstermark:	16.71 (level II in 12 levels)	20.48 (level III in 12 levels)

These animated corpses of horses can be used as steeds by skeletons or zombies (each of which ride only the appropriate type). Mounted skeletons cannot carry more than 50 g.p. weight of equipment; mounted zombies no more than 75 g.p. All special characteristics, attributes and defences of skeletons and zombies apply to that particular type of undead horse.

Normal horses are afraid of undead horses. A saving-throw against *fear* must be made for them to attack either sort. Mules are worse. When in sight or smell of undead horses they must save against *fear* or turn and run. If the holder has 14+ strength, the mule's saving throw is at +2. If there is no holder, i.e. a mule trained to follow or pushed along between the ranks, the mule's saving throw is at -2.

Clerics turn the skeletal horse as a zombie and the zombie horse as a ghoul.

Comments: Very straightforward creatures that have featured regularly in fantasy but for which no statistics have appeared. I would suggest, however, that the horses be turned as skeletons and zombies to avoid confusion when they bear a rider. Incidentally, the *Monster Manual* does not state that the undead skeleton is a human one, so presumably it could be that of any creature, and *all* should have the same statistics.

WEREFOX

by John R. White & Robert Watson

No. appearing: 1
Armour class: 6
Movement: 12"
Hit Dice: 3D8
Treasure: C, T
Attack: 1-4 bite plus special
Alignment: Chaotic Neutral/ Evil
Intelligence: Exceptional
Monstermark: 51.43 (level IV in 12 levels)



The werefox is one of the rarest forms of lycanthrope. It will inhabit virtually any type of terrain, though they typically make their lair in hillsides or disused graveyards. There is a 50% chance of 1-4 young in the lair.

They are generally sly and mischievous, but they especially hate and seek to dupe or kill (alignment influencing) lawful priests, and to burn down temples. 'Old' and 'ancient' foxes are usually above such tricks. An 'old' fox is over 500 years old and has 4D8 hit dice and armour class 5; an 'ancient' fox is over a 1000 years old with 5D8 and armour class 4. When a werefox is encountered, roll a D12. 1 or 2 and it is an 'old' fox; 3 and it is an 'ancient' fox.

In its human shape, the werefox appears as a beautiful woman; in its animal form as a bipedal fox or as a true fox. Since the true fox form enables the creature to run at 18", it will revert to this form to flee.

They have full control over their form and are not affected by the state of the moon. Wolfsbane has no effect on them nor is it of use in attempting to cure this form of lycanthropy. However, the sound of or presence of a hound will force them to assume their animal form, as the two species hate each other. Reflections show their animal form and lawful good clerics have a 10% cumulative chance per level of sensing a yellow aura over the creature's head. 'Old' and 'ancient' foxes are immune to all these methods of detection, but hounds will attack them on sight, though they remain in human form.

The werefox's main method of attack is not physical combat, since it is weak in this respect, but by magic. All werefox's have spells and magic use as a 3rd level illusionist; 'old' foxes have fifth level skill and 'ancient' foxes have 7th level skills. Any scrolls found in a werefox's hoard will contain only such spells as are usable by illusionists. All werefoxes can *detect good* while 'old' and 'ancient' foxes can continually use a *protection from good* spell. In addition, an 'ancient' fox has a permanent *charm person* spell when in female form.

They are fond of illusory tricks. A typical 'trick' would be to make a cave littered with decaying offal appear as a palace and banquet.

Werefoxes are highly adept at pursuing their prey stealthily, and can move silently and hide in shadows as a thief of level equal to their number of hit dice. When hunting, whether for treasure or food, they will attempt to work illusory magic from a distance, singling out the weakest or most befuddled member, and then attack, usually from behind. If there is no chance of surprise, they will use human guise to gain the party's trust until an opportunity for a secret attack presents itself.

As with other lycanthropes, the werefox is immune to all but magical attacks and silver or magical weapons.

Many legends tell of powerful mistresses who were actually werefoxes.

Comments: The first lycanthrope to appear in *Fiend Factory*, and an interesting low level one, although the 'old' and 'ancient' foxes would be much tougher. Two different contributors both submitted a werefox based on the Oriental Fox. Since both were worthy of inclusion, and both had different features, I took the liberty of combining the two.

DARKHAWK

by James Meek

No. appearing: 1
Armour class: 4
Movement: 30"
Hit Dice: 2D8+2
Treasure: None
Attack: See below
Alignment: Neutral
Intelligence: High
Monstermark: Not applicable (suggest level II in 12 levels)



The darkhawk appears as a skeletal black falcon with luminous green eyes. It seldom alights to earth, perching only on bare rock if it does, since should it touch any living thing it will turn instantly to dust (it is undead and accordingly affected by spells). It can cast *fear* on individual creatures from 20', *darkness* 15' radius, or create the *illusion* of a huge flock of (100) black ravens. But its most potent weapon is the beam of green light it can shoot from its eyes once every melee round, from a distance of up to 15'. This has the following effects: clerics with wisdom 12 or over must save against paralysis or be sent into a coma for 1-100 days; clerics with wisdom under 12 must save against paralysis or die. If they make their saving throw, they will suffer as above; phials of holy water will burst into hellish green flame, with damage similar to that of a flask of oil; holy symbols must save against *fireball* or explode as one; and any item connected with religion or worship, altars, maces of *disruption*, clerical tomes, particularly important segments of temples, etc., must save against *crushing blow* or disintegrate.

Unusually for undead, the darkhawk prefers day to night. It has no infravision, although it possesses incredibly acute eyesight. It glides above the clouds by moonlight at night. It normally exists as a servant of a demon, devil or lich, acting as an agent against some religion or a scout (it can be used as a 100% effective telepathic crystal ball relay).

Comments: A monster that can cause consternation from a distance; an obvious target for missile fire. Although the author states that the creature is 'undead', he omits any effect a cleric may have on it. I would suggest it be inserted on the *Clerics vs. Undead* Table between Ghouls and Shadows.

I have some plans for occasional *Fiend Factory* special features, one of which will be coming up next issue. In the meantime, if you have any views on what kind of thing you would like to see in the *Factory*, or any other comments, send them in. And don't forget to keep those monsters rolling in.



A regular feature of new and interesting monsters edited by Albie Fiore.

THE FIEND FACTORY



This issue, we present a *Fiend Factory* special. The monsters have been selected and arranged in the format of a mini-wilderness scenario, designed for a party of 4th, 5th and 6th level adventurers.



ibabu is a small village on the edge of the mist-shrouded everglades of Krish. The villagers, who survive by selling snake and crocodile skins, will tell any visitors to their village of an abandoned temple deep in the swamps. In the temple stands a great cauldron which spawns creatures of evil. Local legends state that those who destroy the cauldron will be rewarded with great wealth by the ghosts of those who built the temple.

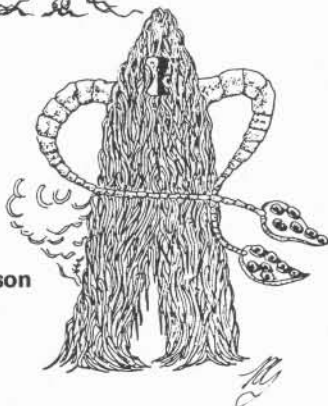
The everglades is a vast swampy area, dense with lichen covered trees with trailing fronds. A thick but patchy mist continually hangs in the air. The waters are shallow but occasionally treacherous as they conceal areas of quickmire. Travel can be by foot, horse or flat-bottomed boats hired from the villagers.

The perimeter of the swamps is especially thick with trees, their roots making passage difficult and tortuous and their foliage shading the area below in green gloom. In this shadowy world, a voice can sometimes be heard, a voice that belongs to the...

CREEPER

by John R. Gordon

No. Appearing: 1-3
Armour Class: 6
Movement: 6"
Hit Dice: 4D8
Treasure: Variable
Attack: Two tentacles, 2-12 each and bite, 1D8 + poison
Alignment: Chaotic evil
Intelligence: High
Monstermark: 96.86 (level V in 12 levels)



The creeper is a greenish grey creature, some 6' tall and covered in a growth of slimy tendrils. From its shoulders protrude two tentacles with a 10' range. It has a horny, black-brown beak with which it can bite and inject either of its two poisons. The first paralyses the victim (until a *cure disease* spell can be cast on him) to preserve him for blood-sucking later. The second type is a

deadly venom which will kill the victim outright, unless a save versus poison is made.

It dwells in dark, deserted places where its chameleon-like powers enable it to be virtually invisible 30% of the time.

The beast has no eyes, but uses its incredibly developed senses of smell and sound to home in on its prey. They can scent prey accurately at a range of 12" and echoes enable them to gain precise details of their surroundings. For this reason they prefer to fight in total or near darkness.

The creeper lives off putrid carrion, or feeds off the blood of live victims — a totally liquid diet. It hates all humans and elves in particular, and, if they are offered as captives, it may be bought off. If a fight is going against it, it will release a *stinking cloud*, to which it is immune, change colour, flee, and will not re-engage for at least two rounds. It can release the *stinking cloud* only once per day.

In 8 segments, the creeper can mimic any voice it has heard, in whatever language. A voice thus mimicked is never forgotten, though the creeper will not understand the words. As a rule, creepers are cowardly and will use their camouflage and mimicry often to lure the unwary into range of their tentacles.

The creeper gets +1 on all saving throws.

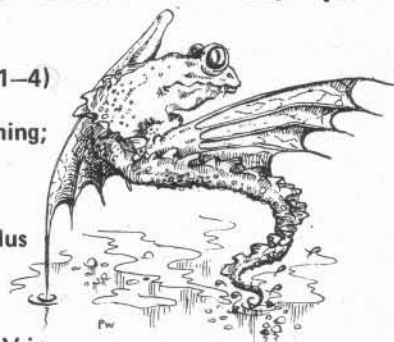
When a creeper is killed, it degenerates immediately into a putrifying, bubbling pool of tendrils, blood and guts.

Beyond the thick growth of vegetation on the perimeter, the everglades break into relatively large, shallow expanses of water, thick with weed and broken by myriad clusters of islets, all covered in thick vegetation. Anyone crossing these misty waters is likely to be attacked by...

WATER LEAPER

by Roger E. Moore

No. Appearing: 1 (10% of 1-4)
Armour Class: 6
Movement: 18" swimming; 15" flying
Hit Dice: 5D8+2
Treasure: C
Attack: 4D4 bite plus shriek
Alignment: Neutral
Intelligence: Semi-
Monstermark: 72.2 (level V in 12 levels)



These creatures are the bane of lakeside fishermen, as they attack boatmen, break lines and nets, and destroy fishing grounds. They have been known to attack cattle and sheep that waded into the water or approach too closely. They are not averse to adding a few incautious humans to their diet. Those familiar with the water leaper fear it greatly.

If a water leaper senses a victim in its waters, it will close on it immediately. The sight of this creature is rather disturbing in itself. It appears as a great legless frog with a long newt-like tail, and two great membraned wings emerging from either side. The whole creature ranges from 8' to 10' in length. If the victim is submerged or swimming, the water leaper will attack without leaving the water. Potential victims sitting or standing in small boats will be attacked as the monster leaps from the water and flies towards them with open mouth. As soon as the creature is airborne, it will emit a terrifying shriek. All within 120' of it must save versus paralysis. Those who fail lose all armour class adjustments for dexterity, and the monster gains +2 when attacking them. It then attacks with its single bite, splashing into the water with its victim in its mouth or to try again if it missed.

As the wings of the water leaper are not strong, it can only stay in the air for 2-5 rounds at most. It is not so fast that it cannot be attacked as it makes its pass at a victim by those within 10' of the victim.

Water leapers are not particularly intelligent and have no

languages other than their own.' They often keep treasure in a rocky nest on the bottom, where they also lay their eggs. As water leaper eggs are a delicacy, for humans as well as other fishes, they are quite valuable and much sought. Consequently, few of the hundreds of eggs laid each year reach maturity.

Water leapers live for about 20 years.

They are helpless to attack on land if they should happen to fall, and have only a 20% chance per round of lifting off again; otherwise they will expire in 3–5 hours of exposure and dehydration. While still alive, they can wiggle towards water at a 1" movement rate.

Towards the centre of the everglades, the islands become closer and closer until it is virtually one land mass with a close network of sluggish waterways which are too narrow for boats. The land is still thickly wooded and mist shrouded. In this area the earth is particularly muddy with many patches of thick cloying mire. Often concealed in these patches is another strange creature of the swamps . . .

SLIME BEAST

by Dave Stapleton

No. Appearing: 1–2
Armour Class: See below
Movement: 6" max.
Hit Dice: 5D8
Treasure: E
Attack: By weapon type
Alignment: Neutral
Intelligence: Low
Monstermark: Varies (probably level V in 12 levels)



Slime beasts are habitually found in damp places, either above or below ground. They are natural predators that seek to waylay their prey by means of their low cunning and transmutation powers which enable them to assume many different forms.

The slime beast's body appears as thick cloying mud, but the beast can control the consistency of all or any part of its body, degenerating at will to anything from runny slime to rock hard, and all sorts of combinations in between.

It usually lies in wait for its prey in slimy form, lying in mud from which it is indistinguishable, or as part of a wall or rockface in which case it would assume a harder more rocklike shape and texture.

When attacking, it will seek to do so with surprise by transforming behind its victim. On attack, it will usually have assumed a vaguely humanoid form of the consistency of thick mud with stunted limbs. It forms a rock-hard weapon from itself. The weapon is usually (75%) a sword, though sometimes a club (15%) or hammer (10%). Should the weapon break, or any part of the beast be severed, it can reform to replace the missing piece and reabsorb the severed part on contact as long as the beast is at least 50% intact.

Any transformation takes one round, during which the beast cannot attack. The creature's armour class depends on its form. Any rock-hard part is -1, although if the beast's entire body were of this consistency, it would be immobile. Its usual thick mud consistency is armour class 7, and the runny slime form is armour class 10. In the latter two forms the beast is most mobile, though it cannot attack in runny slime form. Its speed and armour class vary depending on its form between these extremes.

Only magic weapons can harm the slime beast when it is in mobile form as normal weapons merely slide through the slime. In rock-hard form, it may be struck by normal weapons.

Fire and cold, of any kind, do no damage but automatically transform it completely into its rock-hard form during the fire or cold and for 1–4 rounds after, depending on the severity of the attack.

Water has the opposite effect, reducing the beast to its runny slime consistency for 1–4 rounds from anything other than the rock-hard form.

The slime beast has a saving roll against magically induced fire, cold or water. All other magic can affect the creature including the transmutation spells.

In some of the secluded backwater, the roots of the trees have been curiously shaped to form strange half-submerged dwellings. These strange formations occur in close individual groups for they are the communes of the . . .

FROG-FOLK

by Phil Masters

No. Appearing: 3D12
Armour Class: 9
Movement: 6"; 10" swimming
Hit Dice: 1D8
Treasure: Individual J, lair E
Attack: By weapon type or 1D8
Alignment: Chaotic evil
Intelligence: Low
Monstermark: 1.8; Leader: 6.66; Chieftain: 14 (levels I; II & III respectively in 12 levels)



These brutes tend to occupy semi-submerged cave complexes in the fouler swamplands. They walk on two legs and can use tools and weapons in their long-fingered, webbed hands, but generally seem more like frogs than men. They are bulging eyed amphibians, with nostrils set atop broad snouts and green, slimy skins. They worship a demonic frog-god and hate all other intelligent races, save as food; despite their low intelligence, they are cunning and cruel.

Frog-folk will be armed as follows:

2 spears	30%
scimitar	50%
sling & dagger	20%

Weapons are bronze and jagged-edged. Anyone wounded by frog-folk has a 5% chance of contracting some kind of disease. Slings use stones rather than bullets.

Small frog-folk bands will have one additional leader-type, with 8 full hit points, fighting with bronze morning-star as a 1+1 hit-dice monster, and armoured to AC 5.

Bands of 21 or more will have a chieftain with 10 hit-points, using a saw-edged bronze 2-handed sword as a 2-dice monster, and armoured to AC 4; he will have two leader-type lieutenants.

For each frog-folk in a group encountered, there is a cumulative 2% chance of a cleric-type in addition. Although chaotic evil, these clerics are treated as druids of level 1–4 for hit dice and spells; they are AC 7, use scimitars and rank below chieftains but above leaders in the frog-folk tribes.

In the depths of a frog-folk lair will be found (apart from the tribal treasure and masses of spawn) females equivalent in numbers to the males. They are non-intelligent and should be treated as the smallest type of giant frog. The tribe also has a 40% chance of possessing pets which its members can control; 50% 1–4 giant frogs, 40% 1–3 giant toads, 10% 1–6 giant leeches.

Frog-folk have standard magic resistance, but their slimy skins give them the equivalent of 18 strength against any form of entanglement, including *web* spells, and their hatred of humanity gives them +3 on saving throws vs. *charm*. ▶

THE FIEND FACTORY

Deep in the woods of this large central area, is the Temple of Krish. What once must have been an impressive building, covered in richly detailed carvings is now a dark, foreboding place. The carvings are mostly obscured by moss and creepers, and whole slabs of stone have crumbled from the walls. The large portals hang open, decayed and dank. In the creepers beside the entrance, the observant will spot what appears to be a snake. It is the last of the guardians placed by the wizards who dwelt here long ago, a...

MELODEMON

by Michael Wilkinson

No. Appearing: 1-4
Armour Class: 2
Movement: 14"
Hit Dice: 4D8+2
Treasure: Always jewels, 1000-4000 g.p. value (see below)
Attack: Bite for 1D8+1, 1 sting (1D4+2 +poison), plus special
Alignment: Chaotic evil
Intelligence: Very
Monstermark: 123.85 (level VI in 12 levels)



The melodemon resembles a snake, about ten feet long, with a face like a cross between a human and an alligator, and a sting at the other end. It is only found in extreme conditions, such as flames or lava flows, glaciers, dense forest, desert, deep swamp etc., though it can survive in any conditions. Ancient priests used to rear them from the egg and keep them in pools of burning oil to guard sacred places.

The melodemon's special attack is its singing voice.

It can sing 4 melodies: *discord*, *charm*, *sleep*, and *terror*. Characters save vs. spells for all these at -2 per melodemon present. If a person saves vs. any song, he need never save against that song again as he is immune to it (though he is still vulnerable to the spell of the same name). If two or more melodemons sing different songs at the same time there is no effect on the would-be victims.

The melodemon's treasure, which is often kept right in the midst of the flames/ice/swamp, always has a special song laid on it so that when it is carried away, all the people within the immediate vicinity begin to feel drowsy (no save) and if they are still with it after two hours they lay down to rest and do not wake up until the curse is removed, by a *dispel evil* and a *dispel magic* spell.

Inside the Temple, the entrance hall leads to many small chambers, but there is one set of double doors that leads to the central, domed hall. In the centre of the hall, spewing mist and resting on a lofty pedestal with steps climbing up, sits the cauldron. Throughout the temple, dark forms move in the shadows. These are the...

CAULDRON-BORN

by Tim Walters

No. Appearing: 3-6
Armour Class: Special - starts at 4
Movement: Special - starts at 12"
Hit Dice: Special - starts at number appearing -1
Treasure: Nil
Attack: Two-handed sword
Intelligence: Non-
Monstermark: Group of 3: 265; group of 4: 1105.5 (levels VIII and XI respectively in 12 levels - larger groups are way up on level XII)



The cauldron-born are zombie-like creatures the size of large men. They use two-handed swords in combat. They have the following special ability: when one of their group dies, his original hit points and hit dice are divided up among the remaining cauldron-born. Any points and dice gained from the death of other cauldron-born would also be divided up. In addition to gaining hit dice, the armour class of all the remaining cauldron-born drops by one when one of them dies, and their move increases by 3".

These creatures are created by a cauldron in the possession of some evil wizard or cleric, and lose one hit point for every hex greater than five that they are away from the cauldron.

They are resistant to various forms of magic as though undead, but cannot be turned by clerics.

Destroying the cauldron should naturally lead to the discovery of ample treasure to reward the adventurers.

I have not included any comments on the monsters, but it should be noted that a group of cauldron-born are particularly heavy.

I would be pleased to hear your comments on this issue's Fiend Factory: whether you prefer the monsters in a mini-scenario or in the usual random mix, as well as any other ideas you may have.



FIEND FACTORY COMPETITION

In this competition, what you have to do is provide statistics for the monsters shown here. They can be detailed individually or as a tribal group, but each must be covered. The best entry will receive a prize of Una Woodruff's beautifully illustrated book, *Inventorum Natura*, kindly donated by Phin Publishing Ltd., the distributors of the book. Entries should be sent to Fiend Factory Competition, White Dwarf Magazine, 1 Dalling Road, Hammersmith, London W6 to arrive not later than 30th September 1980.



FIEND FACTORY

A regular feature introducing new and interesting monsters, edited by Albie Fiore.

ONE-EYE CANYON

This issue, Fiend Factory presents a mini-wilderness scenario suitable for a party of 5th, 6th and 7th level adventurers.



Queues of weary peasants line the ferry landing. Most have their meagre possessions packed on barrows or in tattered back packs. They are fleeing the area after a long and harrowing conflict with a group of cyclops that have been raiding the area. From the peasants the party would hear the following stories:

The cyclops have continually raided the homesteads, killing the men and capturing the women live for some unknown reason.

The cyclops are believed to be camped in an old dwarf mining settlement somewhere in One-Eye Canyon. None know where the settlement was, but ruins can be seen from the top of Burgmeier's Bluff; but the bluff and its pine forest are evil places that the peasants have long shunned. The old man of the mountain, a strange rock formation on the bluff, is a particularly evil spot.

Somewhere over the bluff, there is an old mountain track that is believed to have been made by the dwarfs.

One-Eye canyon had its name long before the cyclops came. Legends indicate that One-Eye was a magic user who dwelt somewhere in the canyon.

The last person to venture into the pine forests and the bluff was Prago, the local hero who was seeking the cyclops camp. He left some months ago and never returned.

Long ago, Crazy Shem (a simpleton) had a lump of platinum ore, believed to be from the mines, but Shem died and never revealed where he had found it.

From the ferry, the mouth of the canyon can be seen, but it is a narrow and rocky waterfall. The pine forest climbs gently up Burgmeier's Bluff, almost to the foot of rocky crag that rears above the trees. The pine forest is dark; the floor is a thick bed of old needles which dampens the sound of all movement. Even so the forest is unnaturally quiet, for the most populous inhabitants are undead —

The Brothers of the Pine

by Julian Lawrence

No. Appearing: 10--200

Armour Class: 5

Movement: 12"

Hit Dice: 3D8

Treasure: Individuals O, C in lair

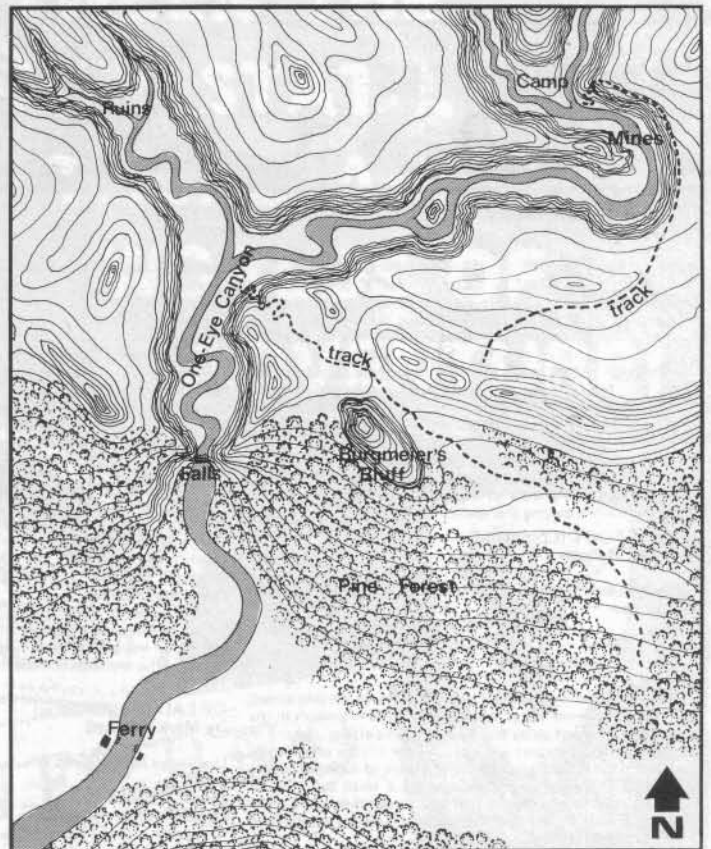
Attack: By weapon type

Alignment: Lawful evil/Neutral evil

Intelligence: Average/very

Monstermark: 31.5; Leader: 48; Jarl: 63

(levels III; IV & V respectively in 12 levels)



The brothers of the pine are a foul form of undead created from bloodless bodies by pumping pine sap into their veins. They live in dim woodland and use their fiendish cunning to lure adventurers to their deaths so as to drain their blood and replace it with sap so increasing their brotherhood. This foul operation is carried out by the Jarl of the creatures who will have 6 hit dice and powers as a 6th level druid. All of them possess 1 first level druid spell (chosen at random) usable once per day. For every 20 encountered there will be a leader who will have 4 hit dice and powers as a druid of level 4.

In battle these beings emit a shrieking wail which will cause all N.P.C.'s etc., in ear shot to check morale at -20% or flee for 1-8 turns. The creature's favourite weapons are jagged sabres and throwing darts.

They are immune to non-magic weapons and cold, take half damage from lightning but double from fire. Only plant based spells affect them. They can be turned as shadows on the clerics vs undead table.

Where the forest ends, at the foot of the bluff, the vegetation is particularly thick and lush around a strange rock formation that looks like the head of an old man. There are many animals (mostly wildcats and wolves) creeping in this thicket for the old man of the mountains is a...

Chthon

by Colin Reynolds

No. Appearing: 1

Armour Class: 0

Movement: 0"

Hit Dice: 8D8

Treasure: 1d20 gems

Attack: Nil

Alignment: Lawful evil

Intelligence: High

Monstermark: Depends on animals under control (suggest level VI in 12 levels)



Chthon is a mineral intellect which has no regard at all for animal life, and resents animal intelligence with paranoid fervour. It can control non-intelligent to averagely-intelligent animals that fail to save vs spells, as well as all plant life, telepathically, but cannot force the controlled creature or plant to do anything it could not normally do.

Up to twenty animals and/or plants can be controlled in this way at any one time, and the Chthon uses these to protect itself and attempt to wipe out intelligent life in its vicinity. Plants are encouraged to grow in a thick defensive screen about the Chthon for protection.

Beyond this the rocks of the bluff rise up and are easily climbable. From the top it can be seen that the canyon forks in two. Ruins can be seen in the western fork, and below the bluff to the north a small track can be seen that runs in steps down the steep slopes into the canyon. At the foot of the path, by the river bank is a cave, obviously inhabited as there are footprints and the remains of a fire outside. In the cave is a fighting man covered in many scars and fresh cuts of which he is heedless for Prago (Lev: 5; AI: LG; 5d10; S: 16; I: 6; W: 17; C: 14; D: 12; Ch: 12) is in the control of a . . .

Enslaver

by Roger E. Moore

No. Appearing:	1-3
Armour Class:	6
Movement:	3"
Hit Dice:	2D8+4
Treasure Type:	Q X 5
Attack:	Special
Alignment:	Chaotic evil
Intelligence:	Genius
Monstermark:	Inapplicable (suggest level III in 12 levels)



Enslavers, also known as Puppet Lords, are dangerous and highly feared monsters in some parts of the world. They appear quite harmless, however. They are not unlike a large flattened ball of grey-coloured mercury, about 9" across, and move by rolling slowly wherever they wish to go. They may flatten themselves to pass under doors or through cracks. They have a little-understood sensory system that makes them very highly aware of their physical surroundings within 30' of their position.

These monsters conceal themselves in rocky areas, in small niches where they collect gemstones. They are 90% likely not to be detected by sight because of their ability to appear to be part of a rock or large stone. If a living being should happen to touch one of them, however, then a saving throw vs paralyzation must be made or the character will be completely dominated by the will of the enslaver. It will then force the host to conceal the enslaver upon his or her body, under clothing or other cover, allowing the monster to maintain continuous contact with the host's body. This will be done out of sight of any other character if at all possible.

Enslaver-dominated persons will not react to pain or any other physical stimulus; otherwise the person will continue to act much as before. However, the enslaver will frequently use the opportunity to slay any good characters it can through the host body's array of skills or weapons. Enslavers are careless of the condition of the host, and care little if the body is injured or destroyed; there are always other bodies available. Because of their skill at hiding on the host lifeform, only thorough examination, possibly even enforced nudity, will reveal the parasite. The enslaver, of course, will do everything possible to avoid detection and will kill those searching for it if possible.

Hosts who are released from the control of an enslaver must make a system shock roll or die from acute neurological trauma. As a side note, will-force spell or psionic attacks, such as *fear*, *scare*, *emotion*, or *charm*, are completely ineffective against an enslaver or a person controlled by an enslaver. An enslaver may only attempt to control one person at a time.

Any person who survives domination by an enslaver that is physically removed from his or her body will go berserk (+2 to

hit and damage) and attempt to slay the enslaver immediately, by the most expedient means possible.

This is as far as Prago reached, he was heading for the ruins. In a niche in the cave, alongside 2 gems, is another enslaver. The river in the canyon is easily crossed, either by stepping across the rocks where there are narrows or by wading across the slower reaches. The ruins are clearly visible in the west fork of the canyon. On very close inspection it can be ascertained that they are not the work of dwarfs, for this was the home of One-Eye the evil magic-user who is now long dead. In the ruins, however, live the only survivors from One-Eye's day, the elusive

Micemen

by Stephen Norledge

No. Appearing:	10-50
Armour Class:	7
Movement:	12"
Hit Dice:	1D8-1
Treasure:	O, P
Attack:	Javelin + dagger
Intelligence:	Very
Alignment:	Lawful evil
Monstermark:	0.24 (level 1 in 12 levels)



Only the older elves and halflings now remember the tale of how a brownie settlement was invaded by a hoard of orcs lead by Maihatahn, an evil wizard of immense power. The brownies were conquered and for the next 50 years they were forced into slavery, or, if they refused, killed slowly! Then, Maihatahn realized their potential as troops, so he started to cross-breed them with some of his stronger orcs. The result was this stronger, less magical brownie.

Maihatahn, of course, eventually died but the micemen, as they became known, survived. They now live deep in thick forests, remote canyons and dark caverns. They shun bright lights, have infravision 90' and will never fight in direct sunlight. They can tolerate overcast daylight. Their favourite method of attack is to silently surround their intended victim, and then strike noisily from behind, in the hope of scaring and directing them into some kind of trap, where the micemen can then kill their victims at their leisure.

They can speak orcish, goblin, hobgoblin, and brownie. They hate brownies, sprites, sylphs and nymphs.

Some of One-Eye's treasure can still be found in the ruins along with a small, wooden bronze box bearing the name "Aurelius". Inside the box are 4 canine teeth from the *adult* gold dragon whose name is on the box. The teeth can be used to create

Dragon Warriors

by Tony Wilson

No. appearing:	One per tooth (normally 1-4)
Armour Class:	See below
Movement:	6"
Hit Dice:	5D8+5
Treasure:	Nil
Attack:	By weapon type
Alignment:	Neutral
Intelligence:	Non-
Monstermark:	Variable (suggest level IX in 12 levels)



Dragon warriors are created by crushing the teeth of a dragon and saying its name aloud. (An *identify* spell cast on a tooth will determine the dragon's name if this is not already known.) One warrior appears for each tooth.

The warriors cannot speak but will obey the commands of their creator unflinchingly until they are either slain or dispelled. Dragon warriors last for only as many turns as the dragon whose teeth they came from had hit points per die (1-8 turns). They ▶

THE FIEND FACTORY

► have a strength of 18 (plus 1 to hit, plus 2 on damage) and normally use broad swords, attacking as 6th level fighters.

Naturally they are totally immune to attacks based on their "parent" dragon's breath weapon(s) (i.e. a red dragon warrior would be immune to all fire based attacks) as well as *sleep*, *charm* and *hold* spells. The warriors are clad in exceptionally complete scale armour, colour and armour class equating with that of their "parent" dragon. Note that hit points lost by a dragon warrior cannot be restored by means of a spell or a potion. Furthermore the warriors possess infravision.

When killed or dispelled, at the conclusion of their "time", they and their armour and weapons "disintegrate" into dust. Note, only the dragons four canine teeth are suitable for turning into warriors.

The teeth can also be used for forming a trap, by first saying the dragon's name, and not crushing the tooth. The warrior will then appear and attack the first person/creature to stand on, break or otherwise harm the tooth.

The western fork of the canyon ends beyond the ruins, leaving the eastern fork as the only location for the dwarf mining camp. Progress can be made easily along the canyon on either side of the river. Just around a bend in the canyon are mine shafts, two on each bank, and beyond them buildings can be seen on a rocky outcrop. In the mine entrances are squat dwarfish figures (one to each entrance). The guardians of the mines who patrol the entrances and the surrounding river banks

Grey Sqaargs

by Graham Head

No. Appearing: 1
Armour Class: -2
Movement: 6"
Hit Dice: 6
Treasure: None
Attack: Grapple
Alignment: Neutral
Intelligence: Non-
Monstermark: Variable
(suggest level VII
in 12 levels)



These very rare, squat humanoid automata were created long ago by a race of evil dwarves. A few of the sqaarg are still around, although the dwarves themselves died out long ago, taking the secret of the creature's construction with them. The sqaarg do not mate, but, similar to golems, they live for ever (or until killed!).

The sqaarg were intended as a purely defensive device for the dwarves' cave complex, and as such will not initiate a battle unless somebody tries to go past them (they will of course fight back if attacked.). The sqaarg always fights with a strength equal to the combined strength points of those fighting it including those using missiles against it. Thus, the more adventurers that it is fighting, the stronger it becomes. The sqaarg will not use weapons, but instead will try to grapple with its foes in order to incapacitate them. It will use its strength to kill only as a last resort if sorely pressed.

The sqaarg is a 5' tall, hairless neuter humanoid. Its low AC is explained by the fact that the dwarves made it out of solid stone!

The monster can have a maximum strength of 40, and 6th level fighter. It has 30% magic resistance. If, during the fight, the party withdraws to consider its position, the sqaarg will probably move off in the direction in which it was travelling when encountered.

Some sqaargs have a particular "beat" to which they were assigned when created. If the encounter occurs on the "beat", the sqaarg will always move towards the intruders until they have been driven from that particular area.

Beyond, is the dwarf mining camp, now crudely repaired and inhabited by...

Cyclops

by Albie Fiore

No. Appearing: 2-20
Armour Class: 6
Movement: 12"
Hit Dice: 6D8
Treasure: Individuals M(x10)
D in lair
Attack: 2 claws, 1D6 each,
1 bite, 2D6, plus
hypnotic stare
Alignment: Chaotic evil
Monstermark: 240 (level VIII
in 12 levels)



Cyclops can be found in almost any terrain, including underground complexes. They habitually dwell in caves. They are frequently found in control of a group of orcs, gnolls, svarts, goblins or hobgoblins that they dominate because of their ferocity and strength. They are innate foes of humankind and continually raid villages for females and food.

If ten or more are encountered there is one who will be a leader type (7 hit dice and attacking at +2 to hit and +3 damage).

The cyclops' single eye affects victims as *hypnotic pattern* and any failing to save will stand immobilised for 6 melee rounds: the cyclops can only stare at one individual per melee round at a maximum range of 6", and each victim can only be 'stared' once.

If encountered in their lair, there will be an additional 20% young (3 hit dice, armour class 7, 3 attacks, 1-3/1-3/1-6, no *hypnotic stare*).

The cyclops' eye handicaps it in combat so that it strikes at -1. It similarly hurls missiles at -2 but it gains +2 on saves vs illusory magic.

Cyclops eat human flesh, though they prefer halfling, as well as gnomes, dwarves and elves. They dislike man-orc which they leave for scavengers. They will always attempt to capture any human females for purposes of reproduction (see below). Consequently in any lair, there will be 1-6 pregnant female humans, and a 10% chance of live prisoners being kept for food.

Cyclops speak their own language as well as that of orcs, gnolls, svarts, goblins, hobgoblin and ogre.

The cyclops is 9' tall. Its skin is a dull weathered tan, while its clumps of straggly hair are greenish black. It has powerful arms, clawed hands and a large, wide maw with which it can inflict horrendous bites. Its eye is a clear sea-green.

Hybrids: There are no female cyclops — possibly due to genetic deficiencies. They do, however, reproduce with human females which they have captured and will devour after childbirth. The children of this unholy union are cyclops (40%), human but with a single eye (30%) and normal (?) human (30%). Of these the normal human is devoured with the mother; the cyclops becomes one of the group; and the cyclopien human is cast out to fend for him/herself. These hybrids are usually above average strength and constitution although they suffer the same penalties in combat (except vs. dwarves and gnomes) as the cyclops. They also receive the cyclops' bonus against visual illusory spells. These half-breeds are believed to have established a hidden kingdom somewhere on a high plateau. They are known as Amiraspians, High Plainsmen or Griffon Riders, though little is known of them.

In the buildings, apart from the female prisoners, can be found enough platinum ore to satisfy the adventurers. From the camp another old path winds up steps to another crag where it stops, having crumbled away, but the crag can be easily traversed to link up with the other path.

Not much to comment on in what is really quite a straightforward collection of monsters, though the Grey Sqaarg could prove tricky to DM.



Albie Fiore selects some readers monsters that are guaranteed to strike fear into the heart of even the boldest adventurer. . .

The Heavy Brigade



The FOUR HORSEMEN of the APOCALYPSE

by Ian Cooper

LOM, OGAA AND SAMAZAN

No. Appearing: 1 - 3 (1 - 4)
Armour Class: -1
Movement: 12"/15"/36" on nightmare
Hit Dice: 12d8
Treasure: S,T,U
Attack: By weapon type
Alignment: Chaotic evil
Intelligence: Genius

KY (Supra-Lich)

No. Appearing: 1 (1 - 4)
Armour Class: -1
Movement: 6"/15"/36" on nightmare
Hit Dice: 16d8
Treasure: U
Attack: 1- 10 plus paralysis; spells as 23rd level magic-user
Alignment: Neutral (biased to chaotic) evil
Intelligence: Supra-genius

The Horsemen of the Apocalypse are the lords of the undead vassals of Orcus, Prince of the Undead.

Lom, Ogaa and Samazan are skeletons of supra-normal power. They each wear elaborate magic plate mail (no shield) and an incredibly ornate helm. They can only be hit by a +1 or better weapon and are immune to certain spells as a normal skeleton. They are turned as ghosts on the clerics vs undead matrix.

Ky is a supra-lich of 23rd level who has been granted demonship. He can only be hit by a +1 or better weapon and is immune to certain spells as is a normal lich.

All of the Horsemen ride extremely loyal nightmares.

Each Horseman also has the following special abilities:

Control undead: as for evil cleric;
Speak with undead;
Animate undead;
Summon undead: roll d20: 1-6 =

2-16 skeletons; 7-11 = 2-12 zombies; 12-15 = 2-8 ghouls; 16-18 = 1-4 shadows; 19-20 = 1-2 wights;
Turn cleric: as a 12th level cleric vs a lich with a bonus of +1 for each level that the target is below 18th;
Cause fear: as magic-user spell;
Lose hope: by this power, a person failing to save vs spells loses hope and throws down his weapons. His flesh begins to decay causing 2-16 hit points of damage per melee round. Unless *cure disease* or *remove fear* is cast on the victim he will become a living (undead) dead skeleton when his hit points are reduced to zero.

Lom, First Lord of the Undead: Lom was once a skeleton who shared Prince Orcus's life and was granted special powers. He has a psionic strength of 100 and all attack/defence modes. (The DM may roll for Minor (Devotions) and Major (Sciences) if desired.) He carries a +2 two-handed sword which he can wield in one hand. His helm bestows on the wearer the powers of *infravision* and *detect invisible objects*.

Samazan, Second Lord of the Undead: Samazan the skeleton once performed many bold deeds to gain power. The most infamous of which was the theft of the *Axe of the Golden Minotaur*. This +3 battle-axe was once in the possession of a powerful minotaur and has the power, once per day, to summon 1-10 minotaurs all armed with +3 battle-axes and under the control of the summoner. The axe was stolen by Samazan who used his once per day powers of *improved invisibility* and *move silently*. His helm endows the wearer with the powers of *keensightedness* (as *Eyes of the Eagle*) and *see magic items*.

Ky, Third Lord of the Undead: His great deeds led him to great esteem and demonic powers. He is basically a 23rd level magic-user lich, though his robes are not tattered, but are black and flowing. He wears no helm but has the *Skull Crown* which is only usable by magic-users of at least 15th

level. Any magic-user below 15th level who wears it will immediately have his mind blown and be reduced to simpering imbecility for it can tune in to 10 - 100 people's thoughts. It also bestows the powers of *suggestion*, *hypnosis*, *Psionic Blast* and *Intellect Fortress*. Ky also has a *scream* which causes *fear* within a 5' radius and summons the other Horsemen.

Ogaa, Fourth Lord of the Undead: This once famous 20th level retiarius was, on his death, granted his position by Orcus. He has open hand damage of 2 - 16, a +5 trident with *sleep* potion, and a *Net of Entrapment*. His helm gives the powers of *ultravision*, *track* and *cause fear*.

UNGOLIANT: QUEEN of the SPIDERS

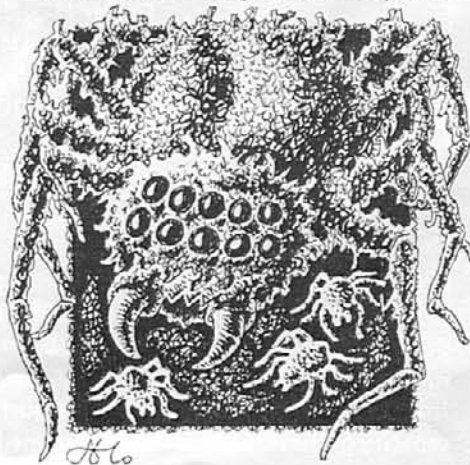
by Peter Cockburn

No. Appearing: 1
Armour Class: Body: -6; Belly: 6; Eyes: -4
Movement: 35"
Hit Dice: 225 hit points
Treasure: None (all devoured)
Attack: Bite (3 - 36); 2 legs (2 - 24 each)/ 2 palps (1 - 12 each)/ 6 legs (see below) plus special
Alignment: Chaotic evil
Intelligence: High

The original of all spiderkind and their kin, Ungoliant is a Demonic cloud of Blackness and Malice that assumed an enormous (50' across), repulsive spider-like form. Swathed in her 'unlight' (equivalent to 5 *darkness* spells), she is attracted to precious metals, gems, magic items, etc. which she devours to gain 1 hit point for every 10 g.p. of value that they had.

Her mighty jaws crush for 3d12 hit points of damage, swallowing whole on a natural 20 (instant death). She may also flail out with her palps or her forelegs, inflicting 1d12 and 2d12 respectively. Her entire body oozes a +3 contact poison and thrice daily she can breathe a 30'x30'x30' cloud of *fear* gas. She has 10 eyes that function as those of a beholder (covering 90' in front and all above Ungoliant) except that the 7th eye fires a *Molecular Agitation Ray* (as the psionic discipline). One will randomly fire at an opponent every 2 melee rounds.

She has 80% magic resistance, 50 of



which comes from her *unlight*, the rest being natural. She is immune to psionics.

If seriously wounded or enraged, she will rear up and attack only with her breath and 6 legs, but this exposes one of her weaknesses — her AC6 belly. Her other weaknesses are to fire and light. If her *unlight* is destroyed (by 5+ *continual light* spells) then any additional magical *light* will either inflict 3 — 30 hit points of damage, or completely destroy any one eye it is directed at. Fire will always inflict double damage on her, but she is immune to cold. She may only be hit by +3 or better weapons. She will flee from unfavourable situations, summoning 3 — 30 phase spiders to help cover her escape.

There is a whip embedded in one of her legs, which, in the hands of a chaotic evil creature such as Balor, becomes a +5 (+8 vs good) *Flaming Whip*, inflicting 6 — 36 points of damage or twice that if wielded by someone with 18⁰⁰ strength.

CAPRICORN

by Roger E. Moore

No. Appearing: 1 — 3
Armour Class: 2
Movement: 48" (swimming)
Hit Dice: 14d8 + 7
Treasure: G, S, X
Attack: 2 hooves (2 — 5 each); horns (2 — 16); psionics
Alignment: Neutral good
Intelligence: Genius



Capricorns are water elementals of a very rare and powerful sort. They are large, usually 10' long, and have the head, torso and forelegs of a great, white-furred goat. The rear half of the body is a blue-green fish tail. The horns of a capricorn are 3' long and project backwards from the head in a straight line, but may be brought forward as deadly weapons in combat when the creature dips its head and lunges at an enemy.

They are usually quite friendly, however, and act as the lore-masters of the deep seas. Tritons, sea elves and merman consult them on various matters, and player characters may find them to be quite knowledgeable about undersea ruins, wrecks, and possible treasure hoards and monsters — for a price.

Capricorns are highly psionic, and have a psionic ability of 201 — 300. They may use attack modes A, B, C, and E; and defend with F, G, H, and I. All have the following psionic disciplines, used at the 14th level of ability: Clairaudience, Clairvoyance, Detection of Good/Evil, Detection of Magic, Invisibility, Object Reading, Precognition, Sensitivity to Psionic Impressions, and Telepathy. They use the last power to communicate with any creature, regardless of the language it speaks. Oddly enough, these beautiful creatures cannot speak or make any sort of vocal noise.

They have a 65% magic resistance and can only be hit by a +2 or better weapon. Because of their mental awareness, they can only be surprised on a 1 on a d6.

Capricorns hate all evil and will attack evil creatures without warning or provocation. They particularly hate the sahuagin and have fought them for thousands of years. Persons who aid capricorns in a fight against sahuagin, or who attack sahuagin themselves and make it known to a capricorn, may win a friendship with these beings, though neutral characters will not be as highly regarded as good ones.

Magical items that affect elementals (such as *Scrolls of Protection from Elementals* or weapons that have bonuses against enchanted monsters) also affect capricorns.

These creatures are generally unwilling to serve as mounts for anyone, unless it is on a temporary basis for a powerful good person who needs help right away.

Capricorns will either attack with their front hooves or with their horns, but will not be able to use both at the same time in one melee round. They will not attack with psionics unless first attacked psionically (though they will use a psionic defence during any encounter, to be on the safe side). Their use of psionic Invisibility makes them exceptionally dangerous to their enemies, and gives them access to many places in the seas that other beings cannot go.

CRYSTAL GOLEM

by Robert Outram

No. Appearing: 1
Armour Class: 4
Movement: 6"
Hit Dice: 12d8 (70 hit points)
Treasure: Nil
Attack: 3 — 24; plus special
Alignment: Neutral
Intelligence: Non-

This rare creation is the result of collaboration between an illusionist and a magic-user. The spells needed for the creation of a crystal golem are: *wish*, *polymorph any object*, *geas*, *glassteel*, and *colour spray* (the last named must be cast by an illusionist of at least 10th level). If an illusionist wishes to create a crystal golem without the aid of a magic-user, he must use scrolls of those magic-user spells, together with an *alter reality* spell. In either case the cost will be 80,000 g.p. and the time required

for the construction is four months.

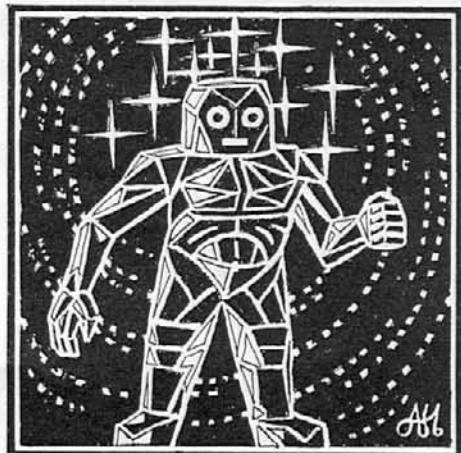
The crystal golem is as strong as a stone golem and is vulnerable to +2 or better weapons. Fire and cold do one point of damage per die, lightning does no damage and the golem can discharge half the damage rolled on touch within two rounds.

The spell *glassee 'slows'* it for 2 — 12 rounds. If a *prismatic spray* is cast on it, the golem can discharge the spell within 24 hours. This can be a potent weapon for an illusionist. The spell *disintegrate* will affect it if it fails to make its saving roll. *Glassteel* will restore all damage.

The crystal golem's special attack (every four rounds) is a *colour spray* from its gaze, range 3'. Those failing to save are affected as follows:

Victim's Level	Effect
0 — 3	Stunned 2 — 8 rounds
4 — 8	Stunned 1 — 4 rounds
9 plus	Stunned 1 round

As with the other golems, the crystal golem can be controlled by its creator, though it can only understand and obey simple commands.



FIEND FACTORY COMPETITION

I must admit to being pleasantly surprised by the response to this competition. Not only were there an extremely large number of entries, but most of them were of a very impressive standard which made the judging very difficult. Plaudits, though not the prize, were earned by excellent entries from: Phil Masters, Alan Harper, Y.M. Gay, Martin O'Donnell and many others. Alan Harper and Keith McDonagh also deserve a special mention for the fine artwork that accompanied their entries. The competition was judged by a panel of three who were unanimous in their choice: the winner was Daniel Collerton who will receive the prize of Una Woodruff's book, *Inventorum Natura*, kindly donated by Phin Publishing Ltd., the distributors of the book. Daniel's entry was accompanied by an excellent scenario featuring the flymen, but this did not influence the judges who were unaware of its existence. However, next issue's *Fiend Factory* will feature not only Daniel's winning entry for the flymen, but also his scenario, *the Hive of the Hrrr'l*. Once again, my thanks to all who entered the competition for their overwhelming enthusiasm.

The Flymen

Fiend Factory is a regular department for new monsters edited by Albio Fiore. This issue it is devoted to the winning entry in the Fiend Factory Competition (White Dwarf 20) and should be read prior to the scenario on page 16.

by Daniel Collerton

Flymen may be encountered in one of two forms: either the party and the flymen will both be at their normal size, in which case the flymen will be about ½" long; or some magical means of size-transformation will have rendered party and flymen the same size. Encountered in the former case, the following statistics apply:

FLYMEN
No. Appearing: 1 swarm (50–200)
Armour Class: 0 when flying, 6 on ground
Movement: ½"/12"
Hit Dice: 1 hit point
Treasure: See below
Attack: Special
Alignment: Lawful neutral
Intelligence: Average-plus
Monstermark: 0.004 (level I in 12 levels)

Flymen encountered outside their hive, as a swarm, will be composed of warriors, with a few flyguards or flymagi (see statistics for 'large-sized' flymen). They attack with weapons too small to do any damage in themselves; however, the weapons are smeared with a poison made from various insect venoms, so that a hit will have similar effects to a bee or wasp sting. If a hit is scored, then roll a d20; a roll of 20 means the victim is allergic to the poison. (Note: This 'allergy check' need only be made once, the first time a person is hit.) Persons who are allergic are allowed a saving throw (save vs. poison) each time they are hit, failure leading to inconvenience and possible death — roll a d8: a score of 1–7 renders the area 'stung' swollen and useless. The effect takes 1–4 turns to set in and lasts for 24 + 1–20 turns. If an 8 is rolled on the d8, the victim falls into a coma in 1–4 melee rounds, and dies in 24 + 1–20 turns unless the venom is neutralised.

Flymen may swarm in a dense cloud around the head and body of a single victim, which effectively blinds him so that he strikes at -4 to hit and allows 1–4 automatic hits by the flymen's weapons.

When flying, flymen can only be harmed by the following attack modes: edged weapons (because the draught from blunt ones pushes the flymen out of harm's way), and area effect magic (lightning bolt, fireball, ice storm, cloudkill etc.); impromptu assaults using fire, flyswatters etc. are also effective.

Because of their small size and dark colour, up to two flymen per 10' square area can hide so effectively that there is but a 1 in 20 chance of their being noticed. They may only do this on a rough, dark background in poor light.

If the party has been magically transformed to the same size as the flymen, it will become apparent that there are several different classes of them:

DRONES
No. Appearing: 11–20 in hive
Armour Class: 8
Movement: 9"/210"
Hit Dice: 4 hit points
Treasure: Nil
Attack: Nil
Alignment: Lawful neutral
Intelligence: Semi
Monstermark: Not applicable



FLYMAN

These tall, heavily muscled (17 strength) idiots do most of the heavy work in any hive of flymen. They obey any simple order prefixed by a command word — this word varies from hive to hive — doing *exactly* as they are told; but they will not harm another member of their hive. They are sexless and unclad. The drones form the Ten Thousand.

ARTISANS
No. Appearing: 1–10 in hive
Armour Class: 8
Movement: 9"/210"
Hit Dice: 6 hit points
Treasure: 1–100 gp
Attack: By weapon type
Alignment: Lawful neutral
Intelligence: Average
Monstermark: 0.67 (level I in 12 levels)

These are the craftsmen of a hive, doing all skilled work. They are organised into a system of guilds, which is subordinate to the council of flyguards known as the Fifteen. They dress in work clothes and are normally armed with daggers, which are not poisoned. Their skill, particularly in metalwork, is immense and reputed to surpass even that of the dwarves. The artisans form the Thousand.

They attack as one hit die monsters and save as first level fighters.

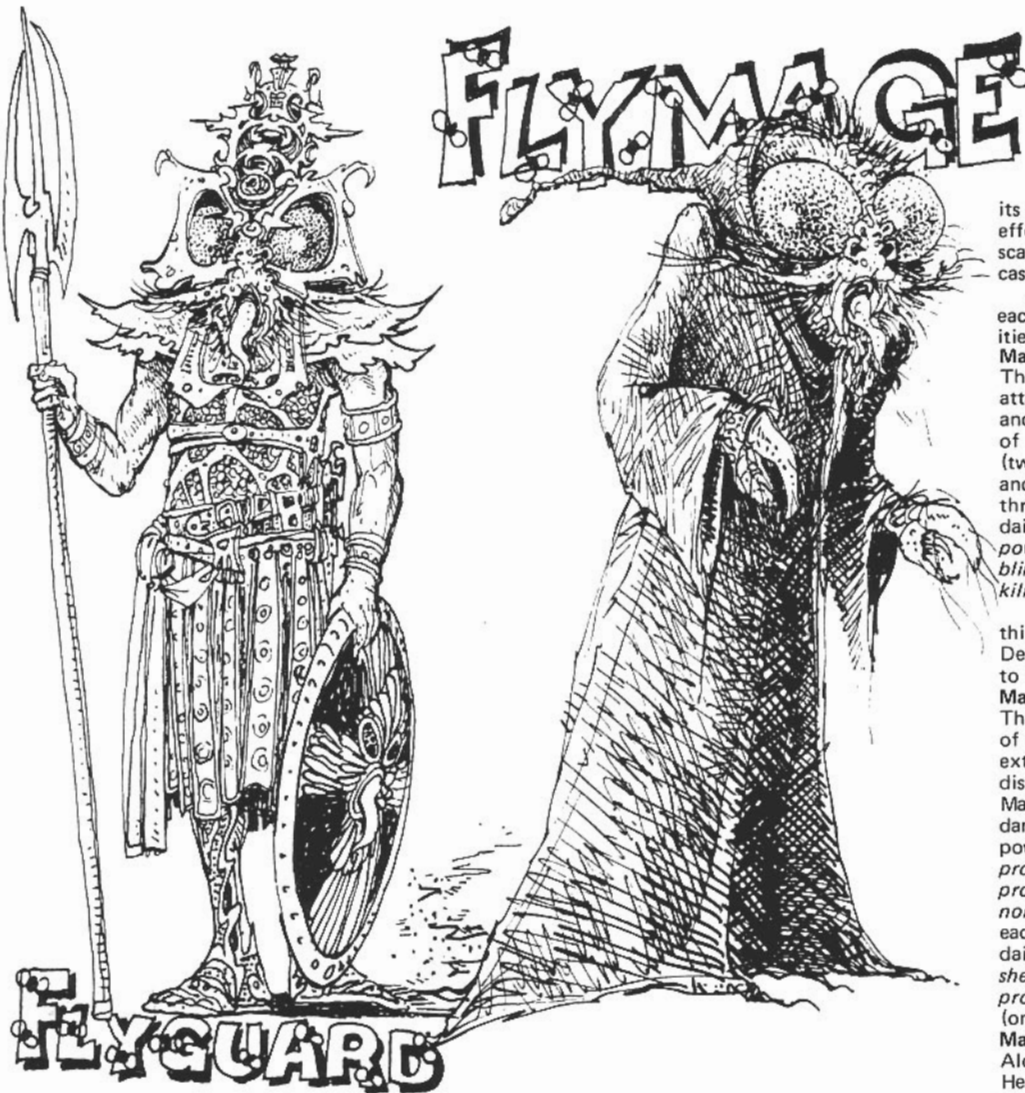
WARRIORS
No. Appearing: 1–10 in hive; 50–200 in swarm
Armour Class: 6
Movement: 9"/210"
Hit Dice: 10 hit points
Treasure: 5–500 gp
Attack: By weapon type + special
Alignment: Lawful neutral
Intelligence: Average/very
Monstermark: 27.4 (level III in 12 levels)

These form the military force of any hive, commonly organised into five companies each one hundred strong, and commanded by a flymage and three flyguards. They are known as the Five Hundred. Their chitin armour is the equivalent of studded leather, and their shields are made of beetle carapaces. Like drones and artisans, they have fragile membranous wings, which when not in use fold under protective wing-cases on the creature's back.

Normally armed with shortbow, sword and dagger, the flyman warrior attacks as a 3 hit dice monster and saves as a 3rd level fighter. Its weapons are venomous (see statistics for the small size above) with a poison which, if the victim is the same size as the flyman, causes a saving throw vs. poison to be made. If the throw is successful, the victim takes 4 + 1–6 damage; if he fails to save, he dies. Persons who have been determined to be allergic (1 chance in 20) to the venom save at -4 on the die. A weapon carries sufficient venom to last for five strikes.

FLYGUARD
(Also called the Fifteen)
No. Appearing: 1–4
Armour Class: 4
Movement: 12"
Hit Dice: 50 hit points
Treasure: A
Attack: By weapon type + special
Alignment: Lawful neutral
Intelligence: High/exceptional
Monstermark: 167.72 (level VII in 12 levels)

The council of Fifteen forms the military command of a hive and is usually involved in a power struggle with the Five for control of the hive. Like flymagi, flyguards have ability to size-change and have *size-rods* (see Notes). They are usually dressed in high-quality chainmail with a chitin shield; their main weapon is the halberd, but they also carry longsword, dagger and short composite bow. As flymagi, flyguards have lost the use of their wings (hence only one movement speed) but fly by using▶



►riding wasps. Due to long and intensive training they may make two attacks per melee round, striking as a 9 hit dice monster. They save as if 9th level fighters. Their weapons are envenomed as are those of warriors.

The concept of personal honour is very important to flyguards, and they will go to any lengths to avoid doing anything they consider dishonourable — the ultimate dishonour for them is causing harm to the hive.

FLYMAGE

(Also called the Five)

No. Appearing: 1–2
Armour Class: 4
Movement: 12"
Hit Dice: 40 hit points
Treasure: Z
Attack: By weapon type + special
Alignment: Lawful neutral
Intelligence: Exceptional-plus
Monstermark: 170.79 (level VII in 12 levels)

The Five form the supreme spiritual and temporal authority of a hive of flymen, at least in theory; in practice their authority is often disputed by the Fifteen. As a representative of the insect god on the *Prime Material Plane*, each flymage has special powers given to it by Ssrpt'ck; certain of these powers are common to all flymagi, and others are specific to individuals. The powers are further divided into innate powers, in which case only a mental command is required to use them, and those granted by Ssrpt'ck. In the case of these latter powers, the god must be petitioned by a prayer (audible or inaudible), taking five melee rounds to make. The powers approximate to spells in their effects, but it must be stressed that none of them has a material, verbal or somatic component as human spells do.

Flymagi dress in loose robes of grey spider-silk, often embroidered with words of power and snatches from the holy scriptures. The holy symbol is a stylised insect, worn around the neck. Flymagi have no effect on undead. Their only weapon is an envenomed dagger.

All flymagi carry *size-rods*, and have the innate power of *size-change* (see below).

A normal hive has five flymagi, each caring for a different aspect of life; these are detailed below. Each of the five Masters has a white-robed apprentice, who has no powers until the death of its Master, when it acquires all its Master's former powers. Ten years is required to raise a larva to the point where it can become a representative of Ssrpt'ck, if both Master and apprentice are slain. The apprentices normally follow their respective Masters at all times. Masters are considered to be 12th level for purposes of combat, spell-casting and saving throws, unless a higher level is required to cast a particular spell, in which case they cast it as if of the minimum required level.

All flymagi have the following innate powers, equivalent to the stated spells in effect, but requiring only one segment to cast by mental command:

- Locate Insects:** As the druidic spell *locate animals*, but only insects can be found. Usable twice daily.
- Summon Insects:** As the druidic spell of the same name; usable twice daily.
- Repel Insects:** As the druidic spell of the same name; usable once daily.
- Insect Plague:** As the druidic spell of the same name; usable once weekly.
- Creeping Doom:** As the druidic spell of the same name; usable monthly.
- Size Change:** This is a process whereby the flymage can change in size from its normal ½" to roughly human size. This lasts for 30 turns

and takes one melee round to happen. No other actions are possible in that time. Shrinkage to normal size is automatic after 30 turns, and can be initiated voluntarily at any time. *Size-change* can be used only once per day. Any personal equipment carried or worn is also *size-changed*.

Regardless of its own size, a flymage using its powers may opt to use ranges and areas of effect as given in the *Players' Handbook*, or to scale them down to flymen size. In this latter case, duration is unaffected.

As stated above, there are five flymagi in each hive, each with its own special responsibilities and powers:

Master Attack

The Master Attack is responsible for vengeance attacks on all those who have harmed insects, and for this task is equipped with a wide range of offensive powers: *sleep* and *lightning bolt* (twice daily each); *charm person*, *charm animal* and *charm monster* (may use any two of the three daily); *Mordenkainen's sword* (usable daily); *cloudkill* (twice weekly); *death spell* and *power word: stun* (usable weekly); *power word: blind* (usable twice monthly); and *power word: kill* (usable but once per month).

It is often at odds with the Master Defence, thinking it timid and cowardly; the Master Defence, of course, believes its opposite number to be a reckless fool.

Master Defence

The Master Defence's primary task is the welfare of the hive's larvae, but its sphere of influence extends throughout the hive. Its major ally in disputes is the Master Healer, which, like Master Defence, is overconcerned with possible damage to the hive. The Master Defence's powers are: *shield* and *web* (twice per day); *protection from good/evil*, *protection from fire*, *protection from lightning* and *protection from normal missiles* (any three of the four usable each day); *wall of force* and *wizard lock* (usable daily); *glyph of warding*, *blade barrier*, *antimagic shell*, *globe of invulnerability*, *guards and wards*, *programmed illusion* and *permanent illusion* (once weekly each).

Master Healer

Along with the Master Defence, the Master Healer is responsible for the welfare of the hive and in particular the sick or injured. It usually supports the Master Defence of a hive against the Masters Attack and Knowledge. It has the following powers: *cure* (up to 50 hit points per day); *remove fear* (thrice daily); *slow poison* (twice daily); *neutralise poison*, *dispel magic* and *dispel evil/good* (each once daily); *cure blindness*, *cure disease* and *remove curse* (each once weekly); *raise dead* (usable once per month).

Master Knowledge

The Master Knowledge's chief function is to gather information which can then be sold to the highest bidder thus keeping the hive solvent. To this end it will often support the Master Attack's policies, seeing in them a better chance of providing new knowledge. The Master Knowledge has a wide range of powers to aid him in his work, these being: *detect evil*, *detect magic*, *detect charm*, *detect lie*, *detect illusion*, *detect invisibility* and *detect snares and pits* (five from the seven daily); *speak with dead*, *speak with plants*, *speak with animals* and *speak with monsters* (three from the four each day); *locate animals*, *locate objects* and *locate plants* (two of the three usable each day); *know alignment* (twice daily); *find traps*, *find the path*, *identify*, *clairvoyance* and *clairaudience* (once daily); *stonetell*, *tongues*, *contact other plane* and *legend lore* (once per week each).

The Master also functions as a sage of the highest category and often has an exceedingly good reference library available.

Master Worshipper

(Also called the Master Religious)

As head of the hive's spiritual department, supreme authority is vested in the Master Religious, if it is vested in anyone, and it is often called on to mediate between the factions headed respectively by the Masters Attack and Knowledge, and the Masters Defence and Healer, which duty it carries out after consulting with Ssrpt'ck the insect god as to which course is best. The Master Worshipper carries

NORTHFLY



out all the religious services of the hive, assisted if necessary by other flymagi. It has the following powers: *bless* and *prayer* (each thrice daily); *chant* (twice daily); *augury* and *holy word* (once daily each); *divination* and *exorcise* (weekly); *commune* and *atonement* (monthly).

The Master Worshipper will also sometimes experience prophetic or warning dreams.

Size-Rods

Each flymage has a *size-rod*. This is 2' long, 2" thick (relative to the size of the flymage) and ornately carved. If pointed at an object or person, the owner of the rod can use it to change that person or object's size from flyman to human size or vice-versa. The effect lasts for 30 turns and takes one melee round. Intelligent creatures who do not wish to be changed are allowed a saving roll vs. rods.

Size-rods have 1–20 charges when found, and may only be recharged by the Master Worshipper in a special service of worship to Ssrpt'ck. Any character may use a *size-rod*; gaining one is worth 4,000 experience points, and it can be sold for 20,000 gp.

GENERAL INFORMATION

Although commonly called flymen, the Hrrr'l, as they call themselves, have more in common with bees and other social insects than flies. Their origin is unknown, but among themselves they say that the insect god Ssrpt'ck created them to protect insects from predators. Most flymen worship Ssrpt'ck with the Master Religious as high priest; however, it is rumoured that some of them have turned from the true path, and worship Lolth, demon queen of spiders (*Module D3, Vault of the Drow*).

In appearance the Hrrr'l are as illustrated, with shiny black skin, humanoid bodies and fly-like heads. Their compound eyes mean that they generally have poor vision, but they make

up for this by having extremely good senses of taste and smell — even to the extent of being able to detect invisible foes by smell 25% of the time. All flymen, apart from the drones which are neuter, are hermaphrodites; all except the flyguards and flymagi retain fragile membranous wings.

Their larvae are selected for class at birth, any weaklings being rejected, and then communally reared to produce identical individuals — hence all of a given type have the same number of hit points — except the flyguards and flymagi, which are raised individually, though they still have the same number of hit points each. Each flymage or flyguard is brought up by the flyman it will eventually replace.

Drones live to the age of 30 years; artisans 40, warriors 30, flyguards 50 and flymagi to 80 years. After this, they are killed and sent to the kitchens; this fate also awaits any flyman too ill or injured for the Master Healer to help.

The Hrrr'l have their own language which consists of a series of hisses, buzzes and clicks; it is 99% certain that any humanoid trying to learn the language will fail. Flyguards can in addition speak common and lawful neutral; flymagi speak these tongues and up to five others. All flymen can communicate with insects, even giant ones.

The Hrrr'l make great use of insects as domestic animals and so forth, such insects always being well-treated and mostly consisting of pack-beetles and riding wasps.

The Hrrr'l live in autonomous hives with generally scant association between them. These hives are generally tunnelled through rock or formed from a concrete-like secretion and consist of a series of chambers connected by passageways, the whole often being intricately decorated and carved. All hives have the same social organisation, consisting of three main classes reigned over by two councils. The ultimate authority in a hive is the Five, a council of flymagi composed of the Masters Attack, Defence, Healing, Knowledge and Religious; under this is the Fifteen, composed of flyguards, who are responsible for the military aspects of hive life, and below these in descending order of status come the Five Hundred (warriors) the Thousand (artisans), and the Ten Thousand (drones).

Flymen are generally exceedingly polite and ruthless, especially where the welfare of the hive is concerned — in fact it is said that to one of gentle breeding there is nothing so exquisite as hearing the apology of a flyman as it stabs one in the back. The Hrrr'l have a complex set of laws and customs which regulate all areas of activity, for example there is a system of accents, intonations, honorifics and gestures used in conversation which vary according to who is addressing whom, the time of day, and the current phase of the moon. These laws even extend to regulating the power struggle between the Five and the Fifteen which is a feature of life in most hives. The hive always comes first for a flyman, and its safety is prized even above an individual's honour — certainly no Hrrr'l would hesitate to lay down his life for it.

Flymen are concerned with the welfare of insects, and many is the farmer whose farmhouse has collapsed due to woodworm after he killed insects eating his crops; they have the secondary function of being purveyors of information. Their small size and contacts among insects are invaluable for spying and other nefarious activities, and they maintain close links with the Guild of Sages; they boast that there is no item of information which they cannot provide if the price is right.

Their selective breeding and rearing suits each hive member ideally to his allotted task; generally they have little wish to do anything else. Thus artisans tend to be mainly interested in making things, warriors in combat and drones in virtually nothing. This tendency is less pronounced in the Five and the Fifteen although the various Masters often seem somewhat stereotyped.

This then is the typical hive, found in temperate areas. Two other major kinds of flymen might be encountered; the Northflies and the Sandflies:

NORTHFLIES

The Arr'hrrr'l (as they are known) live far to the north of the temperate lands inhabited by normal flymen and are rarely seen anywhere but their homelands, where they live in hives burrowed into the glaciers of the polar icefields. The Arr'hrrr'l have a different social order to the more normal flymen, consisting of tribal groups inhabiting an ice-cave complex rather than a true hive organisation as detailed above.

A normal tribe will consist of one flymage, five flyguards, forty warriors, one hundred artisans and two hundred drones. Apart from the flymage, the various classes are exactly the same as those described above for normal Hrrr'l. The northflymage has innate powers over insects and its own size as described for normal flymagi, and in addition the following powers: *ice storm* (usable twice daily); *wall of ice* and *cone of cold* (usable once daily each); *Otiluke's freezing sphere* (weekly). Otherwise it conforms to the statistics for flymagi.

All northflies behave at all times as if *resist cold* had been cast on them. They generally dress in spider-silk garments of various types, the warriors have chitin armour and the flyguards metal; they are armed with throwing spears and longswords. Relations with other flymen are cordial except with respect to the sandflies who are at best regarded with suspicion. The Arr'hrrr'l are vulnerable to fire or other heat; attacks using this are at -2 on saving throws and do +1 hit point of damage on each die rolled.

SANDFLY



SANDFLIES

The Kck'hrrr'l are based in the vast deserts of the world, but range widely in search of trade and plunder. They are regarded with distrust by normal flymen as being without honour, but amongst themselves they do have customs and ►

►laws; it is only to outsiders that they will behave badly. Their home-hive's location is unknown as indeed is its existence, as only war or trading groups are seen; these in fact are virtually identical as the traders are always on the lookout for an increase in profits. The typical group encountered has the following composition: one flymage, two flyguards, forty warriors, and various pack beetles, riding wasps etc.

The sandflymage is the only class which differs from normal flymen, and there only in its powers. It has the normal innate powers, but its special powers are: *produce flame* and *protection from flame* (each usable thrice daily); *fire trap* and *fireball* (twice daily); *wall of fire*, *fire charm*, *fire shield* and *produce fire* (daily); and *flame strike* (weekly).

Kck'hrri'll will die rather than reveal the location of their home hive — even if *charmed*, *commanded* etc. a mental compulsion to protect their hive will cause them to die. They are vulnerable to cold, and attacks using this are at -1 to all saving throws and +½ point of damage per die rolled. (Ignore any excess half-points of damage.)

Notes for Adventurers and DMs

1: A spell duplicating the size-change powers of flyguards and flymagi is given below. This will have to be researched by any character wishing to use it in the normal manner. It is a fourth level magic user spell, third level clerical.

SIZE-CHANGE (Alteration) Reversible

Level: 4th magic user, 3rd clerical
Range: Touch
Duration: 30 turns
Area of Effect: 1 person or object
Components: V, S, M
Casting Time: 4 segments
Saving Throw: Negates. (Only unwilling victims need roll.)

When cast, this spell causes the person or object touched to shrink by a factor of 144 — thus a six-foot tall humanoid would shrink to roughly ½" in height — and remain at that size for 30 turns (or until dispelled). Any clothing or personal effects are also shrunken. The material component is a small telescopic rod 6" long, which must be compressed or extended as the

spell is cast. It can be reused, but initially costs 1,000 gp and must be made by a skilled jeweller or artisan. An intelligent creature not wishing to be size-changed is allowed a saving throw.

2: The flymen's heads are made of a chitinous material which is strong enough for their heads to be hollowed out and used as rudimentary masks, which will be good enough to fool flymen as long as something is used to mask the smell of the wearer. Such masks last 11–20 turns before disintegrating. Each time a mask like this is used there is a 5% chance of catching some kind of disease.

3: Adventures can be started using the following initial situations:

- The party is approached for information, or is in need of a flyman to tell them some desired snippet of information.
- The party is attacked for cruelty to insects.
- The party is recruited to take part in the intrigues of the hive, as bodyguards or assassins. (NB: 'Slash and hack' parties will generally have unsuccessful times in hives.)

The Hive of the Hrrr'l

by Daniel Collerton

This scenario should be read in conjunction with the Flymen described in Fiend Factory. It can be used for adventures with a party of any strength and level as it is up to the DM to outline the objective of the adventure. For example, a low level party could enter the hive to gain information while a high level party could be invited into the hive as part of an intrigue within the flymen community.

HISTORY OF THE HIVE

Five hundred years ago, in the Jihad between the K'kzzt'ck and T'cksz hives, a group of flymen wearied of conflict and left to form a new hive in a region far away. This grew slowly over three hundred years, extending its power over all insects in the area. However, the flymen had turned from the True Path and were oppressing insects rather than helping them. This angered Ssrprt'ck, the Insect God, and he struck down nine-tenths of the hive with a sickness which stopped only when the Master Religious offered itself as a sacrifice. The last two hundred years have seen recovery. Links with other hives were made, the hive having previously been isolated. The first instance of the hive providing information came 200 years ago, and it is this which led to the hive's present wealth. The hive is presently at peace, even the local farmers being on cordial terms with it thanks to a mixture of threats and bribes.

NOTES FOR THE DM

- The temperature in the hive is about 70° F.
- There is an acrid, musty smell throughout the hive.
- Walls, floors and roof are of rough sandstone unless otherwise noted.
- There are few doors in the hive, most openings being covered by drone-skin screens. What doors there are do not need rolls to open unless locked.

- The hive is lit by ornate metal lamps (steel in most areas, silver in flyguard and flymage rooms) which burn beeswax and are kept in order by the Guild of Lampenders. One is found every 20' throughout the hive.
- The stone through which the hive is tunneled is protected by Ssrprt'ck and is unaffected by spells.
- Because of the insect scouts around the hive, the Hrrr'l will be aware of 90% of approaching parties. Such parties will be met by a patrol of one flyguard and 20 warriors who will either escort the party into the hive or persuade them to leave. Failure to obey the patrol will cause the hive to be alerted and the Master Attack to investigate.
- All features are described as they appear to a half-inch tall flyman, thus a twenty-foot wide corridor is, in actuality, only about 1½" across.
- Passageways are generally as high as they are wide, and rooms are 20' high unless otherwise noted.
- There is neither night nor day in the hive — the population work and sleep in 8 hour shifts, thus corridors and rooms are always crowded.
- There is no objective as such in this module; rather it provides a base on which adventures can be built. The greatest success will come to parties taking part in the intrigues which abound in the hive; even low-level parties can have a profitable time if they ally themselves with one of the powerful factions.
- Furniture in the hive is not normally made of wood, but of bone or chitin. Clothing is of spider-silk.
- All insects in the hive are normal, but appear to the flymen to be giant-sized, and are treated as such.
- The hive is situated in the side of a sandstone cliff in wilderness area.
- Unless noted as *size-changed*, all coins, gems, etc. are flymen coins, gems, etc. 3,000,000 flymen coins are equal to one normal coin. The *actual* value of any gem, etc. is given in brackets; in the hive, it will seem more valuable as it appears larger.
- The command word for the hive's drones is Kzzt'ck'nt.
- MM denotes a monster from TSR's *Monster Manual*; DMG, an item from their *Dungeon Master's Guide*.

ENCOUNTERS

OUTSIDE THE HIVE

If the party has escaped detection there is still a 10% chance per turn that an encounter will occur. If an encounter takes place, roll 1d20:

Die Roll	Type of Encounter
1-14	1 flyguard + 20 warriors on patrol.
15-17	Sandfly trading caravan, consisting of 1 sandflymage, 2 flyguards, 40 warriors, and 2 bombardier beetles.
18-19	Master Attack, 3 flyguards, 40 warriors; raiding some insect-hater.
20	Master Knowledge + 2 flyguards on spying mission.

Caravans will carry goods worth 1,000 gp and weighing 0.5 kg. Patrols and Masters will generally investigate parties, while caravans will try to avoid them and gain the safety of the hive.

INSIDE THE HIVE

Normal probability of encounter occurring; if it occurs, roll 1d20 to determine type:

Die Roll	Type of Encounter
1-10	11-20 drones.
11-15	11-20 artisans.
16-17	1-8 off-duty warriors, looking for excitement.
18	Patrol: flyguard + 10 warriors.
19	Flyguard.
20	Master — roll d8 for type: 1-2 Master Attack + 5 warriors; 3-4 Master Defence + 5 warriors; Master Knowledge + 5 artisans; 6 Master Healing + 5 artisans; 7-8 Master Religious.

Flymen will ignore the party unless on patrol, or seeing suspicious behaviour.

KEY

1. Entrance, Guard Posts and Maze

Entry is through a stone door 40' square. This is operated by winches in the west alcove, otherwise requiring a *bend bars* roll to open. It is camouflaged, and counts as concealed when shut. Each alcove contains 10 warriors with the west alcove also having a flyguard. Parties wishing to enter the hive must identify themselves, be shrunk by the flyguard's *Size Rod*, hooded and led through the maze into the hive. If attacked the flymen fight a delaying action while two warriors go for help, which takes two turns to arrive, in the form of the Master Attack and warriors. The maze is merely to delay invaders, allowing time to organise a defence.

MONSTER MADNESS

April comes but once a year, and when it does it usually brings some tomfoolery. To celebrate, Albie Fiore selects some of the more eccentric monsters to have graced the White Dwarf letter-box.

BONACON

by David Taylor

No. Appearing: 1-30
 Armour Class: 7
 Movement: 15"
 Hit Dice: 1d4
 Treasure: Nil
 Attack: 1 butt for 1d4, plus special
 Alignment: Neutral
 Intelligence: Animal

The bonacon is a member of the cattle family and looks somewhat like a Texas Longhorn. If attacked or frightened, it defends itself by turning its tail toward the foe and breaking wind with devastating power. Anyone within a cone 2"x2"x6" extending from its rear will be knocked flat and killed by the stink unless a save versus poison is made. Even those making their saving roll will be knocked back one move and rendered helpless for 1-10 melee rounds by severe vomiting. The bonacon can also attack by butting in the usual way.

Bonacons are a wilderness beast, and are usually encountered in small herds which are known as wind ensembles.

There also exists a very rare sub-species known as the pegaso-bonacon. This has pegasus-like wings sprouting from its fore-quarters and uses its backward blasts of flatulence to make rocket-assisted take-offs. It has a move of 18" when flying.



LLORT

by Andrew Key

No. Appearing: 1-12
 Armour Class: 4
 Movement: 12"
 Hit Dice: 6d8 + 6
 Treasure: D
 Attack: 2 claws, 1d4+4 each;
 1 bite, 2d6.
 Alignment: Chaotic evil
 Intelligence: Low



This creature is in reality a troll afflicted with nilbogism (see the nilbog in *White Dwarf* 6). Like the nilbog, when struck it gains hit points equal to the amount of damage it would normally have sustained. However, in contrast to a troll's normal regenerative ability, the llort has a *degenerative* ability which starts operating three rounds after it was first hit. Through this ability the llort loses 3 hit points per round until it reaches zero and dies, though it may then be brought back to life by hitting it or pouring poison down its throat (it will immediately start to degenerate again unless burned or immersed in acid, whereby it can retain its hit points until hit by a normal weapon again).

The overall effect of this is to make a llort terrified of weapons until hit, after which its life becomes a desperate race to get adventurers (or other creatures) to continue to hit and, preferably, burn it. (It lacks the nerve to keep bashing its head against a wall as it still feels pain.)

TOTAL

by Marcus Barbor

No. Appearing: 1
 Armour Class: 8 (about that of a musty sofa)
 Movement: Special
 Hit Dice: Not applicable
 Treasure: Nil - but may give gifts or bribes
 Attack: Special
 Alignment: Chaotic, unbelievably so
 Intelligence: High

The total is an agent of a devil sent to punish evil doers for not doing as much evil as they should. It looks like a blob of glup; sounds like rabbits screaming; and smells of old unopened rooms. The other half is worse!

It is made of lip and feels as if it has been dead at least a dozen days. It moves around like monkeys and shadows. The total cannot be killed but itself kills by gleeping. It emanates an aura of *cold* and even frightens octopi to death.

The total never appears as a wanderer; most frequently its arrival is presaged by an unusual event - *reincarnation*, a run of 20's in combat, a tarot card, etc. All players must save as for *death ray* against its aura of *cold* and as for wands against *fear*. Characters get +1 for each point of wisdom over 10 in their save against *fear*. Those with a wisdom of less than 6 who



fail to save against *fear*, must roll again to save against dying of fright. Failure to save against either *cold* or *fear* causes paralysis until the total leaves and 1 point of constitution is lost permanently.

The total is more concerned with chaotics though it may bribe cajole or threaten lawfuls and neutrals to change alignment (no need to roll for death or insanity if they do). Chaotics must convince it that they have been really evil and chaotic or be given a heavily chaotic *geas*. Even those that do convince it and those that change alignment may be given a gift which will have a high probability of having an unpleasant side-effect.

Failure to perform any *geas* may cause the return of the total to exact retribution. It attacks by gleeping which is worse than badgers. 1 - 4 hits are subtracted from the victim's constitution and are permanent.

It may be turned by clerics as if a vampire; by fighters and thieves by a blow with a lawful sword and by magicians with spells though it saves as a 12th level cleric/MU.

The total is reluctant to attack lawful or neutral characters since it will have to withdraw immediately to purge itself of the non-chaotic infection.

The total communicates telepathically so conversations cannot be overheard except by characters with that ability.

TALI MONSTER

by Craig Edwards

No. Appearing: 1
Armour Class: 0
Movement: 2"
Hit Dice: 7d8
Treasure: Z
Attack: 1 every 2 melee rounds for 2d8 plus special
Alignment: Lawful evil
Intelligence: Very

There is only *one* Tali Monster. It is 15' tall and weighs 3,600 pounds. Its skin is yellowish, very greasy and covered in warts and acne. It is extremely fat. Hidden in the rolls of fat is its treasure. Because it is so fat, it cannot move without the aid of 35 goblins, which always accompany it. These goblins carry the reams of flab above their heads.

Following the Tali Monster is a horse and cart driven by a hobgoblin. In the cart are 150 pit props. These are used to prop up the fat when the goblins have to rest, which is every two hours.

The Tali Monster has no spells, but is magical - hence its Armour Class.

When used to attack the Tali Monster, a blunt weapon has a 30% chance of bouncing off the flab; a cutting weapon, 20% chance of bouncing off; and a thrusting weapon has a 25% chance of slipping harmlessly along the skin because of the greasiness.

If they are surprised, there is a 40% chance that the goblins will lose their grip



on the flab. If they do, then the 35 goblins will be crushed to death.

The Tali Monster's opponents may elect to attack the goblins. Once the 23 goblins nearest the edge of the flab have been killed, the rolls of fat will subside over the others, either crushing or suffocating them.

The Tali Monster can attack with either of its massive fists, or with its breath weapon which stinks of garlic, whisky and tobacco. The breath affects an area 1" wide, 1" high and 2" deep. Any character failing to save will be nauseated for 2-5 melee rounds and fight at -3 to hit.

Since its treasure is hidden in the rolls of fat, there is only a 30% chance of finding anything unless the fat is peeled off.

The goblins can put down the creature to enable them to attack, but only half of them can get out to fight on the first melee round; another quarter arriving for the second melee round and the remainder arriving for the third. Of course, this will leave the Tali Monster temporarily stranded, though it may still fight.

The creature's favourite food is boiled halfling, but it also eats elf meat because of the status value this gives it in the eyes of the goblins.

DUNGEON MASTER

by Malory Nye

No. Appearing: 1
Armour Class: 4 (*Chainmail and Judges Shield*)
Movement: 12"
Hit Dice: As many as he likes
Treasure: Perhaps a *1st Edition Greyhawk?*
Attack: Special
Alignment: Tends to chaotic evil
Intelligence: ?

The dungeon-master is a nasty-looking humanoid with beady eyes and a pointy head who hates all forms of life - particularly characters who rise in level. He has particularly nasty tendencies.

There is a 30% chance that a dungeon-master will follow a party around the dungeon, telling them what they can and

cannot do, and if they do something against his will, he will usually threaten to lower their prime requisite by 4 or change their alignment.

His worst tendency is his insistence on rolling some magical dice twice for wandering monsters each time a player as much as blows his nose. Other attack forms include the dreaded *reading of the rules* which must be treated as a *sleep* spell.

If physically attacked, he will consult his matrices and do his best to *confuse* his attackers with irrelevancies, such as the fact that Newton's 3rd Law precludes the use of a two-handed weapon within any 10' radius.

Although he claims to know the whole lay-out of the dungeon, he is never willing to tell anyone anything and frequently seems to get lost himself. (It is rumoured that he probably knows nothing at all.)

Sleep, charm, cold, . . . well, in fact no spell affects him unless you can persuade him otherwise, and all weapons do only half damage.

He is susceptible to bribes of at least 500 gp - treat as a *charm person* spell with a bonus for higher prices.



Comments: The bonacon is quite straightforward, so to speak. I particularly like the collective noun for the herd. (Incidentally, I thought it might be quite interesting to think up collective nouns for some of the official *D&D* monsters, for example a *club* of ogres. Readers are invited to send in their suggestions, the best of which will be published. Rewards will be as for monsters published in *Fiend Factory* i.e. a free copy of *White Dwarf* magazine, or your subscription extended by one issue. Please send your suggestions by June 1st.) The Tali Monster would probably be the most amusing to encounter. I can imagine adventurers springing out continually in repeated attempts to surprise the goblins. I have deliberately omitted the Monstermarks, and leave it to the individual DM's discretion whether and how to use this month's selection.

For those of you who enquired as to what the Monstermark is, the original has now been republished in *The Best of White Dwarf - Articles*.

Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore. This issue, a D&D mini-scenario for a 5-6th level party . . .

The Black Manse



In a small agricultural town set in rolling country, the locals seem unusually depressed. The town was obviously once prosperous, but hard times seem to have come, which is strange as the countryside is rich with crops. Around the town, adventurers may hear some of the following rumours:

The town was under the protection of a kind and benevolent baron, but since his adventurer son returned things have changed. The son's dwarven companions now come and extort crippling taxes from the townsfolk and their punishment for any opposition is extremely severe.

The son rode through the town on his route to the manse when he returned. He is a handsome youth and was in the company of 12 dwarfs.

The former mayor went to the baron's manse, but returned a mindless fool.

Nothing has been seen of the baron or his men since the son's return.

Those who have braved approaching the manse have been scared away by the sounds they have heard, which seemed to them like those of a madhouse.

The manse is sited about a mile and a half from the town. Inside are the son and his friends who appear as dwarfs due to their illusory powers. They are in fact:

DREAM DEMONS

by Phil Masters

No. Appearing: 1-12
Armour Class: 2
Movement: 8"/12"
Hit Dice: 2d8+3
Treasure: Nx3; Qx2
Attack: Two wings for 1d4 each
Alignment: Chaotic evil
Intelligence: Average
Monstermark: 93.33 (level V in 12 levels)

Dream demons are similar to quasits in nature and strength. However, they specialise in the magic of illusionists (and are very occasionally granted to high level chaotic evil illusionists as familiars). They are usually encountered singly, but small

groups are very occasionally encountered.

Their natural appearance is as an 18" black skeleton with huge, gorgeous, butterfly wings, but they can project a powerful *illusion* at will so as to appear as any creature of *less than* human size. If dispelled, this *illusion* can be re-formed in one round (treat all dream demon magic as seventh level power). Whatever their appearance, however, they attack with the razor-sharp edges of their wings.



Dream demons are generally only 15% magic resistant, but this is raised to 50% against spells from illusionists, and they are immune to the following spells: *invisibility*, *phantasmal force*, *colour spray*, *hypnotism* (all forms), *ESP* (all forms), *hallucinatory terrain* and *phantasmal killer*.

The dream demon can use *ventriloquism* and *dancing lights* at will; *phantasmal force* and *hypnotic pattern* three times per day (the pattern being projected from its wing-colours); and the following illusionist spells once per day each: *gaze reflection*, *invisibility*, *minor creation* and *maze*. In addition, the dream demon may make one attempt, with 50% probability of success, to take control of any shadow (see *Monster Manual*) encountered.

They are the servants of the son who also is not what he appears. *Shapechanged* to look like the original son who he has slain, is the new lord of the manse — an . . .

INCUBUS

by Roger E. Moore

No. Appearing: 1
Armour Class: 2
Movement: 12"/15"
Hit Dice: 7
Treasure: G,X
Attack: 2 claws for 1d4 each or by weapon type
Alignment: Chaotic evil
Intelligence: Exceptional
Monstermark: 1094.85 (level XI in 12 levels)

Incubi are the male counterparts of the succubi, and like the latter are solitary demons. In its natural form, an incubus appears to be a tall, handsome, male human, though with small horns and fangs, and a large pair of reptilian, scaled wings growing from its shoulders. The incubus has a powerful assortment of spells and abilities to assist it in causing havoc and grief wherever it goes. It can cause *darkness 10' radius*, *shapechange* (only into a humanoid form of the same height and weight), *hold person*, *clairvoyance*, *ESP*, *go ethereal*, and cause *confusion* at will, one power per round. It may also attempt to *gate* in one Type III demon (60%) or one Type IV demon (40%) with a 70% chance of successfully opening the *gate*, but must reward the called demon in some way and is thus reluctant to do so. Once per day an incubus may also *cause insanity* by touch (-4 saving throw vs. spell); the insanity produced is 90% likely to be homicidal mania (see *Dungeon Master's Guide* for details).

Being a demon-type, incubi have other powers held in common with all demon-kind. They have a magic resistance of 75% and are immune to normal or silver weapons. Weapons of +1 power or greater are needed to hit them. An incubus has infravision to 120', a special form of telepathy allowing communication with any intelligent being, and resistance to various attacks — acid gives full damage; cold, electricity (lightning), fire (dragon, magical), and gas (poisonous, etc.), half damage; iron weapon, magic missile, and poison, full damage.



The incubus is also psionic, with a psionic ability of 200, and attack modes of C and E, and defence modes G and I.

There is a 10% chance that a banshee (see *Monster Manual*) will be found accompanying an incubus, otherwise the incubus will usually be alone.

On arrival at the manse, the incubus, while apparently greeting the baron, used his *cause insanity* power. The baron is now suffering from homicidal mania and is locked in a cell in the lower level of the manse. He sits quietly in his cell, but around him is bedlam. The other cells are occupied by his former men, 20 in all, who are all gibbering imbeciles, howling and screaming. Three are still under the control of some strange creatures of the ether that the 'son' unleashed among the prisoners. . .

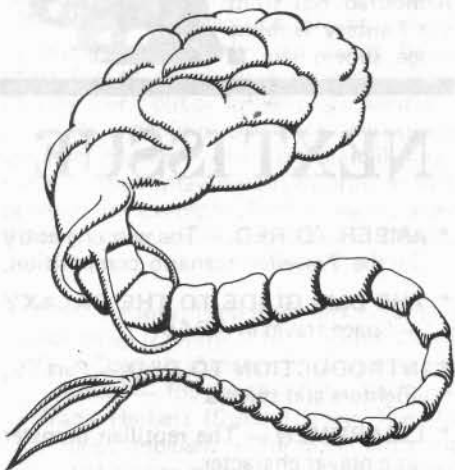
BRAIN SUCKERS

by John R. Gordon

No. Appearing: 1-3
Armour Class: 5
Movement: 6"
Hit Dice: 1d8+1
Treasure: Nil
Attack: 2 per round, both special
Alignment: Chaotic evil
Intelligence: Highly
Monstermark: Inapplicable (suggest level III in 12 levels)

The brain sucker resembles a large, slimy grey brain, always pulsing, which is attached to a lash resembling a spinal cord encased in slimy, red vertebrae. It moves by writhing this lash and may move flat on the ground or in an upright position. It is approximately 3' 6" long.

It can be found either on the *Prime Material Plane* or in the *Ethereal Plane*. It lurks, waiting for its prey which must be of at least animal intelligence, so that it can feed on them. It has two attack modes: a psionic attack (it has 160 psionic points, recoverable at the rate of 12 per hour, and all attack/defence modes); or a sucker attack. When it uses its sucker attack, if it rolls a hit, the victim must save versus his intelligence on 3d8. If he fails to save, the brain sucker will fade



into the victim's body and attempt to take over, the victim must now save versus magic — success means that the brain sucker has gained complete control of the victim's mind and all his powers for *only* 1-4 turns; failure means that the brain sucker has gained control for as long as it desires.

The brain sucker can use its psionic powers within its host and to protect its host. Once a week, the victim may try to free himself — he must roll 1d10 in an attempt to roll greater than the intelligence difference between himself and the sucker. If he succeeds, the brain sucker will materialise outside his body and fall to the floor, dead. It will then slowly dematerialise back into the *Ethereal Plane*. If the host is killed, the brain sucker will rematerialise outside the body, taking 1d8 damage in the process. It will then usually wriggle off or flee to the *Ethereal Plane* to recuperate.

The brain sucker may leave its host whenever it wishes, causing 1d8 damage when it does so and stunning the host for 10-30 segments, but usually waits until it has reduced its host's intelligence to 4 by feeding on it at the rate of 1 point of intelligence per month. When the host's intelligence is reduced to 4, the sucker must leave the host who will be, by then, a gibbering lunatic. The host may battle the brain sucker psionically and should he manage to slay it, either psionically or on freeing himself as described above, he will regain 1-8 points of intelligence as long as this does not exceed his original score.

The brain sucker can travel to and from the *Ethereal Plane* at will once per turn.

The only other occupant of the manse is in the baron's treasure vault. It was placed to guard his goods and is a . . .

GUARDIAN

by Simon Tilbrook

No. Appearing: 1
Armour Class: 3
Movement: 6"/18"
Hit Dice: 6d8
Treasure: None, other than what it is guarding
Attack: 1 bite for 1-3 plus petrification
Alignment: Neutral
Intelligence: Exceptional
Monstermark: 379.68 (level VIII in 12 levels)

The guardian is a modification of the necrophidius (see *Best of White Dwarf — Articles*) and is created in the same manner except that its creation requires the body of a giant snake, a man-sized humanoid skull, a cockatrice feather and a gem of at least 1,000 gp value.

The guardian is created specifically to protect its creator's treasure, tomb etc. Its spirit can leave its body at any time. It can then move at 18" per turn and retains both its normal senses (sight, hearing, etc.) and its magic resistance of 50%. *Detect*

invisible will reveal its presence as a fiery red aura, otherwise it cannot be detected. (*DM's could let elves, dogs, etc. have a chance of noticing 'something' — Ed.*) The spirit can enter and animate any of its petrified victims, one at a time. The animated 'statue' then becomes an 8 hit-dice monster, moving at 3" per turn and attacking every other turn (always attacking last) for 3d6 points of damage. The 'statue' is invulnerable to normal weapons but will take damage from magical weapons. If an attacker fails to make the 'to hit' roll, then his weapon will shatter — magic weapons are permitted a saving roll.

When in its own body, the guardian regenerates at the rate of 1 hit point per turn — even after death. The guardian's spirit may return to its mutilated body (which is defenceless when 'vacant') and it will immediately begin to regenerate. If the gemstone set in its forehead is removed from the remains, it cannot regenerate.

Its magic resistance is permanently functioning and will affect all spells cast within 10' of the guardian's spirit (or approaching within 10' — e.g. *lightning bolts*). Spells such as *wizard lock* should also be checked (once only) when the guardian first approaches within 10'.

While in spirit form, the guardian is



invulnerable to all physical attacks — even magical weaponry.

Each guardian is created with one weakness usually linked to what it is guarding to prevent betrayal. If its weakness is, say, silver (as in this mini-scenario), then the touch of silver (in any form) 'burns' the guardian's body for 1-3 hit points of damage per hit; the guardian cannot voluntarily touch or pass over silver — not even in its spirit form; if an animated statue is touched by silver, the guardian must immediately leave the statue; it cannot enter a statue which is in contact with silver; its spirit can be pushed back or held at bay by silver; and if its gemstone is touched by silver, then its spirit is permanently banished to Limbo and all petrified victims crumble to dust.

Its weakness is silver and each of the treasure casks that it guards is made of silver. ■

Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore who, this issue, presents some

DIRE TRIBES

First, the results of the mini-competition that I announced in issue 24. This was for collective nouns for D&D monsters, the best of which are presented here:

- A confusion of umber hulks. .M&S Neary
- A duplicity of doppelgangers .Phil Masters
- A clot of vampires Colin Reynolds
- A garden of gnomes Chris Murfin
- A quiver of manticora Chris Murfin
- A heard of ear seekers . Steven Norledge
- A shock of volts Peter Edwards
- A load of bull Macer Gifford
- A fraction of halflings . . . Macer Gifford
- A (re)assembly of trolls . . Roger Moore
- An annoyance of kobolds (any number being annoying) Roger Moore

And finally, my personal favourite: an *overkill* of arch-devils (presumably applicable to any number greater than 1) from Penny Hill. Congratulations and a free issue of *White Dwarf* to all the above. And now a collection of creatures that come in groups:

SHADOW GOBLINS

by Barney Sloane

- No. Appearing: 4 - 24 (10 - 100)
- Armour Class: 7+
- Movement: 14"
- Hit Dice: 1d4 + 1 (and better)
- Treasure: I, X - individuals: J, K
- Attack: By weapon type + spells
- Alignment: Chaotic evil
- Intelligence: High to genius
- Monstermark: 2.43+ (level I in 12 levels)



Shadow goblins are rare, three-foot tall impish creatures with small horns of varying numbers on their heads, black skin and a reptilian countenance. It has been suggested that they are the result of crosses between drow and kobolds, though this is only speculation.

Their usual weapon is a scimitar, but they often make use of slings, darts, nets and daggers when necessary. Many use shields in open confrontation.

They have very well developed sorcerous powers, similar to illusionists. Their power increases with their level:

Lvl	HitDice	Dex	Shads	Hide in	Spells:
					1 2 3 4 5
1	½ + 1	14	30%	2	— — — —
2	1 + 2	15	45%	2	1 — — —
3	2 + 3	16	60%	3	2 1 — —
4	3 + 4	17	80%	3	2 2 — —
5	4 + 5	18	100%	4	3 2 1 —
6	5 + 6	18	100%	5	4 3 2 1
max			01-50		

SPELLS:

- | | | | | | | | | |
|----------------|---------------------------|-----------------------------|------------------------------|------------------------------|-----------------------------------|------------------------|-------------------------|------------------------|
| Level 1 | <i>Audible glamer</i> | <i>Change self</i> | <i>Dancing lights</i> | <i>Darkness</i> | <i>Detect illusion</i> | <i>Hypnotism</i> | <i>Phantasmal force</i> | <i>Wall of fog</i> |
| Level 2 | <i>Blindness</i> | <i>Blur</i> | <i>Fog cloud</i> | <i>Hypnotic pattern</i> | <i>Improved phantasmal forces</i> | <i>Invisibility</i> | <i>Magic mouth</i> | <i>Mirror image</i> |
| Level 3 | <i>Continual darkness</i> | <i>Dispel illusion</i> | <i>Fear</i> | <i>Hallucinatory terrain</i> | <i>Invisibility 10' radius</i> | <i>Non-detection</i> | <i>Rope trick</i> | <i>Spectral forces</i> |
| Level 4 | <i>Confusion</i> | <i>Emotion</i> | <i>Improved invisibility</i> | <i>Minor creation</i> | <i>Phantasmal killer</i> | <i>Shadow monsters</i> | <i>Web</i> | |
| Level 5 | <i>Chaos</i> | <i>Demi-shadow monsters</i> | <i>Maze (!)</i> | <i>Projected image</i> | <i>Shadow door</i> | <i>Summon shadow</i> | <i>Shadow magic</i> | |

All shadow goblins have 1gp quartzes without which they cannot cast any spells.

They are also very accomplished miners, being able to disguise their work as natural 80% of the time. They can disguise pits as sink-holes, make secret doors, and dig authentic looking chasms. A typical lair will contain many such items, secret and one-way doors, dead ends and mazes of tunnels interconnected by many of their own tiny passages (as well as 85% of the tribe!).

They possess 100' infravision, and are resistant to all illusions cast by anyone their own level or lower. They sometimes work with jermlaine to cause the maxi-

imum of confusion to any intruders by stealing, tripping, charming, misleading, breaking or wounding. With prisoners, they show their chaotic nature and rarely kill; instead they usually strip, beat and eject them blind-folded out of the complex.

When a group is encountered, there will be some higher level types accompanying them, in addition to the number rolled, as indicated here:

Number Appearing	2nd	3rd	4th	5th	6th
4 - 8	1				
9 - 13	2	1			
14 - 18	4	2	1		
19 - 24	6	4	2	1	
25 - 30	8	5	3	1	
31 - 50	10	6	4	1	
51 - 75	12	8	5	2	
76 - 90	15	10	8	3	1
91 - 100	20	15	10	4	1

The line separates the 'war-band' figures from the 'lair' figures. Thus a war-band of 17 shadow goblins would be accompanied by 4 2nd level lieutenants, 2 3rd level commanders, and 1 4th level captain.

Shadow goblins have often been reported to have used giant rats and spiders to increase the effectiveness of their attacks, and in these instances victims may be killed as food for their steeds/guardians.

Dead shadow goblin lords, etc, are buried in secret and trapped catacombs near the lairs, with much treasure sacrificed to them.

ASRAI

by Roger E Moore

- No. Appearing: 1 - 8
- Armour Class: 4
- Movement: 24" (water only)
- Hit Dice: 3d8
- Treasure: Individuals: Q; D in lair
- Attack: 2d4 by touch + paralysis
- Alignment: Neutral (chaotic tendencies)
- Intelligence: High
- Monstermark: 315 (level IX in 12 levels)

Little is known of the asrai, though many sages experienced in the lore of water-folk believe they may have once lived upon the *Elemental Plane of Water*. They are translucent water spirits, feminine in appearance, and quite beautiful to behold. They average 4½' in height and are a deep green in colour, with light blue hair and pale eyes. Asrai are rarely encountered by humans, as they live in the great deeps of the ocean in cold and sunless coral citadels. Even tritons, mermen and other sea-folk have little contact with them, though they respect their desire for solitude.

On moonless nights in cool weather, asrai will sometimes come to the surface of the sea and engage in play among the waves. They disappear long before dawn,



There are three types of forest giant: the rancorous and eschel (the female) are rare while the sentinel is very rarely encountered. All have wood-brown skin, but range in hair colour from sandy-brown to a golden colour for the sentinel, black for the rancorous and reddy-brown for the eschel.

All can use a large shield which would increase their armour class by 1; but do this rarely as their preferred weapon is a large battle-axe. They can attack by hurling rocks, for 2d8, or dead trees or branches, for 2d12 — at -2 for 1d12 in thick forest. They are seldom (20%) encountered in their lair.

Forest giants have a strong affinity with their surroundings and have certain spells of which they can use up to a maximum of 4 per day: *pass without trace*; *purify water*; *locate animals*; *animal friendship*; *detect snares & pits*; *entangle*; *locate plants*; *warp wood*; *plant growth*; and *tree*. They can only be surprised on a 1 in 6.

Rancorous occasionally (51%) use wyverns as steeds.



a kind of studded leather armour, and sometimes use wickerwork shields. Typical weapons are:

- axe — 30%
- club — 20%
- sword — 20%
- crossbow — 15%
- spear — 15%

however, as direct sunlight will slay them immediately. It has happened that one of the asrai will be caught by accident in a fisherman's net, who will unwittingly keep the being prisoner until daylight. In these circumstances, an asrai may bargain to be set free, offering her coral jewelry and gems as ransom. If this fails, she will attack if at all possible. The touch of an asrai does 2d4 points of *cold* damage (no save) to an opponent and will *cause paralysis* unless a save vs paralysis is made. Two such attacks may be made per round.

Asrai are fairly knowledgeable about the secret things the sea keeps hidden, such as ancient and rich ruins or wrecks; if approached very carefully and without threat, one might be willing to tell of such places. Communication is difficult with asrai, though, as they tend to be flighty and have poor attention spans. Small events distract them constantly, and they also seem to have no normal time sense. Everything is either 'now' or it is very ancient and almost forgotten about. They cannot understand the concept of a future time at all. Asrai speak their own language, communicate with all water elementals, and a few know common, triton, merman, or other such language.

Fire-based spells do only half damage to asrai if they fail to save against them, and no damage at all if they do save. All other spells affect them normally. Only silvered or magical weapons can cause them harm. Asrai avoid light of any sort, though magical *light* causes them no harm or damage, and will flee if a *continual light* is cast near or among them.



WINTER KOBOLDS

by Jonathan Hardwick

No. Appearing: 20 — 100
Armour Class: 7 (6)
Movement: 6"
Hit Dice: 1d4 + 1
Treasure: Individuals: K; P in lair plus 15% chance of maps or magic
Attack: 1 — 4 or by weapon type
Alignment: Neutral evil
Intelligence: Average
Monstermark: 2 (Level I in 12 levels)

In the northern regions, homesteads are sometimes attacked in the dead of night, their inhabitants killed and their treasure stolen. The raiders are winter kobolds. They are more powerful than the normal kobold and originate in the northern wastes. They are not affected by any sort of cold-based spells and can move normally in all but the deepest snows. They favour

Leaders have 5 hit points, use two weapons and attack as 1 — 1 hit dice monsters. When encountered, they will often (70%) be accompanied by their form of magic-user who can use: *frost fingers*, *resist heat*, *darkness* and *chill metal* (opposite of *heat metal*).

They fight equally well in bright sunlight or pitch dark. They favour caves and high places as bases, which will often (70%) have either 2 — 8 giant lynxes or 1 — 4 dire wolves as guards. These beasts are also used as steeds, but only on very rare occasions.

To protect themselves against the intense cold of the regions they inhabit, winter kobolds have evolved a thin coat of hollow shafted hairs. As an added benefit, the hairs can be fluffed out in combat, presenting a large attacking profile consisting solely of inflated hairs. Thus opponents with an intelligence of 'low' or under have to strike at an armour class 2 higher than normal, eg, 5 instead of 7.

Winter kobolds hate all other humanoid life, particularly elves and gnomes who they will attack on sight. They speak their own, their alignment and often (80%) normal kobold tongues.

They live for up to 140 years.

Comments: Tribal monsters are by their nature quite straight-forward, but they are very deployable since the numbers can be adapted to accommodate parties of adventurers of any level. I have selected monsters to cover a variety of campaign settings. Of the monsters described, the shadow goblins seem ideal for basing a low-level dungeon around, while the asrai are surprisingly heavy for a three-dice monster, emerging with a monstermark that puts them on a par with vampires and liches; they are, however, susceptible to *sleep* and are not particularly hostile. ■

FOREST GIANT

by M Newton & D Healey

	Sentinel	Rancorous	Eschel
No Appearing:	1 — 6	1 — 6	1 — 8
Armour Class:	4	4	5
Movement:	15"	15"	15"
Hit Dice:	7d8 + 7	7d8 + 1	6d8 + 5
Treasure:	Individuals: Mx50; E in lair		
Attack:	3 — 18	3 — 17	2 — 16
Alignment:	Neutral good	Neutral evil	Neutral
Intelligence:	Exceptional	High	Average
Monstermark:	269.5	264	159
	(Level VIII in 12 levels)		(Level VII)

Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore. This issue, some monsters that failed to make the Fiend Folio by the skin of their fangs.

NEAR MISSES

In the *Fiend Factory of White Dwarf 16 & 17*, Don Turnbull featured monsters that almost made the *AD&D Fiend Folio*. That tome has since been released, and a few more creatures have fallen by the way-side. Mostly these were for copyright reasons, as many were derived from various SF and fantasy novels. Here, then, are the final batch of 'Near Misses'.

SPIKEHEAD

No. Appearing: 1–20
Armour Class: 4
Movement: 9"
Hit Dice: 4d8
Treasure: Individuals: K,L; O, Q in lair
Attack: 2d8 hug plus 1d10 gore
Alignment: Neutral
Intelligence: Low
Monstermark: 108 (level VI in 12 levels)



These uncommon creatures are squat, ape-like beasts with powerful limbs (and abnormally long arms) and a wicked bone horn projecting 2' from the centre of the forehead. Spikeheads do not speak and communicate with each other by grunts.

The creatures are ferocious fighters and will attack a party of any size. A spikehead will charge on a chosen victim and attempt to grapple — a successful hit indicates that it has delivered a powerful hug for 2d8 damage. In the next round it will automatically hug again for the same damage and will also attempt to gore its victim, striking at +2 hit probability. A successful hit with the horn inflicts an additional

1d10 of damage.

The spikehead will break off from grappling a victim only if it receives, in a single melee round, damage equal to 60% or more of its remaining hit points. Otherwise it continues to hug and requires no 'to hit' roll to inflict the appropriate damage.

WIRRN

by Ian Beckingham

No. Appearing: 2–20
Armour Class: 3
Movement: 6"
Hit Dice: 3d8(body)+12hp(egg tube)
Treasure: C
Attack: Special
Alignment: Neutral
Intelligence: Semi-
Monstermark: 37.5 (level III in 12 levels)

The wirrn is a huge maggot-like creature which grows up to 7' in length. This rare stone-coloured creature usually roams the underworld in search of prey. Its main weapon is its egg-tube which resembles a 12" long, forward pointing spike emerging from a cavity in the creature's under-surface near the tail. Its attack takes the form of a ponderous charge (treat this, for 'to hit' purposes, as an attack by a five hit dice beast and treat the victim as AC8 whatever his armour — dexterity bonuses may reduce this figure). A successful hit means that the wirrn has knocked its victim to the ground and is sprawled on him, the victim being undamaged but unable to move. In the next melee round the wirrn will insert its egg-tube into the victim's body, doing no immediate damage but piercing his armour or other protection. This process is automatic and requires no 'to hit' roll. During the insertion process, a nearby ally of the victim may (50% chance) be able to see enough of the egg-tube to strike a blow at it; only sharp weapons will damage the egg-tube which is AC3 and takes 12 hit points of damage before breaking. After the round in which the egg-tube is inserted no strike may be made at it as it is in the victim's body. In the round immediately after insertion, the wirrn will lay 20 tiny eggs in the victim's body, inflicting 1d4 damage in the process. It will continue to do this each melee round to a maximum of 10 rounds — once the egg-tube has been inserted, the wirrn will not voluntarily withdraw until the maximum of 200 eggs has been implanted. Only the death of the creature will halt the egg-laying process.

While the creature is laying its eggs, it will try to ward off attacks by squirting acid from tiny apertures near the 'head'. The acid squirt has an area effect and is continuous once the wirrn has been attacked — each round roll 'to hit' dice for every character within 10' of the wirrn's head, treating each target as AC10 (with appropriate dexterity modifiers) to determine whether he has been hit by the acid. If so, the acid will penetrate metal armour in



two melee rounds (leather armour or ordinary clothes in one) and will cause 1d4 damage for each melee round it is in contact with flesh. The acid can be washed off with water, wine or a similar liquid. If it has been determined that a victim has been hit by the acid, roll percentile dice; there is a 2% chance that the acid has struck his eyes, in which case he is immediately blinded (80% chance that only one eye is affected — determine which at random or according to the relative position of the victim to the wirrn).

For 2–4 days after eggs have been implanted in a victim, he will suffer no ill-effects except constant gnawing hunger. During this period, a number of spells will kill the eggs and restore the victim to normal — *neutralise poison*, *cure serious* or *critical wounds*, or *heal*. After this period, the eggs will hatch progressively inside the victim's body, and four days after the first hatching 1–4 small wirrn (6"–9" long) will emerge from his body for every 20 eggs implanted, the victim dying instantly as they emerge. During the hatching period, only *wish* or *alternate reality* will save the victim.

Wirrn grow to full size in 5 days after emerging from the victim's body (which constitutes their first meal).

GREENMAN

by Brendon Bulger

No. Appearing: 1–8
Armour Class: 5
Movement: 12"
Hit Dice: 6d8 + 3
Treasure: B
Attack: 2 tusks for 1d12 each or 2 weapons
Alignment: Variable
Intelligence: Average
Monstermark: 111.4 (level VI in 12 levels)

The greenmen are a tribal nomadic race, each tribe usually being named after a ruined city that the tribe returns to from time to time. They have domesticated various animals but prefer to obtain their needs from others by force.

They are humanoid with hairless olive-green skin, 12–15' in height and have a second set of arms set midway down the

sides of their body. Their eyes protrude and operate independently, as do their ears which are disc-like antennae. They also have two ivory tusks curving upwards from their lower jaw.

Greenmen are equal to humankind in intelligence and can use any weapon type available to man, being able to wield two weapons at the same time and, if necessary, to attack a different opponent with each. If a greenman is disarmed or is encountered without weapons, it will attack with its two tusks (against the same opponent) for 1d12 damage each. Despite the fact that they can do more damage with their tusks, greenmen prefer to use weapons where possible in the belief that this adds to their status as civilised beings.

Greenmen speak the common tongue, their alignment language and their own guttural tongue. So far as is known, greenmen have neither magical nor psionic ability as well as no aptitude for the magical arts. Nor have any been encountered with clerical or thieving abilities.

As yet, no encounters have been reported in or near a greenman lair — to date only small war-parties and patrols have been met and these are uncommon. However, it is rumoured that large communities exist, hidden in ruined cities, with more powerful leader types, females, children and possibly greenmen with abilities in other than the fighter class.

All greenmen encountered so far have been of chaotic alignment, but it is almost certain that particular greenman tribes are of neutral or even lawful alignment.



WHITE APE

by Brendan Bulger

No. Appearing: 1–6
Armour Class: 5
Movement: 9"
Hit Dice: 7d8
Treasure: Q, V (weapons only)
Attacks: 4 paws for 3d4 each and bite for 3d8 or by weapon type
Alignment: Chaotic
Intelligence: Low
Monstermark: 435 (level IX in 12 levels)



The white ape is 10–15' tall, has clear white skin and its only hair is some fur on the top of its head. Its face resembles that of a gorilla with close-set eyes. It has 6 limbs but moves bipedally and can attack with all four fore-paws, each inflicting 3d4 damage. It also bites with its powerful jaws for 3d8 damage. Occasionally white apes will wield huge clubs which deliver 2d12 damage in their paws.

This uncommon creature is tribal by nature and has a recognisable language. In their lair (usually in the ruins of a deserted city) there will be 20–50 of the beasts, of which 40% will be female and 20% young. Females fight as males doing 4 x 2d4/2d8 damage and have 5d8 hit dice. Young white apes have 4d8 hit dice and do 4 x 1d10/2d6 damage.

White apes are attracted to shiny things — gems, jewels and bright metal. They are fond of human flesh.

There are constant skirmishes between white apes and greenmen, usually for the right to use a ruined city as a base.

COLD BEAST

by Dean Lockwood

No. Appearing: 1
Armour Class: 5
Movement: 5"
Hit Dice: 6d8
Treasure: Nil
Attack: Bite for 1d10 or smother for 1d6; plus special
Alignment: Neutral
Intelligence: Average
Monstermark: 74.2 (level V in 12 levels)

This rare, graceful, slow-moving creature is very similar to a lion with pure white skin and fur. Most individuals have bright, fiery, ruby-red eyes but a few have eyes like blue sparkling ice. The eyes are in fact gemstones with an intrinsic value of about 1500gp a pair, though the market value is often about three or four times this amount. The beast is therefore blind, but has an extremely well-developed and acute sense of smell which allows it to attack without any reduction in hit probability.

The eyes can fire a cone of *cold* once per day, functioning as a pair, on mental

command even when removed from the creature. They respond to a mental command so long as they are physically in contact with the 'operator' who requires no special powers of *telepathy* etc. The cone of *cold* has normal dimensions and inflicts 3d8 damage (halved if the victim makes his saving roll). When removed from the creature, the eyes retain this property for only a limited period depending on the age of the creature they come from (roll 2d6 for the number of weeks that they retain their power).

The beast will use its eyes when such an attack is likely to be most effective (usually before melee is closed). When in melee, the beast will either bite for 1d10 or pounce on its victim and smother him with its body for 1d6 *cold* damage per melee round. A hit means that the beast has successfully smothered its victim who will automatically take 1d6 damage each round thereafter (no 'to hit' roll required) until he dies or the beast is removed. There is no saving roll permitted against the smothering attack. To remove the beast when it is smothering a victim requires a minimum of 35 strength points. Those contributing to these points, as well as the victim of the smothering, can take no other action during the melee round required to remove the beast.

The cold beast is impervious to cold and fire-based attacks.

When confronting a potential victim, the beast utters a thin, barely audible whine, then opens its mouth to reveal sharp coral fangs. Although neutral in alignment, it will usually attack humans and elves out of fondness for their flesh.



Despite its peculiar metabolism, the beast is not necessarily found in cold regions, though when it is, its lair will be an icy cave.

FIEND FACTORY POLL: It is now 2 years since the last poll, so now's the time for you to put pen to paper and give, in your opinion, the best five new monsters to have appeared in *White Dwarf*, either in *Fiend Factory*, a scenario or an article. Please list them in order of preference, and send to: Fiend Factory Poll, White Dwarf, 27–29 Sunbeam Road, Park Royal, London NW10, to arrive no later than 1st November, 1981. ■

Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore.

First, the *Fiend Factory Poll*; as happened last time, several readers have also sent in their votes for the *worst* five monsters to have appeared in *White Dwarf* so we are extending the deadline to enable others to vote. The *Fiend Factory Poll* is now for the best five and worst five new monsters to have appeared in *White Dwarf*, either in *Fiend Factory* or elsewhere in the magazine (eg in a scenario). Please send your votes to: *Fiend Factory Poll*, *White Dwarf*, 27-29 Sunbeam Road, Park Royal, London NW10 to arrive not later than January 8th 1982.

This issue I have selected some creatures of differing types: a non-combative plant, an 'atmosphere' monster, a special, a tribal monster and a legendary-type monster, but they do have one thing in common — they all come. . .

OUT of the WOODS



THE WHISPERING TONGUES

by Simon Miller

These plants can be found wild in woods and forests where they act as the eyes and ears of the woodland creatures, telepathing news of any intruders. They can easily be grown as pot plants and are often placed conveniently as a precaution against intruders above or below ground. However, they can only be without natural light for 2 days at the most, after which they must be placed in daylight for at least a week.

They make excellent spies as any action or talking in their 'sight' or 'earshot' can be reported telepathically to their owner.

A plant can be employed by anyone with psionic power, or with one of the various magical *true seeing* devices with whom it will communicate in an easily understood universal symbolic tongue. As payment, the plant must be fed a special humus known only to alchemists otherwise a plant will accept service but will give false alarms or no warning when it should. The plant knows no allegiance and can be taken over by someone else. This is why it is also known as 'slytooth', 'slipper-tongue' or 'the betraying plant'.

When communicating, the leaves rustle as though a gentle breeze were blowing through the plant. The communication is telepathic but only within a 30" radius beyond which the plant's psi-waves cannot travel, nor can they pass through lead.

DRIVER ANT

by Albie Fiore

No. Appearing: 1 army
Armour Class: See below
Movement: 6"
Hit Dice: See below
Treasure: Nil
Attack: See below
Alignment: Neutral
Intelligence: Animal
Monstermark: 29,473 (level XII in 12 levels)

These 1"-2" long ants are voracious foragers, marauding in vast armies of about 20 million. (One army is treated as a single monster.) Fortunately, they are very rarely encountered, and then only in tropical, and near- and sub-tropical forests, savanna and scrublands. When encountered, there is a 33% chance that they have camped and are foraging or a 67% chance that they are simply passing through in a 2' (or so) wide column. In either case, their presence is preceded by encounters with various creatures escaping them. Wandering monsters are thus encountered at +1 on the encounter roll for each ½ mile under 3 miles that the ants are distant. Only small creatures will be fleeing in panic, and only if the ants are foraging. Man-sized and larger will simply be making their way out of the army's path.

When the ants forage, they cover an area of 8,000 sq. yards (150' radius) around

their camp, though sometimes (20%), they forage as a 100 yard wide column in a line from the camp. When foraging, anything will be attacked. In combat, a hit indicates that the victim has been surrounded and will then take 1-6 hits per melee round until he leaves the foraging area. When the ants attack, they do so as an 8 hit-dice monster and the victim's armour is ignored.

Attacks on the ants are always successful but are delivered by area — eg if the ants are crushed by a shield of area 1 sq. yard, then 1 sq. yard of ants has been killed. The army can take 8,000 such hits!

The army will cross small streams, large streams 95%, small rivers 80%, and large (50 yards wide or more) rivers 70% of the time. They will be washed some distance downstream depending on the flow.

The ants only forage when the queen is laying eggs — the reason the camp is set up. The queen will be concealed in an underground nest at the centre of the foraging area, or, if they have foraged in a column, at the rear of the column. The nest must be located as if a secret door. If the queen is killed, the ants will mill in confusion for 2 turns before resuming their foraging.

If not foraging, the ants will not attack. If the queen is attacked, however, they will form a foraging area around the queen and attack.

When they are foraging, beasts of animal intelligence or less (horses, mules, etc) will be difficult to control and will be liable to bolt if given the opportunity.

BIRCH SPIRIT

by C N Cartmell

No. Appearing: 1-4
Armour Class: 2
Movement: 6"
Hit Dice: 8d8
Treasure: B (under tree)
Attack: 2 hands for 1d8 + special
Alignment: Evil (neutral)
Intelligence: High
Monstermark: 1026 (level XI in 12 levels)

The birch spirit is the soul of a murdered dryad. It detests all humanoid life whom it blames for its death. Each spirit is linked to one particular birch tree from which it may never move more than 3". Since it is thus always in its lair, it cannot be turned by a cleric, but can be dispelled by one of 12th level or higher. The spirit and its tree are immune to fire or cold based attacks but take double damage from lightning.

Appearing as a 15' tall, spectral, tree-like humanoid with extremely long twig-like fingers, it attacks all non-magically armoured targets as if they were AC10; can only be hit by magic weapons; and has a magic resistance of 10%. In combat, if the spirit scores 5 or more over what it needs to hit, it has clutched its victim's heart with its spectral hands. The victim will then collapse for 1-4 rounds and for each round unconscious will age by 10% of his initial age. Also, for each round unconsc-



ious, the victim loses 1 hit point per hit die permanently. If the damage accrued by this exceeds the victim's total, he will die and be *unraisable* by any means. If the victim survives, he may regain the hit points by use of full *wishes* at a rate of 1 *wish* per hit point per hit die (ie if the victim had lost 3 points per hit die, 3 *wishes* would be necessary). If the victim were wearing a *Scarab of Protection*, it would negate this attack at the expense of one charge.

If the spirit drops below 0 hit points, it will flee into its tree where it will regenerate at the rate of 1 hit point per turn. During this time, it and its tree are defenceless. If the tree is destroyed, the spirit is killed forever.

CHAMELIAD

by R D Bowes

No. Appearing: 1–100
Armour Class: 4
Movement: 15"
Hit Dice: 3d8
Treasure: D
Attack: Two 1d4 claws
Alignment: Neutral
Intelligence: Very
Monstermark: 53 (level IV in 12 levels)

Chameliad tribes dwell in forests in well-constructed, camouflaged tree-houses or subterranean caverns. The natural colour of the tree-dwellers is green, while the cave-dwellers are grey. They are extremely agile



and can climb any surface with no chance of slipping due to the natural suction pads on their palms and feet. A chameliad can alter its colour to match its surroundings making it difficult to detect (85% 'hide' and move silently), enabling it to surprise 80% of the time, and giving its opponent in combat a penalty of -4 to hit.

They live in groups of 10–100. If 20 or more are encountered, one will be a leader-type (5d8) who the others will consult before any group action. In any tribe, there will also be 2–3 hunters, the only chameliads to use a weapon — a wire garotte. The camouflaged hunters sneak up from behind and attempt to garotte their victim, striking at +4, but alerting the victim if they miss. The hunters' main prey is the hated goblin. Apart from goblins, chameliads interfere little in the affairs of others, being content only to observe. If, however, one of the tribe is killed in malice, the rest of the tribe form a death pact and will seek retribution on the killer or perish in the attempt.

BLACK UNICORN

by Alan and Anthony Howcroft

No. Appearing: 1
Armour Class: -2
Movement: 40"
Hit Dice: 11d8 + 11
Treasure: U (x2), S, T
Attack: 2 hooves, 1d8 each; 2 strikes with horn, 2d8 per strike + special
Alignment: Chaotic good
Intelligence: High
Monstermark: 7051 (level XII in 12 levels)

These large, fierce creatures are jet-black except for their long, smooth, ivory-white horn. They are highly agile, have a powerful frame and present a truly fearsome and formidable sight.

Dwelling in thickly forested mountainous regions far from human habitation, they are capable of covering even the most treacherous terrain with incredible speed (25"), jumping distances up to 3" forward, 1½" vertically and negotiating exceptionally steep rock faces. They often guard long abandoned, lost or legendary places. Although they shun human contact, lawful or chaotic good elves, half-elves and humans with a 17 or 18 charisma may charm and use them as steeds (female: 18 charisma — 85%; 17 — 50%; male: 18 charisma — 55%; 17 — 20%). They are unaffected by *charm* spells — see below. The charmed unicorn may only be ridden if both rider and unicorn believe the cause to be good. The charm is dissolved once the unicorn has been dismounted at the completion of the journey. For each successful charm, the charmer gains +5% on any future attempt to charm that unicorn (95% maximum). For each unsuccessful charm, 10% is deducted. If any person makes a successful charm, the unicorn will bear a maximum of 3 nominated riders, unless they are evil.

A black unicorn will refuse to enter any dungeon containing humans or humanoids.

Unicorns only attack if provoked, if they believe their opponent(s) to be generally evil, or if their lair or place they guard is entered. When a black unicorn is about to fight, a wave of *fear* ripples out (11" radius). All characters must save vs spells or be affected as for the spell for 11 melee rounds. Characters of 8th level or higher save at +4.

Anyone hit by the unicorn's horn in combat must save vs *paralyzation* or be inflicted with a *paralysis* that will be fatal to characters of 7th level or less within 1–4 turns, and to 8th or higher characters in 6–24 turns. On the 1st melee round, the unicorn *charges* into combat; it cannot strike with its hooves and can only strike once with its horn but does so at +4 and for double damage — the victim, if hit, must save *twice vs paralyzation*.

Black unicorns are immune to poison, can sense the approach of an enemy from 40", and surprise opponents 7 out of 8 times. They are totally immune to all magic, having a continual 10' radius *anti-magic shell*, even when asleep. The *shell* will also protect any riders.



Three times per day, a black unicorn can *dimension door* to appear up to 60" away from its former position. This ability may also be used whilst it carries riders.

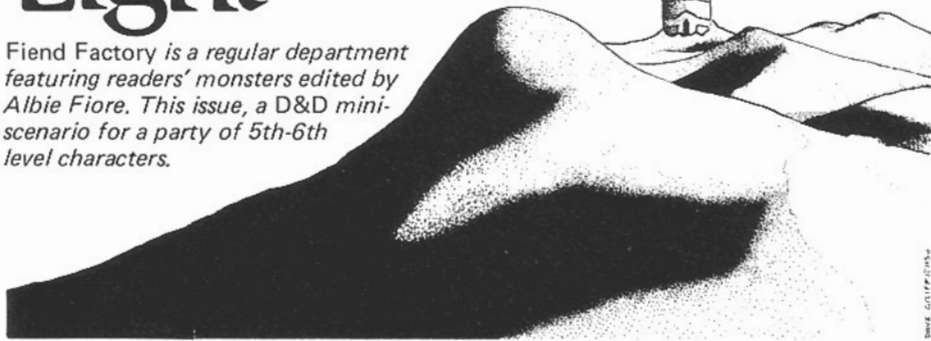
They speak unicorn but can understand common, dryad, elvish and centaur.

The horn of the black unicorn, when crushed and mixed with holy water is a sovereign remedy for all diseases and a cure for poison. Female magic-users can also use the horn as an ingredient for a *philter of love* with permanent effects. Just below the horn, in the centre of the beast's forehead is a small blue gem which, if taken, can be used as an *anti-magic shell*, activated by concentrating for one segment. The *shell* covers a 10' radius around the gem, lasts for 1 round per experience level of the user and can be used but once per day.

Comments: A record high Monstermark for the driver ants, but they can be used against parties of any level. ■

The Desert Light

Fiend Factory is a regular department featuring readers' monsters edited by Albie Fiore. This issue, a D&D mini-scenario for a party of 5th-6th level characters.

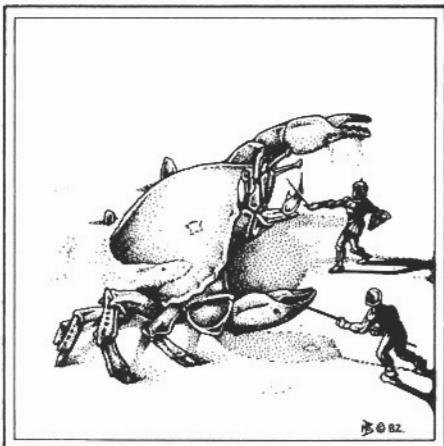


The party, while skirting the edge of a desert area, notice a bright light some distance away in the desert. The light is visible even in daylight. On approaching, it can be seen that the light shines from the top of a tower half buried in the sands. En route to the tower, the party are likely to encounter a . . .

GIANT SANDCRAB by Roger E Moore

No. Appearing: 1 - 3
Armour Class: 3
Movement: 9"
Hit Dice: 6d8 + 4
Treasure: E
Attack: 2 claws for 3d4 each plus poison
Alignment: Neutral
Intelligence: Animal
Monstermark: 516 (level X in 12 levels)

Giant sandcrabs are well adapted to a desert-dwelling existence devoid of water. They have eight 7' long legs, and the body is a flattened ovoid, about 5' in diameter, covered in thick chitin. The four eyestalks can be extended up to 2' from the body. The two 6' pincer arms terminate with a claw similar to a normal crab's except for a third claw which can inject a weak poison into any victim hit by that pincer. A saving throw vs poison at +2 on the dice must be made or the victim will lose consciousness



and die in 2-5 turns unless cured by a spell.

These monsters can bury themselves in sand, usually near caravan routes or cities, so that only their eyestalks project above the sand. This is so effective that a character has only a 5%/level chance of detecting a hidden sandcrab at 90' or less. Magical spells or devices that detect enemies or hidden things will reveal their presence. If any victim comes within 60' or less of a sandcrab, it will rise immediately to its full height (surprising on a 1-4 on a d6) and attack. Giant sandcrabs will be encountered in this fashion 80% of the time; otherwise they will be found scuttling across the sands in search of prey. A sandcrab can only be surprised 5% of the time because of its acute visual senses.

The tower can be entered via a balcony 15' above the ground or through half buried window openings. Stairs lead up, the route down being blocked by sand which has poured in the openings. At the top of the tower is a diffractor above a narrow hole running down through the centre of the tower. The light comes up the hole and shines out via the diffractor. There is also a trapdoor below which is another flight of stairs spiralling down around the light 'chimney' to end at a door some distance below the sand level outside. The stairs and door are obviously still in use. Behind the door are various chambers now inhabited by a family of . . .

ANUBI by Andy Wouldham

No. Appearing: 1-4
Armour Class: 4
Movement: 12"
Hit Dice: 6d8 + 3
Treasure: A, E and Z
Attack: 2 claws for 1d6 each, and 1 bite for 1d8
Alignment: Lawful good - 50%;
 chaotic good - 10%;
 lawful evil - 30%;
 chaotic evil - 10%
Intelligence: Exceptional - genius
Monstermark: 270 (level VIII in 12 levels)

Anubi, though rare, are most commonly encountered in warm and arid areas. They may be encountered above or below ground as they see equally well in daylight or darkness (60' infravision).

They are an extremely powerful species, with strength ranging from 14 - 18/50. They scorn the use of weapons (preferring their natural weaponry) and armour, though they will wear items that they consider to be of a decorative nature.

They are unaffected by *sleep* or *charm* spells. Fear is such an alien concept to them that they are also unaffected by *fear* based spells. They are 25% resistant to all other types of magic spells.

Some anubi (25%) are capable of magic use and can use 2x1st level, 2x2nd level, and 1x3rd level spells once per day, doing so at the 10th level of mastery. They consider the use of magic in combat against a non-magic using opponent to be cowardly.

Anubi are 9'+ tall, have dog-like heads and large hands with clawed fingers. They are completely covered with a light fur, usually brown though it can be white or silvery blue.

If encountered in their lair, there will normally be 1-4 males, 1-4 females and 1-8 young of varying maturity. As anubi live in pairs with their young, absentees will most likely be out hunting at which they are extremely efficient.

Anubi speak their own tongue - a series of clicks and whistles, - and are usually (80%) capable of speaking common.

There is also a subgroup of the species:



KAIL by Andy Wouldham

No. Appearing: 1 - 2
Armour Class: 3
Movement: 12"
Hit Dice: 8d8 + 4
Treasure: A, E and Z
Attack: 2 claws for 1d8 each and 1 bite for 2d6
Alignment: Lawful good - 50%;
 lawful evil - 50%
Intelligence: Exceptional - genius
Monstermark: 660 (level X in 12 levels)

Kail are members of the anubi species born infrequently to normal anubi parentage and are thus very rarely encountered. They are the same as anubi in all respects except: their strength is phenomenal, ranging from 18–18/00, and sometimes higher; their magic resistance is 30%; and they are larger (10'+) and have jet black fur.

Once combat has begun, they neither give nor accept quarter.

The anubi occupy the middle floor of the building. Stairs lead up and down. At the lowest level are many empty chambers, but in the one directly under the tower are...

SHIM-SHARI

by Glenn Godard

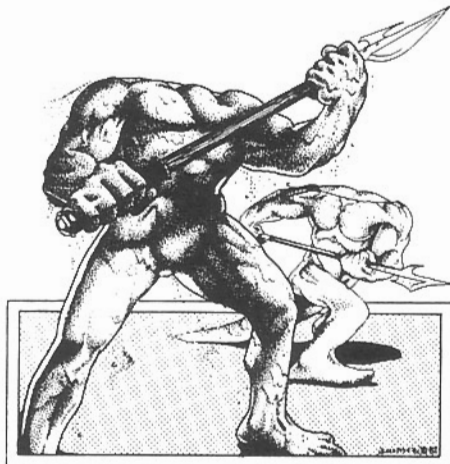
No. Appearing: 3–24
Armour Class: 3
Movement: 9"
Hit Dice: 4d8 + 1
Treasure: Nil
Attack: By weapon type
Alignment: Lawful neutral
Intelligence: Low
Monstermark: 93 (level V in 12 levels)

These rare creatures appear as large, powerful humanoids without heads or orifices. Their skin is a uniform tan colour with a texture like sandpaper. Their bodies are in fact made of sand, and when broken open, an extensive system of ant-like tunnels running throughout the body is revealed. A shim-shari's sensory perception is via noise vibration through this system. Thus any creature that can move entirely without sound (even heartbeats are detectable) will be invisible to shim-shari, while any form of visual or scent related attack or defence will be useless against them. Thus they are immune to the effects of such spells as *mirror image*, *invisibility*, *phantasmal force*, etc and skunk, wither-stench, and *cloud kill* type attacks. *Deafness* will cause them to be 'blinded' (random attacks at -6 to hit) while *blink* and *audible glamor* will confuse them causing an additional -2 to hit.

Due to their elemental origins, earth elemental attacks against them do triple damage. *Move earth*, *rock to mud*, and *stone shape* can all be used to destroy shim-shari, but *finger of death* is useless as they have no heart. Finally, shim-shari are singularly purposed with no self-preservation instinct; all *charm*, *suggestion* and *fear* type spells have no effect on them.

When attacking, shim-shari (desert tongue for 'skull-cleaver') use large pole-arms (70% halberd, 30% other). If disarmed, they can use their fists for 1d6 each. Their strength is always 18/01 with the bonuses of +1 to hit and +3 damage. In melee, they line up to face each opponent individually, closing on their opponents' flanks if they do not do the same.

Shim-shari are created by the use of a magical *Tome* similar to the *Tome of Golems*. Such a *Tome* can only be found in treasures or libraries of desert origin or



lore. The minimum cost to create such creatures is 2000 gp each. Costs usually run much higher though. Thus they are usually found under the control of another more powerful creature and are typically used as guards or caravan raiders. They usually use the least violence necessary to achieve their limited instructions (ie they will only attack caravan guards or those opposing them, not innocents). They can also be instructed to subdue and capture.

Desert raiders (*WD 12*) have perfected a method of disguising their movement so that shim-shari cannot detect them.

The shim-shari guard the chamber containing the light source (which is simply an orb with a permanent *light* spell cast on it — it was used as a directional beacon by the brigands who once used the building but were driven out by the anubi) and the treasure chamber which leads from it. The treasure comprises booty plundered from caravans, a *Tome* for creating shim-shari and a chest containing gold, gems, and...

ARGORIAN WORMKIN

by Barney Sloane

No. Appearing: 2–8
Armour Class: 5
Movement: 12"
Hit Dice: 1d8 + 1
Treasure: Special
Attack: Bite for 1d4 plus nausea
Alignment: Neutral (evil)
Intelligence: Non-
Monstermark: Suggest level IV in 12 levels



These 1' long creatures were the production of a cunning cleric/assassin from Argor to protect his caches. These noxious worm-like creatures are reddish pink and sport a sucker-like rasping mouth, with which they rasp flesh and armour. They also inject, on a successful hit, a nauseating fluid which, unless a save vs poison is made, causes the victim to retch violently and be unable to do anything for 1–8 rounds.

Their peculiarity is that they cannot be killed unless the damage done, including magical, can remove all the creature's original hit points in one go. Otherwise the creature splits into two halves, each with the hits and 'split' ability of the original.

Its 'treasure' is whatever it is guarding.

Notes to the Referee: The building has 3 floors, all below sand level. The top floor had openings through which sand has blown to fill it. Any attempt to go up from the middle floor (anubi lair) will find a barred door which, if opened, will allow sand to pour through and begin filling the middle floor. The middle floor has no openings in the external wall. The lowest floor (where the shim-shari are) is the old ground floor and has large barred portals in the external walls. All are under pressure from outside. If unbarred, the doors will burst open and sand will pour in, beginning to fill the building as though it were a flood of water. Treat accordingly if characters are engulfed in the sand, but no swimming!

FIEND FACTORY POLL RESULTS

TOP TEN

- 1: Shadow Goblins (*WD26*) by Barney Sloane
- 2: Dream Demon (*WD25*) by Phil Masters
- 3: Mandrake People (*WD18*) by Glenn Godard
- 4: Cyclops (*WD21*) by Albie Fiore
- 5: Incubus (*WD25*) by Roger E Moore
- 6: Russian Doll Monster (*WD15*) by Mike Ferguson
- 7: Forest Giant (*WD26*) by M Newton and D Healey
- 8: Svart (*WD9*) by Cricky Hitchcock
- 9: Phung (*WD18*) by Simon Tilbrook
- 10: Winter Kobold (*WD26*) by Jonathan Hardwick

WORST FIVE

- 1: Ungoliant (*WD22*) by Peter Cockburn
- 2: Dungeon Master (*WD24*) by Malory Nye
- 3: Crystal Golem (*WD22*) by Robert Outram
- 4: Bonacon (*WD24*) by David Taylor
- 5: Wrecker (*WD16*) by Andrew Hicks

Congratulations to all those whose monsters were voted into the top ten, and commiserations to those who invented the worst five, with the consoling thought that each of the worst five also received a vote in the poll for the best monsters.

In Good(?) Company

STIRGE DEMON by Ivo Smith

No Appearing: 1 -- 2
Armour Class: 4
Movement: 12"
Hit Dice: 5d8
Treasure: See below
Attack: Special
Alignment: Lawful evil
Intelligence: Very
Monstermark: 74 (level V in 12 levels)

The stirge demon can easily be mistaken for a cloaked human until its hands are seen which have long, pointed, sharp nails at least 1½" long. The demon has no lair and its only treasure is its 'stirge-necklace'. This can summon 10 — 20 stirges twice per day at the will of the demon. The demon itself, without a necklace, can still summon 1 — 6 stirges at will but if his opponent is wearing a stirge-necklace, the stirges will attack the demon.

The creature itself has two attacks, 1 with each hand. If a hit is scored, the stirge-demon has grasped its victim and its nails are embedded in the victim's flesh. It can then draw the victim's blood through its hollow nails starting on the next round at the rate of 2d4 per round until it has drained 24 hit points worth of blood when it will withdraw, sated. As with a stirge, the only way of dislodging it from its victim is to kill it.

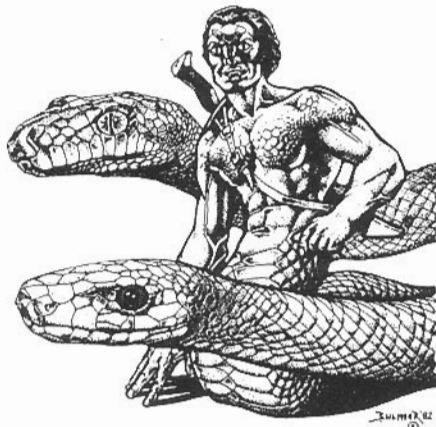
Any victim hit by the stirge demon must have a *cure disease* cast on the wound



within 24 hours or a disease of the blood will set in.

Although the stirge demon cannot fly, it will often be carrying or have drunk a *Potion of Flying*.

The demon will never, while alive, surrender its necklace.



WERESNAKE By Cas Liber

No Appearing: 3 — 18
Armour Class: 7
Movement: 15"
Hit Dice: 2d8 + 3
Treasure: C
Attack: By weapon type or bite for 1d8 plus poison
Alignment: Neutral evil
Intelligence: Average
Monstermark: 42 (level IV in 12 levels)

Weresnakes, or serpent-men, live in damp, dark places such as dense jungles, river caves and marshes. Whenever weresnakes are encountered, there is a 60% chance for each that it will be accompanied by 1 — 3 giant poisonous snakes. If not, then a weresnake can still summon 1 — 3 more.

A weresnake attacks either by weapon type, usually a scimitar, or with its poisonous bite — victims must save vs poison or die. Usually it will stalk its victims before attacking.

In common with other lycanthropes, the weresnake is a human with the ability to assume animal form. The animal form

of the weresnake, is that of a scaled human torso with two arms and a normal head apart from two snake-like fangs. The lower part of the body is that of a snake. The weresnake can only be hit by +1 or better and silver weapons.

MURYAN by Roger E Moore

No Appearing: 8 — 80
Armour Class: 2
Movement: 12"
Hit Dice: 1d8 + 1 and above
Treasure: B, P, Q x 20
Attacks: Bite for 1d4; 4 claws for 1—2 or by 1—4 weapons
Alignment: Lawful neutral
Intelligence: Low to average
Monstermark: 17+ (level II in 12 levels)

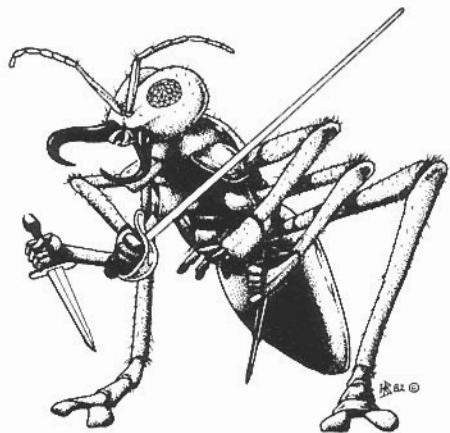
Deep beneath the earth, in elaborate tunnel systems in rocky and rough terrain, dwell the muryans. They are an insectoid race that resemble large ants that walk on their rear pair of legs. They have two pairs of arms available for manipulating objects and making tools, and muryans may engage in combat with a weapon in each of their claw-like hands. They use no armour or shields, relying on their tough, glossy, black chitin to protect them. Their eyes are large, bright and multifaceted. They have superior infravision and may see up to 120' feet in the dark. Bright light, however, does not affect them in the slightest, and they are not blinded if a magical *light* spell is cast upon their eyes. They range from 5' to 7' tall when standing erect.

Muryans are excellent miners and can carve channels through solid rock with ease. They particularly enjoy searching for precious gemstones and rare minerals.

Because of a peculiar empathic bond with insects, muryans use giant ants as pets and guards, and some colonies use giant wasps for reconnaissance scouts.

Muryans are not affected by *insect plague*, *summon insects*, *repel insects*, or *creeping doom*. *Charm* and *hold* spells will not work on them either. All muryans are immune to psionic attacks and effects.

Muryans avoid contact with the upper world and its inhabitants, though they



may be encountered in dungeons and deep caverns. They have highly structured and organised societies with rigid chains of command. For every four normal muryans encountered, there will be a low-level leader figure with full (9) hit points, carrying four weapons that can each be used one-handed. For every four low-level leaders present, there will be a medium-level leader with 2d8 + 2 hit points, fully armed and capable of moving at 15". In any group of muryans greater than 60, there will be a high-level chief with 2d8 + 2 hit dice (at full hit points, 18) who can move at 18" and can cast an *insect plague* once per day as a 10th level druid.

While it is possible to deal peacefully with muryans, these beings will attack any intruders into their lairs without hesitation. They speak only their own language and may communicate with any insectoid creature.

SPRITE KNIGHT by Phil Masters

No Appearing: 1
Armour Class: 3
Movement: 9"/18"
Hit Dice: 1d8 + 2
Treasure: L, M, N, + (50%) 1 map
Attack: See below
Alignment: Neutral good
Intelligence: Very
Monstermark: 7 (level II in 12 levels)

A sprite knight is an exceptionally robust sprite who chooses to defend his race and forest from evil intruders. Such a one has the full sprite powers of *concealment*, *invisibility*, *silent movement* and *detection of good/evil*; in addition it can cast *protection from evil*, *insect plague*, and *speak with animals* once each day at 6th level power. It saves as a 4th level fighter/magic user. The sprite knight carries normal sprite weaponry, plus a lance tipped with the same drug as the sprite arrows, which it can use for one hit only for 1d4 damage.

Any sprite knight will own an utterly faithful mount, that fights for its rider in battle: 5% chance a giant (1 die) bat; 15% chance a bloodhawk; 20% a wild boar; 40% a wild dog; and 20% chance a large



spider. Each has a 30% chance of being accompanied by 2 – 5 normal sprites as 'squires'.

The superior armour class of these beings results from their use of lightweight armour made of leather and insect chitin, cunningly fashioned to allow them full use of their natural aerial agility.

Sprite knights are brave to the point of impetuosity, or even foolhardiness, and a little vain; but they combine this with a strong sense of humour and honesty and a fierce devotion to their task. Each speaks sprite, common tongue, brownie, pixie, and the language of Neutral Good.



VAMPIRE WOLF (COACULA) by Trevor M French

No Appearing: 2 – 8
Armour Class: 5
Movement: 18"
Hit Dice: 4d8 + 3
Treasure: D, S
Attack: Two claws for 1d4 each plus 1 bite for 2d4
Alignment: Chaotic evil
Intelligence: Very
Monstermark: 124 (level VI in 12 levels)

The vampire wolf or coacula (plural: coaculi) is the undead spirit of a worg which has been slain by a vampire and returns to wreak havoc on the *Prime Material Plane*. They are extremely rare, and if encountered they are 50% likely to be accompanied by the vampire, for these powerful undead will often go to great lengths to kill a worg and thus gain a 'pet' coacula.

The vampire wolf rises from the grave 1 – 4 days after being killed and immediately attempts to find its 'master'. In the presence of its master, the coacula is turned on the cleric/undead matrix as a spectre (if not with its master, then as a wight) and gains the ability to both *assume gaseous form* and *charm person* at will. Any one killed by a coacula will become a vampire in 2 – 24 hours unless *raised* or a *remove curse* is cast upon them. Coacula cannot be affected by any spells which affect the mind – such as *charm*, *sleep*, etc.

The vampire wolf is always jet black in colour with bright, burning orange eyes.

Note: It is rumoured that other types of undead wolves exist, though this has yet to be proved. Legendary types include shadow wolves (solvi), wraith wolves (gubbliyi), spectre wolves (rataki), and ghost wolves (satani).

MINIDRAG by D Parrington

No Appearing: 1
Armour Class: -2
Movement: 9"/18"
Hit Dice: 2d8
Treasure: Nil
Attack: Poison jet
Alignment: Neutral
Intelligence: Animal
Monstermark: Suggest level VI in 12 levels

These very rare creatures are found in various climates both above and below ground. They are scavengers and are almost always found in the company of predatory beasts by whom they are peacefully tolerated and permitted to feed on the left-over scraps of prey because of their special abilities. These abilities also make them highly valued as pets.

They are empathic with other creatures and are able to read their emotions. When with their master or accompanying predators, they will warn them of anyone approaching who means them harm by rearing up, and may even attack.

To gain one as a pet, the minidrag must be either raised from the egg or a wild one must be consistently fed without any intention of harm or fear. If either of these emotions is shown towards it, the creature will attack. There is a 20% chance that the creature will attack anyway if it is disturbed.

They attack by flying in and ejecting a jet of poison at +5 to hit with a 5' range. Saving throws against this flesh poison are made at -2, failure means death. Since the jet is always aimed at the face, any successful save must be followed by a second saving roll vs poison to prevent being blinded.

If left undisturbed, the minidrag will never attack, being of a generally peaceful and lazy disposition. ■



Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore. This month, Fiend Factory takes you...



IN SEARCH OF A FOOL

A D&D mini-adventure/quest for a party of 4th/5th level good adventurers.

Plot Outline for DM only

The players are either peacefully approached or charmed by a 10-strong group of daoine sidhe (DM's discretion). The players will be blindfolded and taken to their faerie hill where the mission will be outlined to them by the Prince. The daoine sidhe have a problem, their Fool has disappeared. Normally they would hunt for him themselves and punish anyone involved in his disappearance, but they are in the throes of moving to their winter home and all are busy preparing for the move, as the players will notice, thus they need outside help. The players will be entreated to find the Fool. Any responsible for his disappearance should also be brought, alive, to suffer the punishment of the tribe. The players will be accompanied by one of the tribe who will assist them and guide them to the rendezvous point near the winter home when the mission is completed, where they will receive their payment of a full outfit of daoine sidhe armour, weapons, robes, and an item of jewellery each. The daoine sidhe accompanying them will have the rendezvous noted on a scroll for the players to read should he be killed.

The players should have little trouble in picking up and following the trail of the Fool from a nearby village. In the various villages and taverns they will be told stories of a handsome bard, either alone or accompanied by a white dove/manx cat, who played the most beautiful music and moved on as mysteriously as he came. His departure may be accompanied by the disappearance of one of the locals, or by a fit of melancholia overtaking a local thief (who tried to steal the Fool's jewell-

ery) who will mutter incoherently about ghosts in the silver. Sometimes the visitor may have been a beautiful woman bard (the Fool remaining a shadow on these occasions). The DM should vary the story from place to place, there are numerous permutations and possibilities. However, the stories should lead the players to believe that the Fool is in the thrall of some creature (the leanan-sidhe), as indeed he is, having been charmed and taken as a lover.

The trail should eventually lead the players near a forest where they can hear the sound of either the Fool singing or a woman singing. On investigation, it will be found that it is the lorelei willow emitting these sounds which apart from attacking the players, will also show that the Fool has passed into the forest (if they need convincing, an identifiable shred of the Fool's robe may be found near the willow). In the forest, the dendridi also dwell. They will not be hostile unless the players behave in a manner to make them so, but either way the players will learn from them that the Fool, alone, was taken prisoner by them but he mysteriously escaped the night before (the leanan-sidhe had hidden in his jewellery, and emerged to free him) and his tracks indicate he left the forest. However, the only thing in the direction he went is an old ruined farm. In the ruin of the farm, the Fool and the leanan-sidhe will be found. If alerted, the leanan-sidhe will take refuge in his jewellery where she also holds captive the villagers etc. who disappeared on their route.

Wandering monsters should be encountered en route at the DM's discretion.

DAOINE SIDHE by Daniel Collerton

No. Appearing: 3 - 30
 Armour Class: 3 or 9
 Movement: 12"
 Hit Dice: 3
 Treasure: Individuals, L, M, N;
 Lair, A, U
 Attack: By weapon type
 Alignment: Neutral
 Intelligence: Exceptional
 Monstermark: 25 (level III in 12 levels)

These rare creatures have great powers of the mind and some other abilities in addition. Each daoine sidhe has a psionic ability of 150 with attack/defence modes A,D,E/F,G,J and the following psionic abilities: minor disciplines - Animal Telepathy (5th level of mastery), Detection of Good and Evil (12th level of mastery), Invisibility (6th level of mastery); major disciplines - Shape Alteration and Telepathy. In each hill village (lair, - 40% chance of encountering the sidhe there) there will be a Queen (with 24 charisma) who has the abilities of a 12th level illusionist, a Prince who functions as a 9th level druid and a Fool who plays as a master bard of the 17th level. These three characters will have 6 hit dice each (fighting and saving as 6 dice monsters) and if any magic is indicated in the treasure types it will be of a kind usable by them - armour, a sword, a cittern or a harp most usually. Each of them also has the power of *faerie touch* - if they manage to touch an opponent, that being will either (25%) sicken, losing 1 point each of strength, constitution and dexterity per day until cured or until one of them reaches zero in which case death results, or (75%) become insane with melancholia (DMG).

Each sidhe possesses two faerie arrows, each of which may only be used once and then only by a sidhe. If the arrow hits, it will, depending on type, either paralyse or kill the victim if the relevant saving roll is not made.

In appearance, the daoine sidhe are somewhat similar to elves, but are 6' tall with soft, fair skin and long, blond, blue-black, or (rarely) red hair. They have an unearthly, superhuman beauty which gives them a charisma of 17 - 24; those with a charisma of 18+ have a *divine awe* power (as described in *Deities & DemiGods*).

Unless in one of their times of power (ie the hour before dawn, before twilight, and before noon and all of the *Reitain*, 1st May, and *Samain*, 1st November - when they are moving between their summer

THE MAD DWARF

A You get 80 adventure points for each wolf you slew. Make your second level saving roll on Intelligence (25-IQ). If you make the roll, go to 14D. If you missed the roll you will keep staggering on your way. Try to make a tenth level saving roll on Constitution (65-CON). If you make the roll, you were so tough that you walked to safety. You have 2000 gold pieces' worth of treasure in the pack on your back and get 500 adventure points for the adventure - go to 15B. If you missed the saving roll, you died of exposure and were eaten by wild beasts. *The End*.

B You are fighting 4 opponents to the death. The dwarf gets 4 dice + 34 adds. They will not give up unless you kill them all. (Incidentally, they have 30 points' worth of armour protection.) If you find yourself losing, you can buy your life by throwing down your treasure and running for your life. They will stop to pick it up and you can get away. If you do that, go to 27B. If you fight and beat them all, go to 18D.

C He begs for mercy, saying that if you'll spare him he'll give you some gold and free hospitality in his inn. If you take him up on the offer, go to 17A; if you keep trying to kill him go to 15D.

D You get a good night's rest, never noticing anything wrong, and after a hearty breakfast you settle your bill and leave. A few days later you reach Khazan safely. There are 200 gps' worth of treasure in your backpack, and you get 200 adventure points for your experience. Go to 15B.

E Soon you are nice and warm and beginning to feel drowsy. Your host has been helping himself to his own liquor and getting mellow by the moment. Now he invites you to have some drinks with him. If you decide to drink with him, go to 19A. If you'd rather just got to bed, go to 28A.

and winter homes — or in the presence of humans or demi-humans, the sidhe are mere shadows; unable to physically affect or be affected by the world though still able to communicate and use psionics.

When at war or expecting trouble, the sidhe wear silver chainmail and carry white shields emblazoned with golden runes for an Armour Class of 3, and arm themselves with silver swords (worth 500 gp) and longbows in addition to their normal silver dagger (worth 150 gp). At other times, they wear clothes of blinding whiteness, embroidered with red and green and trimmed with silver and gold. At all times they wear jewellery of fantastic beauty and worth: usually torcs, armbands, rings or brooches. They speak their own language in addition to the common tongue.

They are very fond of music, their own voices are soft and seductive (so much so that 10 or more of them acting in concert can cast a *charm* spell which will affect anyone listening who fails their saving roll). Their pipe- and harp-playing is unrivalled but despite (or perhaps because of) this, they delight in listening to others. Woe betide any who boast that they can outplay the sidhe though, for Amadan-na-Briona — the Fool — will challenge them to prove it, so they had better be able to beat a 17th level master bard.

The daoine sidhe are immortal and immune to disease but because of their close links with the countryside, they will die if the land around their faerie hill becomes built up.

Anyone who learns a sidhe's true age (which is known only to that sidhe) gains absolute power over it and can command it to perform anything wished for. However, any other sidhe who learns of this will do their utmost to free their sibling, so such control is likely to be short-lived.

There are various objects of power against the sidhe, including salt, iron, holy objects and holy water all of which will cause them to keep their distance or do 1d4 points of damage if brought into contact with them (so iron weapons will do an additional 1d4 damage per hit).

The daoine sidhe live for the most part inside faerie hills (having one summer and one winter hill). These hills are hollow with entry being gained through a set of gates which when closed blend into the hillside so well as to be undetectable by any means short of the magical. The gates will open only on the correct word of command which must be given in the sidhe tongue. Inside the hill is what is effectively a small village with all of the normal features of village life. There will be about 20

male sidhe in the normal hill with an equal number of females and 2 — 3 children as well as the Queen, Prince and Fool. Each will have some job; a smith, tanner or keeper of the faerie kine (as *MM* cattle except that they share their master's variation with time of day and year) or faerie hunt (the hounds are war dogs and the horse, war horses as in the *MM* apart for their variation in substantiality) or perhaps a weaver or dyer. There may also be (50%) one or more leprechauns acting as cobblers, or even (20%) a changeling. The changeling, if present, will be a human who was exchanged at birth for one of the sidhe and is indistinguishable mentally from them although still physically human. He or she will be a 5th — 8th level fighter dressed and equipped exactly as on of the sidhe except that the armour and weapons will be made of steel rather than silver. There is a very small chance (4%) that, on seeing other humans, the changeling will become fully human, mentally as well as physically; the result of this change will have to be carefully determined by the DM.

The daoine sidhe are usually peaceable, ignoring most of the mortal world but should one of them be injured or molested in some way or one of their hunts interrupted, then they will react with extreme violence, seeking to kidnap the offender and hold it for 97 years and 4 days. Failing this, they will attempt to kill it. Conversely, if helped, they will give incredible rewards — often turning some item of the helper's into solid gold. Ingratitude will, however, have disastrous effects — the angered sidhe will violently punish the ingrate.

LEANAN-SIDHE by Craig Cartmell

No. Appearing: 1 — 2
Armour Class: 2
Movement: 12"
Hit Dice: 6d8
Treasure: E
Attack: 2d4 or by weapon type
Alignment: Neutral evil
Intelligence: High
Monstermark: 225 (level VIII in 12 levels)

The leanan-sidhe is a fay vampire and muse of poets. She can not only *charm* by gaze, but she can attempt to *mass charm* if she sings and plays her harp (bards save at -2).

Because she is fay and not a creature of the *Negative Plane*, she does not drain energy levels. Also she cannot be turned by clerics and she is not affected by day-



light. She can *polymorph* into cats (normally manx) and doves. Otherwise she must be killed in the traditional way of all vampires.

Her main ability is that of being able to hide in mirrors. She can occasionally (10%) be seen in the mirror, apparently standing behind the viewer. She can also lead her *charmees* into her mirror existence and may leave them imprisoned there where they may occasionally be viewed as for the creature herself. Virtually any clear reflective surface can count as a mirror (ie polished armour, pools, precious jewellery, etc). Her place of rest is often one of these places. Victims may be freed from their mirror prison by *gate*, *remove curse*, *limited wish* or *full wish* (or similar) spells. The vampire may be trapped within a mirror if the surface is painted over, but if this were to be tried, she would emerge before the surface were completely covered.

If she captures a bard, there is a % chance (charisma of bard x 5) that she will take him as a lover and train him up two levels in one month. There is, however, one small drawback to this as the bard will die a year and a day after leaving her unless a *remove curse* is cast on him.

LORELEI WILLOW by Roger E Moore

No. Appearing: 1 — 8
Armour Class: 6
Movement: Nil
Hit Dice: 7d8
Treasure: E, R
Attack: 4 — 16 branches for 1d4 constriction each
Alignment: Neutral
Intelligence: Animal
Monstermark: 250 (level VIII in 12 levels)

A He hands you 3 darts, keeping 3 for himself and points to the painting on the wall. "We throw from here," he explains. "Any hit on the body is worth 10 points, a face counts for 20, a buttock for 30, and a breast for 50. Everything else is a miss. High total wins. Usual stakes are 100 gold pieces per game. Do ya still wanna play?" If you're still game for this debauched game, go to 16B; if you'd rather see the dancing girls, you can say so and go to 13B. If you'd rather just go to bed, tell him, and go to 28A.

B He takes your treasure and lets you by him to the exit. Disheartened, you trudge out into the snow and continue your journey. A few days later you reach Khazan, but as you near the city you are snatched by slavers as an Arena slave. Go to paragraph 14A in *Arena of Khazan* and continue your adventures there. (If you don't have *Arena of Khazan*, take 100 adventure points and exit from this adventure. *The End*.)

C The booze is none too good. You drink just enough to quench your thirst. Go back to 24C and make another choice.

D Before entering the secret door, you turn suddenly and stun the dwarf with the side of your weapon. You may kill him if you wish. Then you force your way through the small portal. Inside you find a small room with a treasure chest in it. The treasure chest is too heavy to move — it must be full of massy gold. Cautiously you release the latch and lift the lid with the edge of your weapon. You took every possible precaution, but you are still hit in the face with a blast of poison gas. There is no saving roll for this. Only the dwarf knows the antidote and has already taken it. If it's any consolation, the chest really was full of gold, with some fragments of mithril. *The End*.

E Make your third level saving roll on Luck (30-LK). If you make it, you fall on the bed in such a way that no part of you hangs over the foot of the bed; go to 26D, but you need not pay anything in the morning. If you miss the saving roll, go to 14C.

THE MAD DWARF



► This willow is a rare species of carnivorous plant found in dark and tangled swamps and forested areas near marshes. They grow to be 30' – 40' or so in height. Lorelei willows strongly resemble true willows, and this leads many to mistake it as such. Druids have a 50% chance per turn of correctly identifying this monster, with 5% added to this chance for each level the druid is over the first.

Each lorelei willow possesses sophisticated hearing organs in each of four depressions in the tree trunk that resemble knot-holes. These 'ears' point in different directions and have a range of 180'. They transmit all sounds heard to a mass of nervous tissue (corresponding to a brain) located in the earth immediately below the trunk. While they understand no languages, these monsters can pick out the voices of humans, dwarfs, and the like. These sounds are then imitated and repeated through a vocal organ at the tree-top that is not visible from the ground. They can also repeat other voices heard within the last year, and are 50% likely to do so if aware of the presence of humans, etc.

The goal of the willow is to lure curious beings within 20' of its trunk. The moment one of its long, whip-like branches is touched (a 95% certainty for beings over 1' tall approaching the trunk), a mass of branches lashes out at the prey. Each branch is highly flexible and capable of constricting for 1d4 damage per round; separate rolls to hit are required for each branch attacking. The branches will continue to constrict a victim for 3 – 18 full turns, then drop the usually lifeless body to the ground by the roots. At this point special rootlets appear from the soil and encircle the body. These rootlets secrete a special substance which rapidly dissolves flesh. Within 10 – 30 turns after the body strikes the ground, only the armour and

other non-organic material will be left. These are usually hidden by further plant growth at the base of the tree or partially buried in the earth.

One interesting thing about this monster is that it seems to learn to use certain phrases it hears over and over, as these phrases attract more wanderers. These might be calls for help, voices in half-whispers, foreign tongues and so forth that draw a lot of attention.

A lorelei willow has a total of several hundred constricting branches, but a man-sized creature will only be entwined by 4 – 16 branches at any one time. Larger creatures will be attacked by up to twice as many, and smaller creatures by half as many. Because the branches are so flexible and somewhat elastic, a victim must roll the percentage chance he or she has for bending bars or lifting gates in order to break all the attacking strands by pulling away from them. Each branch can take 1 hit point of damage before it breaks; these hit points are independent of the trunk's hit points. Lorelei willows, because of their wet sap, save against fire damage as if protected by a *Ring of Fire Resistance*. Regardless of hit points contained in the branches, if the central trunk sustains damage from magical or physical attack beyond the hits rolled for it (7d8), the entire tree will die in a single turn.

DENDRIDI by Phil Masters

No. Appearing: 10 – 80
Armour Class: 6
Movement: 9"
Hit Dice: 1d8 (or more)
Treasure: O, S, T
Attack: By weapon type
Alignment: Neutral
Intelligence: Average
Monstermark: 3+ (level 1 in 12 levels)

The dendridi, or root-gnomes, are a race of gnomes who have reached total affinity with the plant-life of their native forests. They live in communities whose burrows extend some way into the earth and whose tree-houses extend some way up large trees; all are linked by a complex of covered passages and twisting ladders.

Dendridi appear as other gnomes, but with very tough green-brown skin (natural AC8) and wrinkled facial features. They wear armour made of a combination of leather and plant fibres (equal to leather), and carry clubs and staves – the former often being thrown. They are devotees of



druidism, only fighting those who threaten them or their forests. Females are equal to males in this and all respects; young are quick-growing, but babies will be found concealed in the deepest burrow of the lair (5% of adult numbers).

All dendridi have great skill in climbing trees, with only a 5% chance of slipping on even a sheer trunk (1% for dendridi thieves); they have an 80% chance of concealing themselves from observation in woodland; and surprise on a 1 – 4 on 1d6 in such conditions. Any dendridi has a 25% chance of successfully casting a *hold plant* spell on any given plant, if so desired.

For every 15 dendridi in a group, there will be an additional 2nd level fighter. Each group is 90% certain to also include 1 – 3 'scouts'. These are 3rd level dendridi thieves, usually armed with club and sling, who possess the ability to *commune with nature* once per day; they stealthily patrol the fringes of a group's territory. The group's leader will be a dendridi druid, armed with staff, club and sling, and with a 30% chance of 1 – 2 assistants. The leader's level is determined by the group size: up to 20, 3rd level with assistants 1st; 21 – 40, 4th, assistants 1st; 41 – 60, 5th, assistants 1st; 61 – 70, 6th, assistants 2nd; 71 – 75, 6th, assistants 3rd; 76 – 80, 7th, assistants 3rd.

A group is 60% likely to have a tamewhipweed defending its lair, and 15% likely to have a witherweed defending any treasure.

Dendridi speak only their own tongue (50% chance to be understood by other gnomes), although their druids speak the druidic tongue. They have infravision, and are 25% resistant to *sleep* and *charm person* spells, although plant-control magic is 35% likely to affect them.

They lack any special ferocity or skill vs goblinoids or giants, but honour and respect dryads and treants. ■

THE MAD DWARF

A He leads you through a curtained doorway, down a short hall, and into a cramped little room mostly filled with a massive bronze bed. 'See ya in the mornin', crowbait,' he growls and stomps out, slamming the door behind him. You look around by the light of the one candle he left you. The room is warm enough, although the bed almost fills it. A bearskin covers most of the floor, and there is a small table with a basin and a pitcher of water near the bed. The

bed is only four feet long, but is massively built, and a great pile of furs lies atop it. If you are more than 4 feet tall, try now to make your third level saving roll on Intelligence (30-1Q). If you make the saving roll go to 24A; if you miss it go to 14C. If you are less than 4 feet tall go to 26D.

B The room is surprisingly large and cheerful though the ceiling is no more than six feet above the floor. Against one wall is a short bar with several bottles, flasks, decanters, alembics, vials, and barrels stacked around it on the floor and on shelves. Over the bar is a crudely painted representation of some naked but bosomy elf maidens dancing in the moonlight of a forest glade. There are several short darts sticking in the painting. If your character is an elf, go to 25D. In one corner is a huge fireplace with a roaring fire on it. A huge old black iron kettle is hanging amidst the flames, and an indescrib-

able odour is emanating from it. If your character is a dwarf, the scent is pleasant; if not, you may find it fairly repulsive. There is a rough-hewn table in the centre of the room with some low benches beside it. The whole thing is not more than two feet off the ground, obviously the perfect height for your host, but somewhat clumsy if you are larger than 4 feet tall. 'The price is 10 gold pieces for the night, and the meal and drinks cost extra,' blurts the dwarf. 'Payable in advance!' He extends a misshapen paw. If you pay him, go to 15A; if you want to haggle, go to 14B.

Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore. This issue, a look at some . . .

LITTLE THINGS



This selection features monsters that are all on the small side, though they are not necessarily low level. Incidentally, I have decided to drop the *Monstermark* listing. There are two reasons for this. First, the original article was in the now-out-of-print *WD's 1-3* and, although reprinted in *The Best of White Dwarf: Articles*, many readers were unaware of its meaning. Secondly, the XP system in *AD&D* has since made the *Monstermark* virtually redundant.

GREATER RAVEN by Roger E Moore

No. Appearing: 2 – 20
Armour Class: 7
Movement: 3"/24"
Hit Dice: 1d8 – 1
Treasure: K, L, M, Q in nest
Attack: 2 claws for 1 – 3, or peck for 1d4
Alignment: Neutral (some with good or evil tendencies)
Intelligence: Very

Though slightly larger than normal ravens, greater ravens are only 5% likely to be distinguished by a casual observer. They are very intelligent and can speak one or two languages besides their own avian tongue. They fly so silently and can conceal themselves so well (even in flight) that they will surprise opponents on a 1-5 on a d6; if they do surprise someone, they will rarely attack, preferring to hide and listen in on any conversation out of curiosity. They prefer to hide in shadowed places (90% success) becoming virtually invisible.

These ravens are quite glib of tongue and like to talk to anyone who will listen. Because of their habit of eavesdropping, they make good sources of information about otherwise unknown occurrences, though they will always charge a gem or gold piece for the data. They have often been used to good advantage as spies or messengers. Good aligned ravens prefer to work for humans or dwarfs, while the evil ones have been seen with goblins, xverts, orcs, hobgoblins and their ilk. Truly neutral ravens enjoy associating with most humans and druids. A greater raven can carry up to

10gp weight (1lb) in flight without slowing, and twice that amount at half speed. Their memories are quite good, though they might pretend otherwise.

NIGHTLING by Phil Masters

No. Appearing: 5 – 20
Armour Class: 4
Movement: 5"/16" on bats
Hit Dice: 1 – 3 hit points
Treasure: G + 50% chance of map (60%) or scroll (40%)
Attack: Darts for 1pt + paralysis, spells
Alignment: Neutral evil
Intelligence: Average – very

This race has reptilian features, dark green scaly skin, large luminous eyes, and webbed claws and are only 8-12" tall. They have a limited chameleon property (as *Hide in Shadows*) that allows them to blend into backgrounds with 70% chance of success.

Nightlings are cave-dwellers who rarely venture into the open and then only to raid on the darkest nights. They fight at -4 to hit in full daylight, but can tolerate lesser illumination and possess superior infra-vision. They generally ride giant bats of the ½-dice variety (see the *Fiend Folio*), which fight for them should their opponents succeed in forcing melee, but they prefer to attack from a distance. Each nightling carries six or seven tiny, weighted, stone darts which they can hurl from up to 2" range with full accuracy and from 2-4' at -3; a hit does but 1 point of damage, but the darts are drugged; a victim must save vs poison or be *paralysed* for 3-18 rounds (3-12 if constitution is 14+). In addition, each nightling can use the following magical powers once per day, and one per round (when it is not hurling a dart): *regenerate 1hp*, *detect magic* (3" range), *pollute water* (up to 1 gallon), *darkness* (3" range, 10' radius), and *audible glimmer* (as an 8th level MU).

Any nightling group will have an additional leader with 4hp, riding a bat of the 1-die variety, who has all the powers above

but who can use each such *twice* per day and the following, at 8th level power, once each: *dispel magic* and *magic missile*.

Nightlings speak only their own tongue, but can communicate with jermlaine, mites and snyads. They will attack any race save trolls, troglodytes and others of reptilian descent, as they love to drink the warm, fresh blood of men and their like.

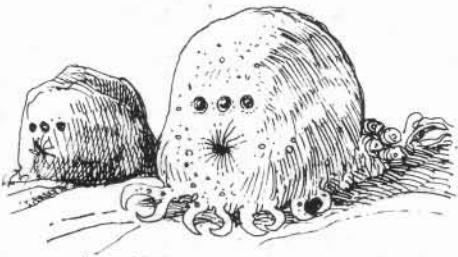
Note: Unless aimed specifically at one or the other, a blow aimed at a bat-and-rider is 50% likely to fall on the nightling and 50% on the mount. The weight of the former prevents the latter from flying skilfully enough to achieve its usual avoidance of missiles. A *dismounted* nightling is a very small target for spells that normally do half damage if a save is made, and so will take *no* damage in such an eventuality.

QOTHE by Bob Greenwade

No. Appearing: 20 – 80
Armour Class: 5
Movement: 10"
Hit Dice: 2d4
Treasure: I, N, Q
Attack: 4 pincers for 1d6 each and bite for 2d4
Alignment: Neutral
Intelligence: Animal

Qothe (pronounced Ko'tuh) are very rare creatures, mostly found in swamps, jungles, and underground complexes, though there have been reports of a desert species. They appear as nearly shapeless blobs of white, hairless protoplasm, with a round mouth, three beady eyes, and four red pincers at one end, and waste-deposit and sexual organs at the other. They are rarely longer than 1½' with pincers extended, their mass being about twice that of a human head. Their normal mode of travel is by bouncing, necessitating their tough skin; they can also crawl at a rate of 2".

Qothe are almost always met, whether wandering or in their lair, as a whole group of about 50 called a *bannner*. Smaller *tags*



(2-16) of gothe have been sighted though. A tag or banner seems to have a collective mind, but this has not been established.

All gothe (except the conjectured desert species) need a body of water from which they must drink their own volume of water each day to maintain their bouncing ability. They do not enter the water very far as they cannot swim. They usually feed on fish and crustaceans, but will attack on sight anything that bleeds. They are a favoured dish of lizardmen, some tribes even preferring gothe to human flesh.

A gothe body can be sold for 100gp to an alchemist, as parts of it have value in the making of potions and other magical materials — the powdered flesh is used in the making of magical leather armour, the blood is an important ingredient in most *potions of extra-healing*, and the eyes, beaten into a single entity and dehydrated, can be used in a *potion of treasure finding* or as the material component for a *wizard eye* spell.

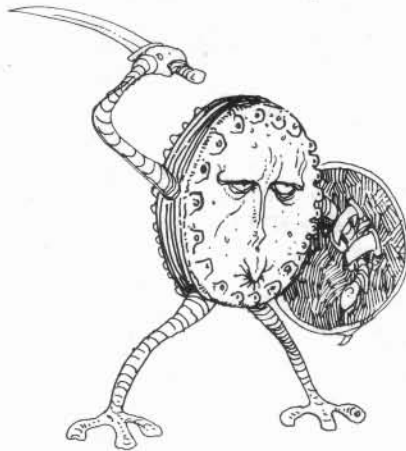
They have the innate (and unexplained) ability to 'see' platinum and gems within 1,000' regardless of barriers of any sort. They are attracted to these materials which are always found in a banner's treasure. They also have 270° peripheral vision.

Some neutral magic-users have gothe as familiars. These MUs gain not only the gothe's hit points, but also the tough skin (-2 to AC), peripheral vision, and gem-and-platinum seeing ability. They can also jump five times their normal movement rate when not in combat.

WYRMLET

by Peter Ryding

No. Appearing: 1 — 10 wyrmlings
Armour Class: 0/7
Movement: 6" + 1" per wyrmllet
Hit Dice: 1d8 per wyrmllet
Treasure: M and Q per wyrmllet, X 1/2 per wyrmllet for *disintegration ray*
Attack: 1d6 + 1 per wyrmllet, plus *disintegration ray*
Alignment: Lawful evil
Intelligence: Fighter - low; magic-user - very; head - exceptional



Although each wyrmllet is a separate being, they can combine to form powerful wyrmlings. Three types are definitely known: fighter — rare; magic-user — very rare; and head — very rare. Rumours persist of clerical wyrmllets, heads with psionic powers, and other class types.

Each wyrmllet is 3' high and has a flat, circular body with a near featureless 'face' on each side, two small boney arms and two similar legs. The mouth is simply a hole over which is a small cartilage protrusion. Suckers round the edge of each face enable them to attach to each other. It takes only one melee round for each join to take place. Due to the low intelligence of the fighters, the specialised 'head' wyrmllet (the only one with features on one of its faces) is required to organise the join. Once combined, the head is no longer essential to maintain coordination. They are usually encountered as wyrmlings of 6-7 wyrmllets, but sometimes with as many as 15.

A wyrmling fights and saves as a monster of hit dice equal to the number of its wyrmllets and has a cumulative magic resistance of 5% per wyrmllet. A wyrmling of 8 or more wyrmllets can vibrate its cartilage so as to cause a very low frequency sound wave. If a head section is controlling the wyrmling, this sound can be focused on a target. This acts as a *disintegrate ray* (2" range), but due to its unusual frequency, only metals are affected. The target must check all metal items against *disintegration*. As a full strength ray is only produced by a 15 hit dice wyrmling, saves are made at +1 per hit dice below 15 of the wyrmling.

Magic-using wyrmllets can use 1 spell level each turn for each MU wyrmllet in the wyrmling at twice that level of use. (Thus 3 MU wyrmllets in a wyrmling could each cast one 6d6 *fireball* each turn.) Though the MU and head wyrmllets use no weapons, most fighter wyrmllets use two. Some (30%) use a shield and one weapon.

The hard, chitinous outer rim and the head's face are AC0 and totally resistant to fire and cold. The soft faces are AC7 and are susceptible to all attack forms. A favourite tactic of a long (10+ hit dice) wyrmling is to encircle its victim.



MARA

by Simon Craddock

No. Appearing: 5 — 30
Armour Class: Body 8; wings 10
Movement: 12"/18"
Hit Dice: 1d8 + 3
Treasure: J, K (M in lair)
Attack: 2 claws for 1d4 each and bite for 1d4 + poison
Alignment: Neutral evil
Intelligence: Low (high if magic-using)

These 3' tall, winged humanoids, forgotten for centuries after their downfall at the hands of their sprite masters, inhabit caves deep beneath the earth. They have tough, grey skin and small black wings. This colouration gives them a 75% chance of surprise in dim light but only 25% chance in daylight. They have developed standard infravision (60') but in bright light they rely on their keen sense of smell. They attack with their two claws and a poisonous bite which causes nausea for 4-16 segments unless a save is made. The poison can be neutralised by *cure light wounds*, *neutralise poison*, *slow poison* and most other clerical *cure* spells. Due to the mara's small size, opponents hit at -3 with hand held weapons and -5 with missile weapons when a mara is in flight. When not flying, any to hit roll is at -1.

Each normal mara has a 5% chance of using magic and casting *heat metal*, *warp wood* and *summon insect* once per day with 20% chance of success. To cast a spell, a mara must first land.

All mara can speak common as well as their own tongue which is a perverted form of sprite.

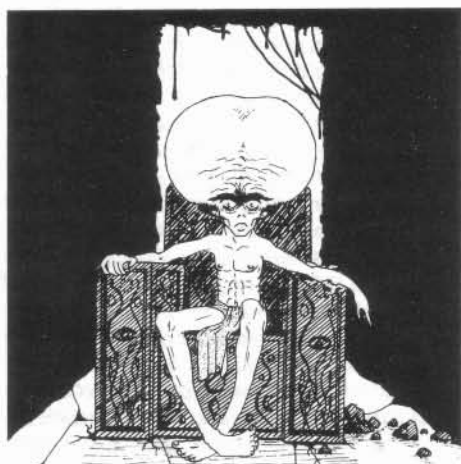
Any hit that a mara receives has a 40% chance of hitting a wing (if aiming at a wing, -1 to hit but 60% chance of hitting a wing). If a wing is hit, the mara is forced to land and fight on foot. A mara is also forced to land if it has taken 50% damage.

All mara have 50% magic resistance to *sleep* and *charm* spells.

For each mara present there is a 5% cumulative chance that there will also be a mara warrior with 11HP, AC7, that does 1d6 damage with each claw.

Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore. This month, a collection of creatures with psionic powers. . .

All in the Mind



PSITAN by Andy Wouldham

No Appearing: 1 – 2
Armour Class: 10
Movement: 3"
Hit Dice: 5 – 10d4
Treasure: 50 – 100gp
Attack: See below
Alignment: Chaotic evil – lawful good
Intelligence: Genius to supra-genius
Psionic Ability: 300–800. Attack/defence modes: all/all

Psitan can be found in most regions barring the most arctic and the most arid. They are usually encountered in subterranean settings as they are albino and dislike prolonged exposure to sunlight.

It is believed that psitan are the result of radical genetic engineering carried out by mind flayers on humans to create a thrall race more susceptible to psionic control. However, the experiments went badly wrong, creating a race of super-psionics with a pathological hatred of mind flayers.

They are medium sized, physically weak creatures (strength ranging from 3 – 8), and, due to their enormous craniums, they are slow and awkward (dexterity not more than 9). They are easily exhausted by any physical exertion and must rest frequently. Most of their labour and tasks are carried out by their use of psionic disciplines, of which each individual has a complete command, their level of mastery ranging between 9 and 14.

Psitans communicate with each other by a natural telepathy and are known to speak the tongue of mind flayers and 30% of them also speak the common tongue.

Due to their frail, physically weak bodies and awkwardness, psitans engage in any physical combat (a rare occurrence) as though 1st level magic users with a -2 to hit. Damage done by a successful hit will be 1–2 regardless of weapon type.

PSI-MULE by Phil Masters

No Appearing: 1
Armour Class: 6
Movement: 12"
Hit Dice: 3d8
Treasure: Q
Attack: 1 bite for 1 – 3
Alignment: Chaotic evil
Intelligence: Exceptional
Psionic Ability: 120–150. Attack/defence modes: A, C, D, E/F, G, H

No-one knows when or where, or whether by accident or design, but somehow a mule once mutated so as to breed true, gain a thicker hide and high intelligence, and, worst of all, to fight with psionic powers. The result, the psi-mule, is omnivorous, needing all sorts of protein for its mutant metabolism, but has a taste for human flesh; furthermore, it enjoys killing. It can bite opponents, but obviously finds a mind flayer-type Mind Blast more effective.

A psi-mule has a weak form of ESP permanently in operation, which prevents it from being surprised. When first encountered, it produces a powerful sort of psionic illusion which makes it appear to be a normal, tame mule with saddle-bags stuffed with jewellery, weapons, money and such treasure – thus putting victims off their guard. It has a 60% chance, re-checked every 5 rounds, of completely taking over any normal mule within 3"; an Intellect Fortress within range halves this chance and a Tower of Iron Will negates it.

The psi-mule, in addition to its attack/defence modes, has the following disciplines at the 5th level of mastery: Animal Telepathy, Body Equilibrium, Cell Adjustment, Detect Magic, ESP, Molecular Agit-

ation, Suspend Animation, and Molecular Manipulation.

GIANT MOLE by Roger E Moore

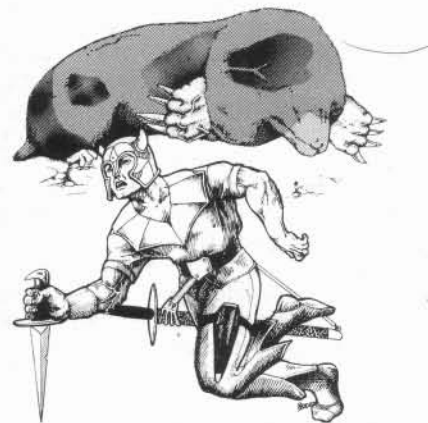
No Appearing: 3 – 18
Armour Class: 7
Movement: 6" (3" burrowing)
Hit Dice: 3d8 + 1
Treasure: C, T, X
Attack: 2 claws for 1d4+1 each, or psionics
Alignment: Neutral
Intelligence: Average
Psionic Ability: 70–100. Attack/defence modes: B/F, G, special

Giant moles inhabit hills, plains and scrub country where they build their winding tunnelled homes. They are man-sized, and have dark grey or black fur. With their barely visible eyes, giant moles cannot see well at all beyond 30' in daylight, and have no infravision. However, their senses of hearing and touch are extraordinary, and their sense of smell so well developed, that they cannot be surprised in underground settings, and they incur no penalties to hit in combat. Their long, sharp front claws tear easily through even hard packed dirt, but not solid rock. Giant moles live in colonies in complex tunnel systems with several entrances and secret exits. The tunnels average 3' to 5' in diameter, with large chambers and rooms (10'–20' across).

These creatures are fairly amiable, and are on especially good terms with gnomes. They are usually neutral to all other beings, except ankhegs, whom the moles hate for the damage and destruction they do to the mole colonies. Giant moles can *detect magic* by touch, and tend to collect magical items in their burrows as souvenirs.

They all speak their own language and alignment tongue, 60% also speak gnomish, 10% know the common language and 5% know one other tongue of some sort.

Giant moles are psionic to a moderate extent, and each has a psionic ability of 70–100. All are immune to Mind Thrust psionic attacks and each has 1–3 randomly determined Minor Devotions. A giant mole colony is 75% likely to have 2–4 brain moles (MM) acting as unintelligent guards.



ZYTRA (Lord of the Mind Flayers) by Charles Stross

No Appearing: Unique
Armour Class: -7
Movement: 12"
Hit Dice: 130 hit points
Treasure: A x 4, H x 2, U
Attack: 4 tentacles (special), 2 hands for 2d12 or by weapon type plus special
Alignment: Chaotic evil
Intelligence: Supra-genius
Psionic Ability: 436; Attack/defence modes: all/all

There can be no question that this is the most subtle, deadly, evil and merciless of all the Demon Lords or princes, being the prince of the dread illithids. He appears as a mind flayer at first glimpse, but the resemblance is only skin deep, for he is more powerful than any illithid lord and will tolerate no rivals from the common mob of ordinary mind flayers. The enmity between him and the other lords is so great that all shun him.

He seems to attack in the normal mind flayer manner of inserting tentacles into the victim's brain, but that is only what *appears* to happen, for in reality he is launching a psionic attack on the unprotected brain of such power that the brain is fried in a number of melee rounds equal to the intelligence of the victim divided by 4 (fractions rounded down). Only a psionic defence can withstand this, in

ion; Levitation; Detection of Good/Evil or Magic; Astral Projection; Aura Alteration; Probability Travel; Mind Bar; Telepathy; or Shape Alteration all at the 11th level of mastery, one only in any one melee round, and at half cost. He also uses the following magic: *cast continual darkness, shadow monsters* (illusionist), *phantasmal killer, detect invisible, ESP, clairvoyance/audience, cast 10d6 fireball, shape change, mass charm* (x1/day), *telikinesis* (16000gp weight), *prismatic sphere* (x3), *permanent* (x1), *animate dead*, lvl 23 MU *power word kill/unholy word* (x2/day), any *symbol* (x1), *mirror image* (only in dire cases), and *gate* in 1-4 type 3-5 demons (75% success, 33% each type), and he fights with the *Rod of Zytra*, a strange object related to a *Rod of Lordly Might*, which, in addition to using all the powers of such, can sprout tentacles as a ¼-sized *tentacle wall* (50 HP) once per day, acts as a *Helm of Telepathy* for psionic users, and has the effect on a victim, if no other property is used at the same time, of a *death* spell, with the maximum hit dice killed/raised to 8 +4, and has a +4 bonus to hit in all weapon modes. It drains one level/round if handled by any of unlike status using the wand without Zytra's express and willingly given wish (given rarely and even then only grudgingly and for a short time). It is used only in combat if Zytra uses no other attack method, in which case Zytra attacks as a level 32 lord.

oeuvreability Class of C. They look like a cross between an imp and a gargoyle. Their colouring can range from blue to green, brown, black, or red, but blue and green are by far the most common.

The grimp delights in causing difficulty and distress. The sight of a completely helpless creature about to be torn limb from limb is hysterically funny to them. They typically render a party, or lone adventurer, helpless, lure a powerful monster within sight of the victim and then withdraw to watch the fun. They usually accomplish this by having 10% of their number find a monster, while 90% engage the victim(s) in combat.

In combat, they attack with either a claw/claw/bite/sting combination; the use of two weapons/sting; or a use of their special powers. The tail sting also injects poison (save at +1, or take 2d8 damage). They can use two weapons (one in either hand) at one time but these are scaled down and do only half normal damage. They prefer not to engage in melee unless they greatly outnumber their opponents, but prefer to use their special abilities.

They permanently emanate a *disruption* spell (1" range, 1 round duration), and an *absorption* spell (see below). They also have a special form of *disruption* spell which causes things to break, fly off in the wrong direction, dance about of their own accord, and generally go wrong (save vs magic negates) — castable once per day.

They have no psionic attack and defence modes, but do have the following abilities at the 3rd level of mastery: Molecular Agitation, Molecular Manipulation, Telekinesis (thrice per day each), and Molecular Rearrangement (once per week).

DISRUPTION (Enchantment/Charm)

Usable by: *illusionist* Level: 3
 Range: T" Duration: T turns
 Area of effect: 3"x3" Components: V,S
 Casting time: T rnds. Saving throw: *neg.*
 This spell causes another caster's spells to go wrong. When the spell is cast all spell-using creatures within the area of effect are required to save vs spells or else believe that all their spells will not work. Thus, although the victim has not been attacked in any way, his/her spells have been *disrupted* by the victim him/herself and will not work.

ABSORPTION (Abjuration)

Usable by: *cleric, MU* Level: 5
 Range: *touch* Duration: 6 turns
 Area of effect: Components: V,S,M
 1 individual Casting time: 1 rnd.
 Saving throw: *neg.*

The recipient can absorb spells which add up to the total level of the caster. Thus all saving throws against any sort of magic are at +4 and whenever a spell is cast at the recipient, then he/she may make a saving roll against spells. Thus if a 10th level MU casts this spell, then the recipient can absorb 10 1st level, or 5 2nd level, or 3rd and one 1st, etc, up to 2 5th level spells. The material component is a small iron bar. ■



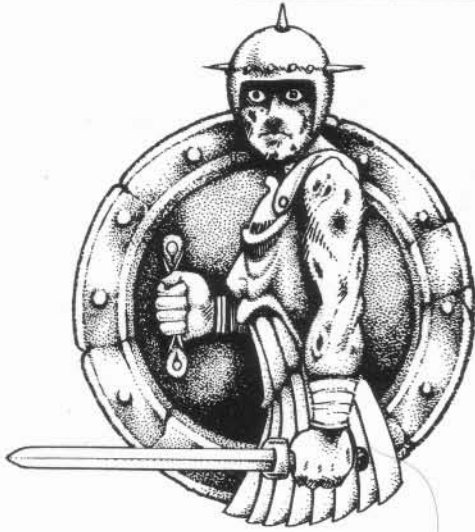
GRIMP by L Barton

No Appearing: 3 - 9 (2d4 + 1)
Armour Class: 4
Movement: 6"/12"
Hit Dice: 2d8 + 3
Treasure: A
Attack: 2 claws for 1d4 each, bite for 1d6 (or by weapon type), sting for 1d6 plus poison, plus special.
Alignment: Neutral evil
Intelligence: Average
Psionic Ability: Special

These rare, 2' tall creatures have large wings which give them an Aerial Man-

which case the victim only suffers the equivalent of a maximum strength psionic attack upon a non-psionic, and it costs Zytra only 5 points per melee round to maintain one tentacle's attack, as opposed to the huge amounts expended in normal psionic combat (which Zytra can use, but sharing the illithid's cowardly nature, prefers not to). He has two other attacks by hand: Zytra has a strength equal to a storm giant's, and chokes and crushes two of his victim's for 2d12 each round, cumulative, or uses weapons with +6 to hit and +8 on all damage. He can only be hit by +3 or better weapons, and has a magic resistance of 90%.

Zytra has the following psionic abilities: Body Equilibrium; Domination; Expans-



MORE DEAD THAN ALIVE



This issue, undead creatures form the backbone of Fiend Factory, a regular department featuring readers' monsters, edited by Albie Fiore.

When *Fiend Factory* first started way back in *White Dwarf 6*, we had no idea how long the feature could last. Would the flow of monsters dry up? Well this issue sees the 200th new monster to have graced the pages of *White Dwarf*, and there are still plenty of fresh ideas on file. So well done to all readers who have submitted monsters in the past. Keep up the good work by sending more. As they say, the game is as unlimited as your imagination.

MORBE (or Semi-Dead) by Albie Fiore

No Appearing: 2 – 8
Armour Class: By armour type
Movement: 12"
Hit Dice: 2d8 + 3
Treasure: K, M, X
Attack: Two claws, 1 bite, all special/by weapon type
Alignment: Neutral
Intelligence: Semi/low

Morbis are peculiar in that they are neither truly undead nor alive. Instead they are trapped in a limbo existence. Some sages even believe that they are victims of a rare and incurable disease. They are usually encountered in their 'undead' form which is that of a zombie clothed and armed as a fighting man. Their flesh is grey and pocked with open sores while their eyes are glassy and staring. In this state they do not use their weapon but attack with two claws for 1d4 each and a bite for 1d6 but any hits scored drain constitution from the victim instead of doing hit point damage. Each morbe has a constitution of 3d6 and any constitution points that it drains are added to its own constitution. As a morbe's constitution nears 18, the sores begin to heal, the skin begins to become a pale flesh colour

and the eyes de-glazed. When its constitution reaches 18, it is no longer 'undead', and can no longer drain constitution, instead it must draw its weapon and attack as a fighting man for normal damage. Any hits delivered to it in 'human' form are taken off its constitution. They revert to 'undead' form when their constitution drops below 18. When in 'undead' form, hits delivered to a morbe are taken from its hit point total. Thus they can only be killed while in 'undead' form.

Because of their twilight existence, 'undead' morbis will generally attack on sight in an effort to gain precious constitution and become 'human'. If encountered in 'human' form, they will be less willing to attack, and will usually try to inveigle their way into joining a group to gain surprise.

Any victim of a morbe whose constitution is drained, suffers the penalties laid down for low constitution. Should their constitution drop below 3, then they will collapse in a sickly state. Unless a *cure disease*, *bless* (cast by a 3rd or higher level cleric), or similar healing magic is applied, they will rise again in 1–4 rounds as a morbe. A morbe in 'human' form can also be cured by similar means. A victim who has been drained of any constitution can regain the constitution at the same rate as hit points are recuperated.

While in 'undead' form, morbis can be turned by clerics as ghouls but cannot be damned. Nor are they affected by holy water. Mind-influencing spells can only affect them when in 'human' form.

THE UNBORN (or Manifestations of Evil) by David Howard

No Appearing: Special or 2 – 6
Armour Class: 0
Movement: 30" drift
Hit Dice: 1d8
Treasure: Nil
Attack: Special
Alignment: Non
Intelligence: High

The Unborn are those souls that died at child-birth or when very young under evil circumstances, eg as victims of child sacrifices, pillaging, etc, and have thus become unwilling servants of the dark.

Such is their plight that they are wracked by continual pain that can only be relieved by performing their bidden task, which is primarily to appear at times of great slaughter, or acts of great evil, as omens of the coming triumph for destruction. The number appearing depends on the degree of evil – in the great Wars of Chaos many scores were seen to appear, but this is rare.

Once the battles have subsided, the Unborn will appear and float over the corpses, channeling the departing souls/life forces to the Abyss. It is this act that alleviates their own torment. While performing this act, they appear as small, 1" diameter, black spheres, occasionally flickering with grey high-lights. They will hover briefly over each corpse, touching it and then moving on (this takes 3 segments). The body, once touched, becomes stiff, as if frozen, and is no longer *resurrectable*.

If this action is hindered in any way, they will manifest themselves in their true form. This is that of a small, wraith-like 3 year-old child, drenched with blood, with nails driven through each palm, and large morose eyes set in a tormented face. They will then attempt to punish the interlopers, which they loathe doing, but being bound by such spiritual misery, they have little choice. They can attack in three ways: firstly, they can hurl small shards of pure evil that appear as 3" black lightning bolts that do 2–4 points of damage (they can only hurl six before their power is used up, whereupon they must flee back to the Abyss; hence each has the power to drain six bodies or hurl six bolts or combination of both); secondly, using all their power, they can enmesh a victim in *shadow webs* that act as a *web* spell but cannot be burnt and the save is at -2. The victim also suffers 1d4 points of damage per round while enmeshed. The *shadow webs* can only be removed by a *bless* spell cast by a 3rd or higher level cleric. Finally, if 3 join power, they can open a chosen victim's

mind to the horrors of the Abyss and its inhabitants. This will drive the victim insane if the save vs death magic is failed (goods save at -3, and paladins at -4, both will be likely targets since they can be detected).

Occasionally, 2-6 will be sent to kill by the lords of the Abyss, but this is rare as it would free them for eternity from their plight.

RUSALKA

by Roger E Moore

No Appearing: 1 - 2
Armour Class: 5
Movement: 12"/24" swimming
Hit Dice: 4d8
Treasure: P, Qx5
Attack: Hands for 1d4, drowning, or special
Alignment: Chaotic evil
Intelligence: Average

Rusalka are the undead spirits of chaotic evil female magic users who died by drowning. Given these conditions, they are naturally very rare. They initially appear to be lightly clad women, not unlike dryads, nymphs or normal women. They are found in lonely places near a marsh, swamp, lake, or river where they wait for unwary passers-by.

A rusalka will attack with its clawed fingers for 1d4 points of damage, or by a more subtle method. If one can entice its victim to kiss her, the victim must save vs *death ray* at -2 on the saving throw to be slain. Rusalka may also attempt to grapple persons swimming in the shallow waters where they lair; this requires a score of 2 above the base number the rusalka needs to hit the victim. If grappled and the victim cannot be freed in 1-4 rounds, the victim will drown. Magical spells or devices permitting one to breath underwater will prevent this from occurring.

Animals fear these creatures and will not approach within 30' of them. Viewed at close quarters, the all-green eyes of the rusalka may give it away, but by then the rusalka may be preparing to attack.

Rusalka are servants of Orcus, the

Demon Prince of the Undead. They may be turned by clerics as ghastrs. Holy water will do 2-5 points of damage per vial on them, and only silvered or enchanted weapons will affect them. They are immune to *charms*, *holds* and *death* magic.

WRAITH-WARRIOR

by Daniel Secker

No Appearing: 2 - 8
Armour Class: 3
Movement: 9"
Hit Dice: 6d8+2
Treasure: O, T, U
Attack: Broadsword for 2d4 plus special
Alignment: Neutral evil
Intelligence: Average

This foul, wraith-like undead creature appears as a semi-material fighting man armed with a broadsword.

They can be hit by normal weapons, but only take half damage from them. Silver or magic weapons do full damage.

The wraith warrior radiates *weakness* in a 1" radius. Any within this area lose two points of strength, which is regained when they leave the area of effect or the creature is slain. Those within the area also have only the equivalent of half their hit points (rounding fractions up).

All wraith-warriors are armed with a broadsword. If they hit, they do the normal 2d4 points of damage and inject a *cold* venom into the bloodstream which causes an additional 1d4 points of damage (unless a saving throw is made vs *poison*) and causes such pain that the victim must fight at -3 to hit. After 4 turns, the venom will have reached the brain and killed the host unless a *neutralise poison* spell is cast. When a victim is killed, his flesh immediately begins to rot and his body becomes pale and faded, and his eyes become black sockets except for glowing points of light. The character will then rise again, now a wraith-warrior. This transformation takes but one melee round.

Wraith-warriors regenerate at the rate of 1 hit point per round, but will die if reduced to -4 or more hit points.

Because of their semi-material form, they take only half damage from fire. They are immune to mind-influencing spells. They are turned by clerics as spectres.

GOLDFINGER

by I J Chomacki

No Appearing: Not applicable
Armour Class: 7
Movement: 6"
Hit Dice: 2 or 3d8
Treasure: See below
Attack: 2 hands for 1d6 electric shock each
Alignment: Neutral
Intelligence: Non-

These undead appear as dripping, disgustingly decayed zombies. A close look, however will reveal small, exposed gold plates on their fingertips. They are the creation of the combined efforts of a high level magic user and an alchemist for they have been created as walking batteries. Copper plates attached to their spines, combined with their brine-soaked bodies enable them to deliver powerful electric shocks. It is important that they be kept in brine when not engaged in combat (eg, a brine-filled stone coffin).

In combat they can strike twice, once with each hand for a 1d6 electric shock per hand - any metal armour does not count toward the defender's armour class. Hits delivered to a goldfinger with a conductive weapon have a 50% chance of hitting an internal component, giving the wielder a 1d8 electric shock. A goldfinger has up to 20 charges it can deliver (a weapon conducted shock counts as two charges). Once its charges are spent, the golfinger attacks normally with two claws per round for 1-3 each. If the creature is freshly soaked in brine, it takes only half damage from fire and holy water attacks. As with zombies, they always strike last in combat. Clerics turn them as shadows.

When destroyed, their gold finger-plates are worth 5gp total. Apart from this, the only treasure will be what the creatures were set to guard. They are only ever met as guards, not as wanderers. ■



Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore. This issue a mini-scenario for low level and slightly higher parties. . .

Lord of Kanuu



SPIDRON by John R Gordon

No Appearing: 1
Armour Class: 7
Movement: 8"/½" (liquid, see below)
Hit Dice: 5d8 + 3
Treasure: See below
Attack: 1 touch for 2d8 (special)
Alignment: Neutral evil
Intelligence: Genius

The spidron is a very rare creature of great malignance. Despite its high intelligence, its warped mind is infected with megalomania, greed and loathing for all humanoid life-forms (although it will readily co-operate with them to achieve its aims). The spidron itself is a shapeless, thin, green liquid which only maintains a partly humanoid form through the power of a special magical cabinet, which each spidron possesses. The spidron must return to, and enter, the cabinet every 3 days or collapse into a powerless green liquid, able only to trickle back to its cabinet at ½" per round, where it will slowly reform. If the fragile cabinet is destroyed, the spidron is reduced to a powerless liquid for ever. Thus the spidron will guard its cabinet with its life. There is a 15% chance that it will be in the cabinet when encountered.

The spidron wears a shapeless, one-piece robe, reinforced by stiffened leather which helps the spidron hold its humanoid form. A mask, often coming to a point, covers the head completely, leaving only eye-slits, behind which there is only darkness, for the spidron has no real eyes. Similarly, its voice is thin and disembodied as it does not come from a real mouth. Below the waist, it is rather shapeless (hence the long robe) and in fact oozes along on a single foot, like a slug. Its hands alone are visible outside the robe, and these are long, slimy, fibrous and withered. Each finger comes to a point, like a root, to which a small silvery ball is attached by a single fibrous strand.

The spidron is immune to *charm* and *suggestion* spells and can use the psionic abilities ESP and Telepathy at will.

The cabinet of the spidron, made of silver and glass (3'x3'x6'), may be worth up to 10,000 gps as a collector's item. The cabinet's magical energy gives the spidron

its functional form. This energy is only maintained by placing a living humanoid in the cabinet every 7 days. The spidron attacks by a touch which weakens the nervous system of the victim. Those touched take real damage, but when they reach between 0 and -4 hit points they fall into a cataleptic state for 6 - 36 turns, awakening with but 1 hit point. The spidron then seeks to drag its catatonic victim off and place them in the cabinet, where in 1 round all energy is drained from their body (which can only then be returned to life by *resurrection*). The spidron can liquify at will, which it will do if combat is going against it, leaving its robes to collapse, and trickle away unnoticed down a drain or crack to reform in its cabinet. The spidron will usually keep spare robes near the cabinet as it cannot hold its humanoid form without them for long. Spells of a *cold* nature immobilise it for the spell's duration if it makes its saving throw, double that if it fails. Fire does normal damage but the liquid is unaffected by even magic weapons. If it is killed, the humanoid spidron reverts instantly to a thin, green inactive liquid.

A by-product of draining energy from humanoids in the magic cabinet is the drug *spidrone* (3 pinches per man-sized creature are produced). This is an odourless, blue-grey powder, harmless when inhaled or dissolved, but a powerful drugging gas when burnt (1 pinch covers a ½"x1"x1" area). Any creatures who inhale the drug and fail to save versus poison become zombie-like slaves, obedient to the Telepathic control of the spidron and to its servants. These living zombies can perform mindless tasks such as digging with supervision, but the spidron can only make 10 fight at any one time (attack as 2HD monsters, striking last for 1d8 regardless of level and dexterity). Those drugged save regularly as if *charmed*, so the spidron is careful to regularly re-expose its slaves to the drug. The slaves are a useful store of reserve energy for the cabinet. The spidron can see through its slaves' eyes. It is, of course, unaffected by the drug. Note that the drug is not an offensive weapon, but merely a way of maintaining a slave labour force to feed the spidron's lust for wealth and power.

As well as the 'zombies', the spidron will employ some undrugged humanoids to direct the slaves, drug them, act as the spidron's guard and its emissaries to nearby intelligent or powerful creatures. Spidrons often inhabit fortified town houses or castles in or near towns, or in catacombs beneath them. Towns provide good opportunities for gaining wealth and above all, dominance so the spidron will usually favour them above dungeons and wildernesses. Those serving the spidron will be of necessity evil, placing material gain above the sufferings of those enslaved and finally destroyed by it.

(The spidron was inspired by recollections of an interplanetary villain in the TV series *The Tomorrow People*.)

While approaching the village of Kanuu at the head of a rocky, wooded pass. . .

. . . **Low Level Parties** encounter a group of ragged people in the woods. They tell of strange events in the village the last few months. The lord decided to hold weekly feasts in the village square. Since the first feast, most of the villagers began to behave oddly, and some strangers, fighting men, seemed to be in charge. The group were then driven out, and have since been living rough. They know a secret underground entrance to the lord's manor from a nearby cave, which they will reveal if the party are willing to investigate.

. . . **Higher Level Parties** meet a caravan coming from the village. The caravaners are annoyed. While they were camped near Kanuu, some of their guards entered the village for supplies. They were invited to feast and apparently had such a good time that most decided to stay on in the village.

Kanuu

The village is quiet. People are mechanically doing mundane jobs overseen casually by armed men, though they are neither in fear nor forced. Once a week, a grand feast is held in the village square around an open fire. All are invited. The village lord attends but does little. From the lord's village manor and from the local temple, passages lead down to the village's burial catacombs. The only (undrugged) villager who could tell of the passages is the village idiot.

DM's Information

Kanuu is ruled secretly by a spidron dwelling in the manor. Its cohorts, 2nd level fighting men, and the lord (drugged) put *spidrone* on the fire at each feast. The secret entrance the escaped villagers know leads to the catacombs. From the manor, apart from the passageway, there is an old drain (down which the spidron can go in liquid form) that leads to a cavern at the far end of the catacombs which is the lair of dark bats. In the *darkness* there, the spidron has hidden its cabinet. Many of the bodies in the catacombs are picked clean and many with flesh left are covered with small eggs as the place is ridden with beggar-lice. Undead rats also scratch about, activated by a scroll the spidron had when it first crept through the catacombs to the manor. Treasure is what the spidron has looted from the village (DM's discretion).

BEGGAR-LOUSE

by Alan Heaven and friends

	<i>Normal</i>	<i>Sand</i>	<i>Marsh</i>	<i>Giant</i>
No Appearing:	10 – 20	10 – 20	5 – 12	2 – 5
Armour Class:	6	5	6	6
Movement:	4"	4"	4"	4"
Hit Dice:	1d8 – 1	1d8	1d8 – 1	3d8
Treasure:	Nil	Nil	Nil	Nil
Attack:	Two pincers for 1d4 each; 4 claws for 1hp of damage each; acid spit for 1d4 plus special			As others but pincers do 1d6+7; claws, 2hp; acid spit, 1d8 + special
Alignment:	Neutral	Neutral	Neutral	Neutral
Intelligence:	Animal	Animal	Animal	Animal

The beggar-louse resembles a wood-louse with its arched, chitinous back and two long antennae, but has two large, sharp front pincers and only 8 legs, the front razor-edged to help cut up flesh.

Colour varies according to environment, but shades of red from scarlet to russet are most common. They are born white and develop a pink hue as they get older. By maturity (body length 2"), they are bright red, becoming darker as they grow older and larger (6").

Adult males have a gland in the mouth which secretes acid to aid the rapid breaking down of food. This can be used in defence: a double spit taking one second can be made once every two rounds with a range of 1½" per 1" of body length. They always aim for the eyes, making an effective reduction of at least 2 in the target's AC (ie. AC2 becomes AC4) unless the shield is held before the eyes, when the AC is increased by 2. The acid does 1d4 points of damage causing blindness within 1d4 turns lasting 1 day, if undiluted, with a 20% chance of permanency. Its habit of appearing to sit down on its back four legs and outstretch its pincers when threatened has earned it the name 'beggar'.

Just as all types live by scavenging, and all except the giant beggar-louse leave the skeleton whole (dissolving clothing and armour when necessary), so all share similar breeding habits. These take two forms:

- 1: The female lays her eggs on a piece of carrion flesh in the lair, producing only 2 – 9 live from 100 eggs.
- 2: Eggs are laid in the untouched body of a fresh corpse. The eggs hatch in 3 to 4 days; if eaten by some larger scavenger, they hatch within 1 day and feed off the host. Insanity will occur 1 day after

hatching, taking the form of Mania (DMG) with 2 in 6 occurrences after 1 day from hatching; 3 in 6 after 2 days; etc, until the pain becomes continuous, when the unfortunate victim will die in 2-7 hours of the final day.

In any group of 20, there will be one female with 50% chance of two, and at least 5 adult males (5% chance of 6"; 10% chance of 4"; 20% chance, 4").

Sand beggar-louse: These are slightly tougher and usually more brown than red.

Marsh beggar-louse: Unlike the other types it is not afraid of fire and takes only half damage from fire based attacks due to extra moisture in the chitin.

Giant beggar-louse: These are 2' – 5' in length and lack the dexterity which the others use so well, meaning that its AC is based on its naturally tougher chitin. It attacks with acid spit at +3 to hit.

DARK BAT

by Christopher Kirk

No Appearing:	1 – 6
Armour Class:	3
Movement:	½"/30"
Hit Dice:	2d8
Treasure:	I, P
Attack:	1 bite for 1d8
Alignment:	Neutral (evil tendencies)
Intelligence:	Low

The dark bat has a 6' wing-span and prefers to live in remote, inaccessible places far from human habitation, always lairing in naturally dark places. When encountered at night or underground, they are 50% likely to be in their lair (90% during the day).

Dark bats slowly exude *darkness* in

their lair. After one year the effect is as the illusionist's *darkness* spell; and after two years, as a *continual darkness* spell. They can see perfectly well in the *dark* and are 50% resistant to the *darkness* spells of others. They hate light and fight at -1 to hit in sunlight or itsequivalent, -2 in brighter light. They will attack torch and lantern bearers primarily – the beating of their wings in combat has a 60% chance of extinguishing a torch; 20% for a lantern. Dark bats can also cast a 5' radius *darkness* spell once per day for a duration of 6 turns generally to counter magical *light* or fight in outside of the lair.

Each hit on a dark bat has a 50% chance of hitting a wing, 50% of either. A blow aimed specifically at a wing is made at -1 to hit. Each wing can take a third of the bat's total hit points before becoming useless. When grounded, the bat is AC9 and attacks at -2.

All missiles fired at a dark bat in flight are made at -2 to hit, -3 if aimed at a wing.

UNDEAD RATS

by P M Rhodes

	<i>Skeletal rat</i>	<i>Zombie rat</i>
No Appearing:	6 – 36	5 – 20
Armour Class:	7	8
Movement:	12"	6"
Hit Dice:	1d4	1d8
Treasure:	Nil	Nil
Attack:	1d4 bite plus special	1d4 + 1 bite plus special
Alignment:	Chaotic neutral	Chaotic neutral
Intelligence:	Non-	Non-

All normal rats fear undead rats and must save versus *fear* or flee. Consequently, these small undead creatures are loathed by wererats. Both types have the characteristics of normal skeletons and zombies, immunity to certain spells, etc.

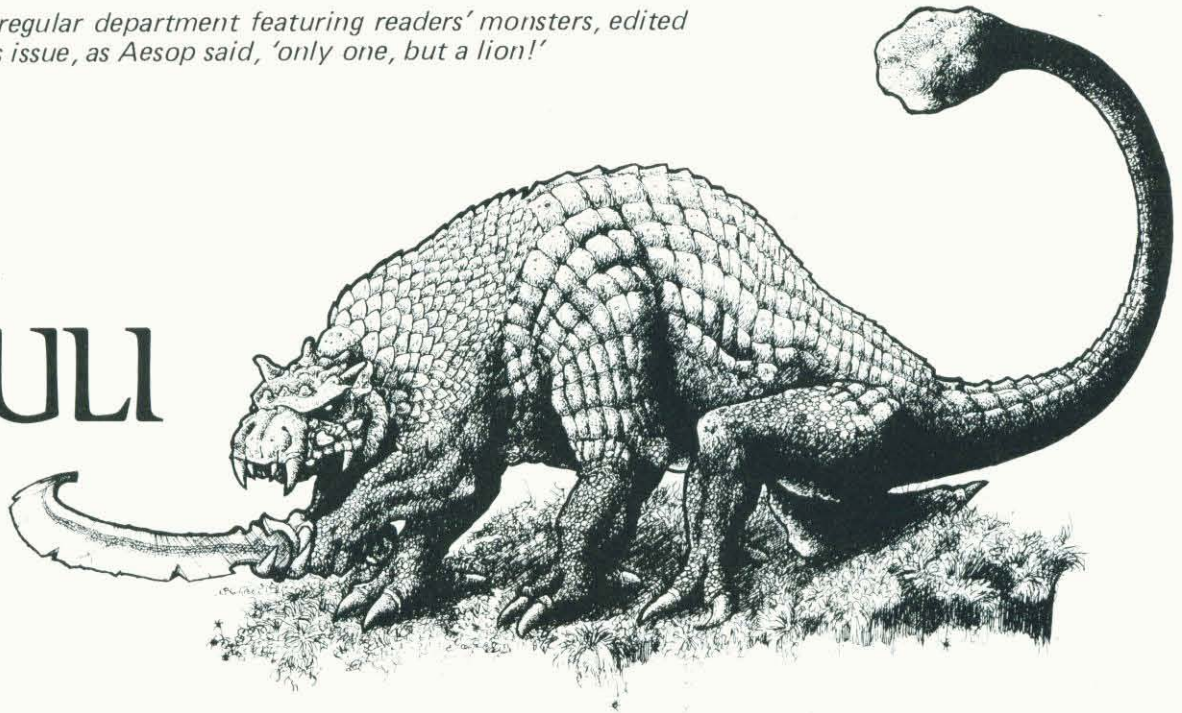
Skeletal rats: Their special ability is that anyone attacking them has a 15% chance of contracting a disease. If disease is indicated and the victim fails to save vs poison, then a serious disease has been contracted; a successful save means that the disease is mild. They take only 1hp of damage from edged weapons and are turned as normal skeletons. An *animate dead* spell will activate 1–8 giant rat skeletons. **Zombie rats:** These are turned as a normal zombie. They have 20% magic resistance and all weapons do full damage to them. ■



Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore. This issue, as Aesop said, 'only one, but a lion!'

THE LOCULI

by Eric Hall



No Appearing: 1-12 (9-38 in lair)
Armour Class: Varies
Movement: 9"-15"
Hit Dice: 4d8+1 and up
Treasure: See below; migrants Q,T,S
Attack: 2 claws, bite and tail lash; or by weapon type, bite and tail lash; or 2 rear claws and tail lash. Damage varies.
Alignment: Lawful neutral
Intelligence: Average and above
Psionic Ability: See below

These rare creatures, known by mountain tribes as the 'tail-killers', are intelligent reptilian creatures which dwell deep in the earth, particularly in volcanic regions.

They have a well-developed community structure, often a group holding will have specially delved caverns for the young and

each member will have its own lava pool. The entire complex is controlled by the eldest whether male or female, and these use their psionic powers to protect the community while the elder, middle aged, and young do the fighting. They are seclusive, and only journey from their homes in migrant groups when the community has outgrown its present complex. In such cases the community is halved - one half remains, the other leaves for new caverns.

They are good delvers and have been known to attack dwarf mines and gnome stores. They are tolerant of humans and half-orcs and may be friendly with elves and halflings, selling them magic items which the loculi themselves are unable to use quite cheaply. However, they view all who associate with dwarfs and gnomes as evilly as they regard these two races themselves.

Their complex will have many passages which are rough-hewn and travel directly to the laval caverns, bending only to avoid intrusions of resistant rock. The passages often contain narrow rock bridges across chasms which the loculi can cross easily due to their six-limbed nature.

As a community, they are lawful neutral but individuals may differ by one point.

A typical group comprises 6-24 young; 2-10 middle-aged; and 1-4 ancients. Migrant groups usually consist of 3-12 young; 2-5 middle; and 1-2 ancients. If only one ancient is indicated, it will be male. All other ancients and two thirds of the middle-aged will be females. Very rarely, there will be one extremely ancient female known as the Grand-Mother.

They are large creatures with good hearing, their azure ears being centrally placed. Their small red eyes provide them with no better than poor eyesight, but it

INDIVIDUAL STATISTICS DETERMINATION TABLE

% Die Roll*	Age (years)	Age Group	Hit Dice	Height (to shoulder)	AC	Move	Intelligence	Magic Resistance	Languages	Sleeping
1-10	1-20	Y (1)	1d8+2	0' 6"	7/9	9"	Low (7)	Standard	None	50%
11-25	21-50	Y (2)	2d8	1' 6"	5/8	10"	Average (8)	Standard	Loculi	62%
26-37	51-120	Y (3)	2d8+4	2' 6"	4/7	12"	Average (9)	Standard	None	48%
38-50	121-185	Y (4)	3d8+3	3' 6"	3/6	14"	Average (10)	1%	Common	34%
51-68	186-250	Y (5)	4d8+1	4' 0"	3/6	15"	Very (11)	2%	Lizard Man	26%
69-77	251-321	M (6)	5d8+2	4' 8"	3/5	15"	Very (11)	7%	Dwarf	19%
78-85	322-387	M (7)	6d8+3	5' 4"	2/5	15"	Very (12)	10%	Gnome	27%
86-91	388-426	M (8)	7d8+4	6' 0"	2/4	13"	Highly (13)	15%	Elf	38%
92-96	427-510	A (9)	8d8+6	6' 8"	2/4	11"	Highly (13)	20%	Halfling	45%
97-99	511-800+	A (10)	9d8+8	7' 4"	1/3	10"	Highly (14)	25%	Burrowers**	50%
100	Unknown	GM (11)	12d8+10	10' 0"	0/2	9"	Exceptional (16)	50%	All***	75%

Notes:

* Each loculi has a 1/2 psionic strength point for each percentile point in the determination roll.

** Burrowers are those that delve rock (eg umber hulks) not those that delve earth (eg badgers). Communication is by semi-telepathic empathy of great range but no actual sounds would be heard.

*** This is by improved telepathic means and allows empathy for creatures without intelligence and *suggestion* with saving throws at +3.

Armour Class is presented in the form head, tail and limbs/underside. Females have the AC of the age group below their own.

Languages are cumulative. The first indication shows rudimentary knowledge only. Ability increases with age.

is rumoured that the greatest of the loculi no longer uses ordinary senses, but relies purely upon psionic means. The loculi themselves believe that she bathes in 'the Great Fire at the Centre of the Earth', and that she was the product of a conjunction between an Elemental Prince of Earth and a Princess of Fire.

The underside is pink in males and sepia for females. Both sexes have dark brown legs and tail while the upper hide is of tough, light-brown scales which grow from head to tail. The scales are as effective as banded armour when made into cloaks and the hides are prized by dwarfs and gnomes to make ceremonial robes. This upper hide is heavy and bulky, weighing 3lbs for every hit dice of the animal. Dwarf/gnomes will pay 1000-4000gp for a skin, depending on the size and quality.

They move on four taloned feet but also have a pair of arms terminating in wicked claws which are supple enough to grasp most weapons under 6' in length that have a long haft. (The chance of one using a weapon is shown on the *Damage Determination Table*.) They attack frontally with their two front claws and a bite or by weapon type and a bite. To the rear, they can deliver a raking attack with each of their two rear feet. To do this they rear onto their arms and forelegs, thus precluding a frontal attack that round. In addition to the front or rear attack they can also lash with their tail which is long, boney and ends with a solid mass of bone in the male and a bone encased, web producing gland in the female. The tail can be swung in an arc of 10'-15' radius. (Damage from the attacks varies and is shown on the *Damage Determination Table*.) Captured individuals have frequently been known to kill themselves with their tail to avoid the slow death from cold which they particularly fear.

Although they gratefully eat animal flesh whenever they can, favouring dwarf and gnome in particular, they have a

peculiar skin pigmentation on their underside which can convert the high temperatures of their homes into energy so that they need neither food nor water. In their lair, they will often be found 'feeding on the heat', as it is known. They 'bathe' suspended from in a net made by the female from the gland in her tail. When a loculi has been 'feeding' for more than 6 turns, it is able to act at double speed, as if *hasted*, for 2 melee rounds. Loculi are also impervious to heat attacks, 1 hit point of damage being recovered for every 3 that would normally have been caused.

The females' nets are also used to defend the community, having the effect of blocking passageways and are as a treble strength *web*, but without the adhesive or suffocation properties.

Middle-aged and ancients save as double level magic users against mental attacks (ie, those involving wisdom - see *Player's Handbook*). Cold attacks inflict normal damage except when they strike the vulnerable underside, in which case they do double damage and the creature hit is *slowed*. This will cause the loculi to flee to the communal leader's cavern to recover while the leader will attempt to baffle and lead the attackers astray. They are well equipped to do this. For every percentile point rolled for original age determination, the loculi will have a 1/2 psionic strength point. They are unable to attack psionically but when attacked psionically are considered to have a Thought Shield at no strength point cost. Middle-aged females verging on ancient (age group 8) and all ancients have psionic abilities and spells determined from the *Ancient Psionic Ability Table*. The Grand-Mother automatically has the maximum abilities and spells.

If any usable magic items are owned by a community, they will be held by the middle and ancients, and most certainly used in combat, etc. Loculi cannot always speak magic, but usually (70%) can. Scrolls

will only be held by those that can speak magic. Middle-aged and ancient loculi are 50% likely to have 1-4 scrolls pertaining to magic users and illusionists; ancients are also 60% likely to have 2-5 potions.

The main treasure is usually kept in a lava bath and consists of gems found during the excavation of new laval basins. Hence the amount is dependent on the rock type of the complex. The treasure is usually: 1 (gems only); Q (x3); S (jewels only); and magic items not usable by the loculi or other community members (eg, *Girdle of Giant Strength*; +2 *Spear*, etc) On average there are 1-3 such items depending on the size of the community, number of invading adventurers killed, etc.

Migrant groups will have only I and G and no non-usable magic items, which will have been left in the former complex. Gems will be half normal value as they will be uncut.

Loculi are often found with lava children and/or xorn (*Fiend Folio*). They freely feed xorn upon any metal or money found including rock lodes. Loculi often dig mines from their complex to find metal ores to hire xorn. When under sustained or persistent attacks, the elder of the complex will summon xorn to aid with the fight. When first attacked there will be only 1-2 xorn (10%) close by. Each loculi above age group 7 can summon 1 xorn per day and loculi can pay well. There is a 75% chance of an associated lava child dwelling, having 1 lava child for every 2 loculi. ■

DAMAGE DETERMINATION TABLE

(Females fight as though of the age group below their own and as a creature of that age group's hit dice. They can only do a maximum of 8 points damage with their tail.)

Age Group	Claw	Bite	Weapon Damage	Rake	Tail	% with Weapon	% of Magic Weapons
1	1/2d6+1	1d4	Normal (N)	1d6	1d4+1	0	0
2	1d6	1d6	Normal (N)	2d4	1d6+2	2	0
3	1d8	2d4	N+1	2d4+1	2d4+1	4	1
4	2d4	2d4+1	N+1	1d10+1	1d10+1	7	2
5	2d4+1	1d10+1	N+1	2d6	2d6	11	4
6	1d10+1	2d6	N+2	2d6+1	2d6+2	15	7
7	2d6	3d4	N+2	2d6+2	2d6+3	20	10
8	3d4	3d4+1	N+3	2d6+1	5d4	29	15
9	3d4+1	3d6	N+4	2d6	6d4	44	20
10	3d4+2	2d10	N+5	n/a*	2D12+2	62	25
11	6d4	3d12	N+6	n/a	5d6	95	50

Notes:

* Back rake becomes impossible due to the size of the more ancient loculi.
Weapon Damage: Determine weapon type randomly from list in *Player's Handbook*, remembering restrictions due to claws.
% of Magic Weapons: This is the % of weapons that are magical (eg, at age group 7, 20% of loculi will use weapons, of this 20%, 10% are magical). Determine magical character from lists in the *Dungeon Masters Guide*.

ANCIENT PSIONIC ABILITY AND SPELL TABLE

(Abilities are performed at the level of the creature's age group, females perform at the level above their own.)

% Die Roll	No of Abilities	No/level of Spells		
		1st	2nd	3rd
1-15	1	3/	2	1 0
16-35	2	3/	1	2 0
36-70	3	4/	2	2 0
71-85	3	5/	2	2 1
86-98	3	6/	2	2 2
99-100	4	7/	3	2 2

Abilities:

Cell Adjustment; Detect Good/Evil; Detect Magic; ESP; Body Control; Mass Domination; Telepathic Projection; Energy Control.

Spells:

1st: *hypnotism; dancing lights; phantasmal force; wall of fog; darkness; blur; light (30' r); colour spray; hold portal*; message*.*

2nd: *blindness (10' range); deafness (10' range); fog; cloud; hypnotic pattern; misdirection; ventriloquism; improved phantasmal force; paralyzation; fool's gold*.*

3rd: *confusion; continual darkness; continual light; hallucinatory terrain; non-detection (doors, etc); spectral force; suggestion; minor creation; major creation; hold person*.*

* magic user spell.

Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore. This issue a . . .

SPECIES SPECIAL

WEED-DELVERS by Barney Sloane

	<i>Weed-Delvers</i>	<i>Octarni</i>	<i>Ryll</i>
No. Appearing:	1-3 (10-60)	1 per 5 weed-delvers	1 per 30 weed-delvers
Armour Class:	5	3/0	6
Movement:	1"/9"	1/3"	1/3"
Hit Dice:	7d8 + 3	11d8 + 6	15d8 + 9
Treasure:	R	R	As before + U
Attack:	1 bite for 3d4; plus special	6 tentacles for 1d10 each; bite for 4d6; plus special	1 bite for 4d4; plus special
Alignment:	Chaotic neutral	Chaotic neutral	Chaotic neutral
Intelligence:	Average - high	Exceptional	Genius

These creatures comprise the race of the Wet Ones, or weed-delvers, who ruled the seas in eons past. All are scaled, slimy cephalopods. Their eyes betray an unusual intelligence and, as their tentacles attest, they are manually very dextrous. They prefer the warm, hidden waters of coral reefs, or dark recesses of sea caves and underground lakes. They worship the god Pyaray, and for this the ryll get the name 'whisperers'. Their social structure is tyrannical, with the strongest of the ryll ruling over the weed-delvers by use of the octarni backing. Their temples to Pyaray are formed in his image from hollow tubes of weeds and slime. This is what the weed-delvers make and why they are the lower class. The actual colonies they live in are often made of boulders and weed meshed together to form walls, barricades and buildings. Human flesh is well-known and a sought after delicacy, both for food and as sacrifices to Pyaray. Their colonies will be guarded by *charmed* victims (qv) and 3-12 giant octopi or 1-6 giant squids.

Weed-delvers: These creatures have 5' long bodies and six 10' tentacles. They are the lowest social class of the race. In combat, they seek to enmesh their victim in a cocooning embrace. Once all six tentacles have made contact (1 per round), then their gluing slime will be released, which has the same effect as a *web* spell but a saving roll can only be attempted by those with more than average Strength, Intelligence and Dexterity. If a creature escapes the 'webbing', then the weed-delver will attack to kill, biting with its horny beak and then leeching blood at the rate of 1d8 points of damage per round. If it loses more than 75% of its hit points, it will attempt to escape by discharging ink and casting an *obscurement* spell to cover both air and water attacks. Weed-delvers are immune to any physical binding spells such as *web* or *rope of entanglement*, as their slime enables them to escape. They have infravision up to 60' and can sense invisible opponents 50% of the time. If all their tentacles are free, they can propel themselves at 90' per turn for up to 7 turns. They can *charm* any sea creature whose language they can speak (see below).

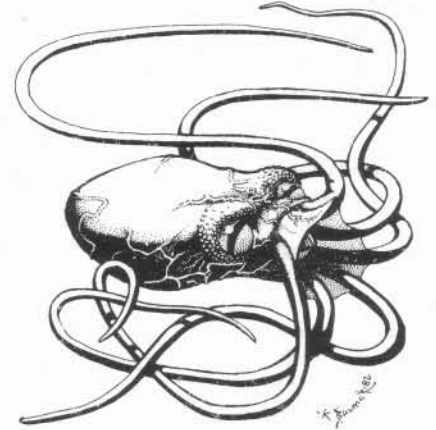
Octarni: These are the fighting race who enforce the weed-delvers allegiance to the ryll. They have 8' bodies and 15' tentacles. For every 5 weed-delvers, there will be 1 octarni. They have razor-sharp whip-like tentacles with which they can attack. If they strike the victim's neck, the tentacle will cease flailing and strangle the victim for 1-10 points of damage per round. In addition, if the victim is seized by more than 3 tentacles, it will be subject to a horrendous bite that round as well. They can also *charm* any sea creature whose language they can speak. Their slime protects them as it does the weed-delvers, but, as well as *obscurement*, they can use the following spells: *blur*, *feign death*, *rock to mud*, *protection from fire*, *silence 15' radius*, and *stinking cloud*.

The body of the octarni is heavily armoured: AC3 on tentacles, head and face, and AC0 in all other locations. This limits them to a 30' crawl.

Ryll: The 'Dwellers in the Dark' or 'Whisperers', as they are called, are the most feared of the weed-delver races due to their awesome powers. They are physically the smallest of the races with a 5' shell, which is luminous and looks like mother-of-pearl, and 5' tentacles. Their eyes are large and slightly compound in appearance. They attack physically by use of their great horny beak, but they are most feared because of their adept use of the magic arts. Once per day they can use the following powers, one per round (if they are attacked, they can continue to use magic unless struck in the head):

<i>Detect Law</i>	<i>Message</i>	<i>Stinking</i>
<i>Detect Magic</i>	<i>Dispell Magic</i>	<i>Cloud</i>
<i>Resist Fire</i>	<i>Warp Wood</i>	<i>Transmute</i>
<i>Rock to Mud</i>	<i>Slow</i>	<i>Metal to</i>
<i>Emotion</i>	<i>Tongues</i>	<i>Wood</i>
<i>Confusion</i>	<i>Sticks to</i>	<i>Darkness</i>
<i>Suggestion</i>	<i>Snakes</i>	<i>10' radius</i>
<i>Feign Death</i>	<i>Monster Summoning IV</i>	

These creatures will use these powers to try to confuse, frighten and drive away attackers. They will lie terribly to build up an impression of even more power. The *message* spell can be used 8 times per day,



and this will generally be used to distort tales about itself and to make attackers unsure. A ryll can also summon 1 octarni telepathically if there is one within a mile. If it is in trouble, it will attempt to bargain and negotiate by displaying wealth, magic and lying all the more. Their slime has the same protective properties as the delvers'. Finally, if the blood of a ryll reaches the slime bindings of the weed-delvers, then it will rot the slime possibly causing a fall of rock or whatever else the colony is made of. There will be 1 ryll for every 30 weed-delvers.

Languages: The languages spoken by the weed-delver races are:

Lizardman	Ixixtachtli	Merman
Triton	Deep one	Aquatic elf
Sahuagin	Kuo-Toa	Vodyanoi
Morkoth	Locathah	Eye of deep

Weed-delvers can speak 5 such languages; octarni 8; and ryll can speak all of them. According to their chance of frequency, there will be a normal number of slaves or guardians of these creatures present in a weed-delver colony, eg an 11% - rare - chance for lizardmen slaves.

CRESTCAT by Graham Head

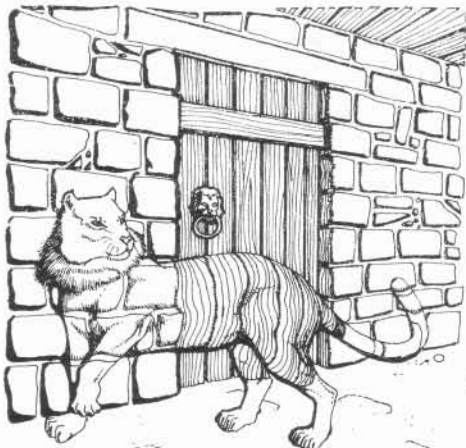
No Appearing:	2 - 7
Armour Class:	1 - 4
Movement:	13" - 16"
Hit Dice:	3d8 - 7d8
Treasure:	None
Attack:	Two claws for 1d6 each plus bite for 1d10 (old and ancient bite for 2d6) plus special (see below)
Alignment:	Lawful neutral (with 5% good and 5% evil)
Intelligence:	Exceptional

These extremely rare creatures resemble large tigers in size and shape. Their colouring is a rather dull grey with the exception of a bright purple crest around the neck. However, when the crestcat 'triggers' its marvellous pelt, the fur becomes a near perfect camouflage device. Somewhat similar to the skin of a chameleon in effect,

the crestcat's fur is capable of far finer detail, and can react almost instantaneously to changes in background (for example, as the crestcat moves past a door).

Crestcats are extremely fond of battle; it is every crestcat's dream to die in combat against a worthy opponent while fighting for a great cause. This does not mean to say that they will take stupid or foolhardy risks — they would still rather win a fight than lose one! However, when battlelust is upon them (5% chance per melee round, cumulative) they will never retreat. Often, a crestcat will attach itself to a particularly brave fighter as a companion-at-arms.

If a crestcat hits with both fore-paws in one melee round, it then also gets two rear claw attacks at 1d6+1 each in addition.



Crestcats become much tougher and more skilful as they age:

Age group	Hit dice	Move	AC
Kitten*	1d8	6"	5
Cub*	2d8	10"	4
Adolescent**	3d8	13"	4
Young Adult***	4d8	14"	3
Adult†	5d8	15"	3
Old	6d8	16"	2
Ancient††	7d8	16"	1

Notes:

* Only in lair.

** +20% on battle lust % roll.

*** +10% on battle lust % roll.

† Most common type encountered.

†† -10% on battle lust % roll.

A *see invisible* spell would not see a camouflaged crestcat since it can be seen but it just happens to look exactly like its background. (In low-level campaigns, the DM may deem it visible for creatures with infravision, but otherwise assume it is cold-blooded.) It can be treated as a *Robe of Blending* for sighting chances, with a 5% chance of detection for each hit dice that the viewer has over the cat. There is a base 20% chance of seeing an attacking cat, again modified by the viewer's hit dice as above. So, for example, a 7th level MU has a 5% chance of seeing an old, camouflaged crestcat; 25% if it is fighting. Crestcats become visible if stunned or killed.

Crestcats cannot speak any languages, but can communicate amongst their own kind, and with psionic creatures via telepathy over short distances. Crestcats lair in any terrain, but prefer open grasslands.

Crestcats have an abiding hatred of cowards and sneaks generally (this can be thought to include back-stabbing thieves).

The crestcat was inspired by James H Schmitz's novel Novice.

JAVUKCHARI

by Phil Masters

No Appearing: 3-12

Armour Class: 6

Movement: 2"/15"

Hit Dice: 1d8 + 1

Treasure: Individuals, nil; lair, E

Attack: 2 talons for 1-3 each; or 2 daggers for 1d4 each

Alignment: Lawful neutral

Intelligence: Average



The javukchari, or vulture-men, are a bird-race, perhaps distantly related to the aarakokra, who occupy cave-eyries high on mountains in remote wilderness areas. They are man-sized, with black plumage, large featherless heads, and long, yellow-skinned legs culminating in flexible talons capable of wielding weapons.

The javukchari have a ghoulish reputation among men, who see them as little better than their cousins, the vultures. In fact, the race is clerical by nature, with high wisdom (2d4 + 10 to determine). Their god, Uk-Thruz-Zu, is said by their clerics to have granted them the bodies of all dead as their right. They therefore claim that it is an honour to be eaten after death by a javukchari.

Any combat in their lands has a 1 in 12 chance per round of attracting 3-12 javukchari who will not intervene but will, afterwards, demand the bodies of all those slain, and who will attack if refused.

Outside the eyrie, javukchari groups are always accompanied by 1-3 vultures (AC6, attack with 1-3 beak and two talons for 1-2 each; move 1"/15"; 1d6+1 hit dice; animal intelligence) and a 2nd level javukchari cleric. In a lair, numbers are doubled, and additional types are: 3-8 vultures; one 5th level cleric leader; his 4th level assistant; three 1st and three 2nd level cleric acolytes; 5-20 eggs (value 6-36gp each); and 1-4 egg-wardens (see below).

Javukchari clerics have full appropriate hit dice and spells, including bonuses for wisdom (1d6+12 to determine). For doctrinal reasons, they fight with talons

only. Egg-wardens are psionic females who fanatically defend the brood. They attack with talons; have 1d8 hit dice; psionic ability 161-180; combat modes D/FGH; and the disciplines Cell Adjustment, Empathy, Hypnosis, Molecular Agitation, Body Control, Energy Control and Telekinesis, all as a cleric, at 6th level mastery.

Javukchari have their own language. Their clerics also speak the common and lawful neutral languages.

ANTMEN

by Huw Roberts

No Appearing: 4-24 *Soldiers* 10-60 *Workers*

Armour Class: 4 7

Movement: 9"

Hit Dice: 2d6 + 1 1d8

Treasure: 1-6 sp 1-6 sp

Attack: Pincer bite Pincer bite for 1d8 plus for 1d8; or poison; or by 1d6 claws weapon type

Alignment: Lawful neutral/evil

Intelligence: Low/semi



Antmen are found in large, underground communities (1000-6000) often taking over entire dungeon complexes. They are extremely lawful, with no recognition of the individual: the whole community working for the perpetuation of the nest. They are highly efficient, thorough and methodical. Their lack of imagination sometimes makes their actions predictable.

Their appearance is humanoid with ant-like heads and a heavy chitin skin. They have pincer-like mandibles and two claws. The soldiers usually wield a spear and short sword but can attack with their claws if disarmed for 1d4 each. Their bite does poison damage in addition to the normal 1d8 points of damage. The workers attack once with their claws for 1d6 and their non-poisonous bite does 1d6.

Bands of worker antmen are often sent on hunting trips with a soldier escort. Food is subdued (if this requires killing then it is done) and then taken down to the queen ant (a massive but harmless glob of antness) and the eggs. Antmen have little regard for their own lives and will always attack any intruders, sacrificing their lives, if necessary, to save the nest.

Antmen leave a scent on their trail which is recognisable to experienced trackers.

Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore. In last issue, the possibilities of adventuring in the magical land of Faerie were discussed. Here are some of the inhabitants of Faerie.

FAERIE DENIZENS

A New Monster Group for AD&D by Alan E Paull



GWYLLION

No Appearing: 2
Armour Class: 10
Movement: 12"
Hit Dice: 5
Treasure: None
Attack: 2 claws for 1d4 each
Alignment: Lawful neutral
Intelligence: High

Gwyllion are hermaphroditic human figures, usually encountered only by travellers through lonely mountains. Always seen in pairs, they sit among the rocks on either side of a mountain path and silently watch passing travellers.

Those courteous enough to speak to them may be well rewarded, though not in gold, for gwyllion deal in information. Answers to questions put to them will always be truthful, if known, but unless they are very well paid with other information,



they will respond in rhymes and riddles, so as to impart little information, while keeping their word, being truthful, and leaving out nothing. If they can be sufficiently bribed to leave the mountains, they can be used as witnesses in courts.

Gwyllion have no voices, communicating entirely by means of telepathic words (not true telepathy). They dislike fighting, though they are not above provoking others, and will never fight unless in self defence.

BOGLES

No Appearing: 1-20
Armour Class: 3
Movement: 6"
Hit Dice: 2
Treasure: M; X.
Attack: 2 claws for 1d8 each, plus suggestion
Alignment: Neutral evil
Intelligence: Average

Racially related to goblins, bogles are just as evil natured, though for reasons best known to themselves they prefer to harm liars and murderers. They are as small of stature as goblins, but have an unusually distinctive appearance. They have very pointed features, hooked noses and sharp chins, while their bodies are thin, angular and knobbly, giving them a very spiky look. Their skin is extremely hard and is covered in studs, which accounts for the low armour class.

Bogles inhabit underground caverns and

graveyards, being fond of the companionship of the dead and undead for whom they have great respect. Regrettably, this respect is matched by their love of killing, and their very effective claws make them dangerous opponents. The bodies of those killed by bogles will be neatly laid out on the ground above the bogles' lair the day after the deaths occurred.

Bogles immensely enjoy surprising unsuspecting victims, who will usually flee the encounter owing to the reputation of these creatures. Such surprise attacks are made simpler by the bogles' appearance, which enables them to camouflage their form amongst junk or woodpiles. This speciality also means that bogles themselves cannot be surprised. When confronted by those stronger than themselves, bogles may try to tempt or bribe people to evil ways. All bogle individuals have the ability to use a *suggestion* spell (as 3rd level MU spell) once per day.



REDCAPS

No Appearing: 1
Armour Class: 6
Movement: 6"
Hit Dice: 5
Treasure: B
Attack: 1 by weapon type
Alignment: Chaotic evil
Intelligence: Average

Small giants or large ogres (12 feet tall), redcaps inhabit old ruined towers and castles in remote areas, particularly those with a history of evil. Redcaps have a goblinish appearance, and may sometimes be found leading their smaller brethren. Their favourite weapons are pikes and halberds of huge size.

These creatures are known as redcaps because of their unsavoury habit of dyeing their caps in human blood. Tales say that unknown wizards used redcaps as guards and strengthened them by making their hides impenetrable to normal weapons; thus magic or silver is required to affect these creatures.

**BEAN-NIGHE**

No Appearing: 1
Armour Class: 6
Movement: 12"
Hit Dice: 2
Treasure: X
Attack: 1 touch for 1d6, plus special
Alignment: Neutral evil
Intelligence: Average

The bean-nighe (pronounced ben-neeya) are said to haunt lonely streams in heathlands of hills. Legend has it that these spirits are the tortured souls of women who died in childbirth, and the appearance of a bean-nighe is an ill portent, as they are usually seen washing the blood-stained garments of those about to die. Fortunately they appear only very rarely on the material plane.

The bean-nighe can defend herself using her chilling touch, but if attacked she will utter a banshee-like wail, which will inflict

1d10 damage on individuals within 2" who fail their saving throw versus magic. The bean-nighe can wail twice per day.

As they are semi-corporeal, bean-nighe can be harmed only by silver or magical weaponry. They are impervious to *cold* and are unaffected by *charm*, *sleep* or *hold* spells. The soul of a bean-nighe can be released from torment by means of an *exorcism* spell.

**FAY STIRGE**

No Appearing: 1
Armour Class: 10 (as faerie), 8 (as stirge)
Hit Dice: 1 to 6
Treasure: A
Attack: by weapon type, or 1 bite (as stirge) plus blood drain
Alignment: Chaotic neutral or Chaotic evil
Intelligence: High

Commonly found in Faerie, the vampiric fay stirges (sometimes known as leanan-sidhe), are of two varieties. Some inspire their lovers to become great poets, who live brilliant though short lives. Others are merely blood-sucking vampires, content to pursue their own self-centred and evil aims.

Fay stirges are usually discovered in the form of houriis of the faerie race (grey elves), possessing exceptional beauty and allure. In faerie form they may use a *suggestion* spell (as 3rd level magic-user's spell) and a *charm* spell (as 1st level magic-user's spell) once each per day. In addition they may use *houri* spells, as a *houri* of the same number of hit dice. However, this monster is most feared because of its ability to *polymorph* at will into a stirge of immense size (man-size), having hit points equal to those of the creature in faerie form. The stirge bites for 1-3 points of damage, but a successful bite means that the creature has attached itself and thereafter will drain its victim's blood at a rate which inflicts 1-6 points of damage per round until the victim dies. In stirge form it can only be affected by magical or silver weapons or by spells, though it has a basic magic resistance of 25% and versus *charm* spells a magic resistance of 50%. They may be turned by clerics as vampires.

**SPRIGGANS**

No Appearing: 4-40
Armour Class: Variable
Movement: 9"
Hit Dice: 2 to 4
Treasure: Individuals M; E, S
Attack: 1, Variable damage
Alignment: Neutral evil
Intelligence: Average

Spriggans are an unusual form of goblin with a particular hatred for humankind. They live in underground locations especially mines, as they enjoy digging.

When initially encountered, spriggans are only two feet tall, but will immediately begin to grow in size, taking four melee rounds to grow to their maximum size of 10 feet. As they grow, their vulnerability to weapons increases, but their claws become bigger and more effective (see table below).

Size	Armour Class	Damage per attack
2'	5	1d4
4'	6	1d6
6'	7	1d8
8'	8	1d10
10'	9	1d12

Spriggans take great delight in the fear their special ability causes, and may deliberately slow down their advance to melee in order to heighten their menacing appearance.



DUERGAR

No Appearing: 1-3
Armour Class: 10
Movement: 12"
Hit Dice: 1d4 per level
Treasure: F
Attack: As Illusionist plus special
Alignment: Chaotic evil
Intelligence: High and above

The duergar are a race akin to the dwarves though they are of a twisted and corrupt nature. They are dark-skinned, dwarf-sized, misshapen of limb and they favour many-pocketed robes of sombre colour. Legends say that the duergar are the descendants of dwarves who dabbled too deeply in magic and evil crafts, and they now only rarely wander from their secret underground laboratories. There exists an ancient enmity between the duergar and true dwarves.

The duergar are powerful illusionists and may presumably progress to an unlimited level of ability, though there are no confirmed reports of duergar higher than 10th level. (NB Progression is as a character of illusionist class). Owing to mighty enchantments early in their history, the duergar are immortal (and thus unaffected by ageing) and do not require sleep. In addition to illusionist spells (as appropriate to an illusionist of the same level), a duergar has a particularly powerful *spectral force* spell, which may be used once per day. The area of effect and range are the same as the 3rd level illusionist's spell, the maximum duration is 1 round plus 2 per level of the duergar, and the saving throw is made at -4 owing to the spells potency.



PHOOKA

No Appearing: 1
Armour Class: 7
Movement: 15"/18"
Hit Dice: 3
Treasure: None
Attack: 1 or 2; damage 1-2/1-6, plus special
Alignment: Chaotic evil
Intelligence: Low

The rare and cunning phooka of moorland, mire or hill country is a strange, perverse creature with the ability to *shape-change* into a variety of forms. It is normally found in the form of a goat, a shaggy pony or a giant eagle. Favouring solitary travellers or stragglers it becomes very friendly with its victim, encouraging him or her to ride it, though it may also use its power to *enchant* an unwilling victim into mounting (those who fail a save versus magic will mount, unless restrained; the phooka can carry two heavy people, chosen randomly if more than two fail their saving throws). If ridden, the phooka will go on a wild and terrifying gallop, eventually dumping its rider(s) in mire or ditch and chuckling as it gallops away.

In appearance it is generally jet black with blazing eyes. The phooka is also capable of changing into the following forms; dog, cat and bull.



BLACK ANNIS

No Appearing: 1
Armour Class: 9
Movement: 9"
Hit Dice: 3+3
Treasure: E
Attack: 2 claws for 1d4 each, plus special
Alignment: Neutral evil
Intelligence: Exceptional

Also known as the blue hag, black annis is the personification of winter as a cannibalistic hag. A powerful minion of the Goddess of Winter, she is blue-skinned and wears black robes. Evil creatures of less power will often worship her, and so she will usually be found at a temple lair in the company of fanatical disciples. For food she prefers human infants.

Black annis hates all goodness and will attack any creature(s) of good alignment as long as the possibility of success appears favourable. Once per day she may use three spells from the following selection: *sleep* (as 1st level magic-user's spell); *ice arrow* (as 1st level magic-user's *magic missile* spell); *ray of frost* (as 2nd level magic-user's *ray of enfeeblement* spell); *know alignment* (as 2nd level cleric's spell); *cause fear* (as 1st level cleric's spell); *change self*

(as 1st level illusionist's spell). In addition black annis wields the *Staff of Winter* (see below).

As black annis is a spirit-being, she is unharmed by normal weaponry, though silver, magic or iron weapons inflict normal damage. Furthermore, she is immune to *sleep*, *fear* and *cold*-based spells, but fire will do an additional one point of damage per die.

The *Staff of Winter* resembles a long, gnarled hawthorn staff, tipped at one end with an unmeltable ice-crystal. This staff has a maximum of 25 charges and may be recharged by black annis (only) at a rate of 5 charges per day.

The following effects can be produced by using the staff:

1. A successful strike upon an opponent uses 1 charge and inflicts 2-12 hit points of cold damage. Treat all targets as AC10 as the damage is transmitted through armour; dexterity advantages apply as normal.

2. For the expenditure of 2 charges the staff's head can be struck upon the ground to create an area of magical *sheet ice* (2' radius), which will have the same effect as an *Oil of Slipperiness* poured on the floor. All creatures within the area of effect, except the staff wielder, will take 1-6 hit points of damage when this ability is used (half damage, if save versus staff is made). The *sheet ice* will remain for 1-4 turns, at the end of which it will melt. The wielder will be unaffected so long as he or she remains stationary.

3. When the staff is pointed at a desired target area and a command word (DM's option) is uttered by the wielder, the staff's magic will create a blinding *snowstorm* confined within a hemi-spherical area of 5' diameter and 1½' height. The centre of the *snowstorm* can be up to 10' from the wielder, and it lasts for 2-8 melee rounds. All creatures will suffer 1 hit point of cold damage for each round that they remain within the area of effect. In addition, creatures in the *snowstorm* that fail a save versus staff will be blinded for 1-4 melee rounds after they come out of the area of effect (a save results in no effect). Those on the edge of the area of effect (within ½'), who make their saving throws, are assumed to have jumped clear and will suffer no adverse effects. ■



Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore. This issue sees the start of a new four part series featuring the Gods of a number of races taken from the Fiend Folio and earlier Fiend Factories.

INHUMAN GODS

Deities for Non-Human Races: Part I by Phil Masters



Deities & Demigods only covers the intelligent races of the *Monster Manual* and since it was published, *White Dwarf's Fiend Factory* and the appearance of the *Fiend Folio (FF)* have given us a good number of new, useful, non-human species who surely deserve some kind of divine assistance.

All the races here referred to are drawn from the *FF*, except where reference is made to the relevant copy of *WD*. The details of the divinities described below are given in exactly the same

format as is used in *Deities & Demigods*, and should be self explanatory for all DMs. Full details are only given for new divinities; in some cases, it is sufficient to note that races worship some being elsewhere described. The text of each description also covers the form of each race's religious behaviour, and specifies the highest level attained by the shamans and witch-doctors of each species. A Clerical Quick Reference Chart, similar to that in *D&DG*, is also included.

AARAKOCRA K'ooriall, 'Skylord' - Lesser God

On the ground, K'ooriall appears as a huge aarakocra male of commanding aspect; in combat or flight, however, he shifts shape slightly to that of a giant eagle. He fights with two talons and his beak; his plumage and speed are both effective protections against his enemies' blows. Being a master of the air, he is immune to lightning bolts and the attacks of any creature of the elemental plane of air, as well as to poison, disease, petrification and polymorph attacks.



Armour Class: -4
Move: 16"/96"
Hit Points: 245
No of Attacks: 3
Damage/Attack: 5-20/5-20/6-36
Special Attacks: Nil
Special Defences: +1 or better weapon to hit, never surprised, immunities.
Magic Resistance: 75%
Size: L (8')
Alignment: Neutral Good
Worshipper's Align: Neutral Good
Symbol: Eagle
Plane: Happy Hunting Grounds
Cleric/Druid: 13th level in each.
Fighter: 12th level ranger
Magic User/Illusionist: 5th level MU
Thief/Assassin: Nil
Monk/Bard: 4th level bard
Psionic Ability: III
S:18(30) (+1,+3) I:24 W:22 D:20 C:21 Ch:21

K'ooriall is always accompanied by 3-12 giant eagles, who serve him to the death; all eagles revere him and will obey his requests, which will never be such as to endanger them. K'ooriall can *summon* an aerial servant at will, and an invisible stalker or 12-dice air elemental thrice per day. Once per day, he can *polymorph* to the shape of an innocuous falcon (which attacks as a bloodhawk).

This god has probably the best eyesight of any being in the universe, with infravision to 200' and normal vision extending deep into the ultraviolet. He can see an effectively unlimited distance through clear air or space (say 1,000 miles), and he has a permanent *true seeing* ability to a range of five miles (making him immune to visual illusions). He cannot be *charmed* by the gaze of any monster (such as a vampire), and this eyesight and his other superlative senses make K'ooriall impossible to surprise. Their god protects the aarakocra from the twin evils of tyranny and anarchy (being indifferent between law and chaos), but his chief love is to see them gain self-reliance - he will only generally intervene against those who bring overwhelming force against aarakocra

freedom. The race's shamans, who can achieve seventh level clerical abilities, preach individual strength and flock unity. The aarakocra have no witch doctors.

BODACHS (See *White Dwarf* 17)
Dar-Marn-Camac, 'The Striding God' - Lesser God
Armour Class: -4
Move: 40" (use standard species move +50% when *polymorphed*)
Hit Points: 310
No of Attacks: 7/2 rounds (or by shape)
Damage/Attack: 2 kicks for 5-20 each, spear for 3-30 (+9)
Special Attacks: Confusion
Special Defences: Immunities
Magic Resistance: 85%
Size: L (9')
Alignment: Neutral
Worshipper's Align: Neutral (Bodachs)
Symbol: Taloned Foot
Plane: Prime Material
Cleric/Druid: 8th level cleric/14th level druid
Fighter: 9th level ranger
Magic User/Illusionist: Nil
Thief/Assassin: Nil
Monk/Bard: 5th level monk
Psionic Ability: II
S:21 (+4,+9) I:21 W:24 D:22 C:25 CH:14

The Striding God resembles a giant (9') bodach, although he can *polymorph* at will into the form of a giant eagle, an axe beak, or a giant owl; he has superior (120') infravision in each of these forms. Bodach shamans say that he was the sole parent of the first bodach band, which he led and taught and they add that he saved his offspring from many dangers, notably by single-handedly hunting and slaying the Demonwolf which first brought death to the world. (Dar-Marn-Camac is a faultless hunter who *never* loses a trail, no matter what spells are cast to obscure it, and even if it crosses into other planes.)

On the first occasion that any being attacks Dar-Marn-Camac by weapon, hand, spell or psionics, he, she or it must save vs spells at -2 or be affected as by a *confusion* spell. In melee, the god fights with two kicks as a 16-dice monster, while wielding his spear, *Dawnshaft*, as a 9th level ranger. This is a +4 weapon with the following powers, which work *only* for the god;

1. It can be thrown up to 8" with short-range accuracy, and always returns to the caster's hand.
 2. It always hits any illusion it is used against, and automatically *dispels* such on contact.
 3. It acts as a *Wand of Enemy Detection* at will.
 4. It does 3-30 points of damage, plus the god's strength bonus, on a hit.
- This deity is utterly tireless and immune to heat, light, cold, poison and level draining; all bodachs see him as a commanding figure, but he can release them from paralysing awe of his person at will.

Dar-Marn-Camac is a taciturn being, incomprehensible in many ways to any but bodachs; shamans of the race, who can advance as high as 5th level, are



similarly enigmatic. Bodachs worship at certain sacred rock outcrops, apparently through very secret and mysterious rituals. The race has no witch doctors.

BULLYWUGS
Ggorulluzg - Demigod
Armour Class: -1
Move: 20"//24" 5"
Hit Points: 207
No of Attacks: 8 or 5
Damage/Attack: 6 tentacles for 5-8 + 2 claws for 7-12 each, or 5 battle axes for 1-8 (+9) each.
Special Attacks: Gaze causes *fear*, *rock to mud* and *darkness* powers
Special Defences: +1 or silver weapons to hit, 50% immune to blunt weapons, immune to cold, poison, level drain and death magic.
Magic Resistance: 40%
Size: M
Alignment: Chaotic Evil
Worshipper's Align: Evil (bullywugs and degenerate humans)
Symbol: Head of the god
Plane: Negative Material
Cleric/Druid: 8th level cleric/5th level
Fighter: 10th level fighter
Magic User/Illusionist: Nil
Thief/Assassin: 8th level assassin
Monk/Bard: Nil
Psionic Ability: III
S:21 (+4,+9) I:20 W:19 D:17 C:24 CH:-4

Bullywugs revere the chief amongst a number of monsters - the dreadful lurker in shadow, Ggorulluzg. This monstrosity resembles a breeding of octopus and giant frog; its body is much as the latter, but its head is bulbous and misshapen, with a soft beak, two great staring eyes, and six trailing tentacles. Sophisticated bullywugs say that it bears an array of great iron axes; others of the breed claim that it strikes with its powerful claws and tentacles - doctrinal dispute on this point is long and bloody. In any event, its considerable strength makes Ggorulluzg a fearsome opponent. It can leap up to 40', once per round, and may ▷

FIEND FACTORY



(see *WD20*), despite the obvious relationship between the two races, and this is reflected in the attitudes of their respective deities. Ggorulluzg will annihilate frog-folk out of hand, and is said by bullywug shamans to have inflicted several humiliating defeats on Swulljagoor, god of the frog-folk.

CRABMEN

T'Ka-Book'na - Demigod
Armour Class: -6
Move: 20"/28"
Hit Points: 195
No of Attacks: 2
Damage/Attack: 6-36/6-36
Special Attacks: Surprise on 1-5 on d6
Special Defences: Regeneration, +2 or better weapon to hit
Magic Resistance: 40%
Size: L (20' diameter)
Alignment: Neutral
Worshipper's Align: Neutral (Crabmen)
Symbol: Crab
Plane: Elemental Plane of Water
Cleric/Druid: 7th level in each
Fighter: as 16 dice monster
Magic User/Illusionist: Nil
Thief/Assassin: Nil
Monk/Bard: Nil
Psionic Ability: VI
S:23 (+5,+11) I:16 W:19 D:12 C:23 CH:6

Such few crabmen as have attained the sophistication of religion worship a primitive deity called T'Ka-Book'na, who takes the form of a gigantic crab with a shell as hard as stone and great glowing eyes. Crabman shamans claim that T'Ka created crabs and crabmen from sea-shore pebbles, and that he expects his progeny to protect each other and to work for him; in exchange, he may occasionally aid crabmen in times of great need, and the most devout crabmen enter his entourage of giant crabs when they die. This simple cult regards all other races as virtually irrelevant, save as a source of sacrifices when T'Ka is hungry. Fortunately, that hunger is usually assuaged by offerings of fish and small game.

T'Ka has superior (120') infravision, and can look from the ethereal into adjacent planes; thus he can use and extend the giant crab trick of lurking in ambush and rushing out to surprise prey. In combat, the god can use his two great pincers, but generally prefers to summon 5-30 giant crabs, as he can do twice per day. If hard pressed or faced with many, weak opponents, T'Ka will summons a horde of tiny crabs, equal to druidic *creeping doom* spell; he cannot then repeat this summoning until a full hour has elapsed. The god can regenerate up to four hit points per round, and severed eyes, limbs and pincers will wriggle back to the main body to rejoin it. The only wounds that cannot so heal are those caused by acid, *disintegrate* spells - which do the god 5-20 points of damage - and level-draining or holy swords. Regeneration will continue until the god has been reduced to zero hit points or below and has remained so damaged for three consecutive rounds, although it cannot do anything but regenerate when so badly hurt.



Crabmen shamans can only attain the third level of clerical ability, and the race has no witch doctors. 'Religious' crabmen are no less likely than others to go on killing forays, or to demand silver, for both such acts can provide sacrificial victims or items. Silver is only sacrificed at rare, great ceremonies; food is more commonly offered. Holy places are obscure, convoluted sea caves, with bottomless pits down which offerings are hurled after being weighted with rocks.

DESERT RAIDERS (see *WD12*)

Muadaar Ul-Shaha, 'He of Distant Visions' - Lesser God
Armour Class: -3
Move: 60" (24" under the sand)
Hit Points: 265
No of Attacks: 5/2
Damage/Attack: 8-32 plus stun/kill
Special Attacks: Whirlwind, Insanity
Special Defences: +3 or better weapon to hit, immunities
Magic Resistance: 55%
Size: L (varies)
Alignment: Chaotic Good
Worshipper's Align: Chaotic Good (Raiders) and travellers
Symbol: Burning Sun over Dunes
Plane: Astral
Cleric/Druid: 15th level cleric
Fighter: Nil
Magic User/Illusionist: 23rd level
Thief/Assassin: Nil
Monk/Bard: 12th level monk
Psionic Ability: IV
S:20 (+3,+8) I:18 W:22 D:23 C:19 CH:18

The Desert Raiders have a highly specific pact with Muadaar Ul-Shaha, the sender of mirages; they worship him and no other, sacrifice the dried bodies of their dead to him (by burial in the sands), guard his desert from 'despoilment' (which can mean irrigation or cultivation to the god), and sometimes offer him sacrifices of gold, rare spices, or even water. In return he guides their spirits through the astral

▷ strike at +3 to hit when doing so, being effectively charging.

In combat, blows directed at Ggorulluzg with non-edged weapons are 50% likely to bounce harmlessly off the soft flesh that covers its skull, even if the weapons used are of the magical or silver variety needed to harm the god. It is totally immune to cold, poison, death magic and level draining, but holy water causes it pain and injury (1-3 points from a splash, 3-9 from a full hit). In melée, it will fix its loathsome gaze on a single individual within 3" to its front, who must first attempt to roll his or her wisdom or less on a d20; if he or she fails, Ggorulluzg has willed its opponent to meet its stare, and the victim must save vs spells or be paralysed with fear for 1-4 rounds; even if the save is made, pure terror will induce one round of flight at maximum move, a penalty of -4 to hit and -1 damage for 1-3 rounds after that, and a +2 penalty on further saves against wisdom. If Ggorulluzg's gaze is not met, lesser fear may still be caused; save vs spells or suffer a -2 'to hit' penalty for 1-3 rounds. The god may use this power on alternate rounds.

Ggorulluzg also has the power to cast *rock to mud or darkness*, 15' radius spells at 14th level power once per round when not otherwise engaged.

This deity is said to be restrained from acting personally on the *Prime Material Plane* too often by the power of some more powerful diety, who might even intervene in person were Ggorulluzg ever to be brought through a *gate*; thus Ggorulluzg's interventions usually take the form of the sending of 1-2 giant slugs or 3-6 giant leeches (50% chance of either), which force it can summons or send twice per day. Near dimensional nexus points, however, the god itself is evidently able to materialise.

Bullywug shamans can attain 5th level clerical abilities; their witch-doctors are limited to the second level of magic-use. It is said that degenerate humans have become clerics of as high as sixth level in Ggorulluzg's foul service.

Bullywugs hate and despise frog-folk



plane to *Gladshiem*, where glorious deserts await them, and refrains from using the worst of his powers on them in the desert.

The 'Raiders are fanatical worshippers and Muadaar is a stern, demanding, and irascible god. However, it is unlikely that any mortals could survive the desert as the 'Raiders do without Muadaar's favour, for he is master of all the tricks that the desert can play on men's minds. Mirages are illusions sent out by Muadaar as punishment for unbelievers, or out of sheer caprice, and he has the power to cause *insanity* in any individual who is out in the desert, from a range of 30"; save vs spells negates, and the god cannot then use the same attack on the same individual for up to one day. However, Muadaar is not totally malicious; he simply expects mortals to show self-reliance and respect for the desert. He can remove the insanity he himself causes (by touch), and his other powers, useable at will, are to *create* or *destroy water*, *locate Object*, and *cast divination*, all as a twelfth level cleric, to cast *esp* or *clairaudience* as a twelfth level MU, to summons an eight-dice earth or twelve-dice air elemental once per day to serve him fully, and to *conjure a spice worm* (see *WD17*) from the desert thrice per day.

Muadaar is a formless spirit who travels the planes freely; he appears to have power over beings of elemental planes, and to have exceptional knowledge of the astral plane. He occasionally takes the shape of a 12' tall, robed humanoid when speaking to his worshippers, but he prefers to fight as a whirling flurry of air and sand; he is a

master of the 'weirding way', attacking as a twelfth level monk, but for double damage. If many, weak enemies face him, he will take the shape of a 35' high whirlwind, 10' wide at the base and broadening to 25' wide at the top, which sweeps away and kills non-flying creatures of four hit dice or less, and buffets anything else in its path for 2-9 points of damage per round. In the desert, the god can vanish beneath the sands, only to erupt again and assail his foes from behind. All such shifts of form take the god 5 segments to accomplish.

Muadaar's mastery of the elements is such that he takes only half damage from heat, cold, and electricity; no acid or poison can harm him, but unholy water does him 1-8 points of damage on a full hit, 1-3 with a splash.

Spice worms are Muadaar's creatures, and he is unlikely to favour those who harm them, although he will accept self-preservation as a partial excuse, and will not punish those who had no real choice. His clerics treat these creatures with respect, but curiously they very occasionally slay a spice worm in the course of their complex, secret rituals. Desert Raider clerics are usually limited to 6th level advancement, but a few priestesses have been known to rise as high as 12th level; such female clerics tend to remain in the security of the well-hidden 'Raider temples, for their tribes value them greatly.



Phraarkilloorm, who seems to embody the strength, violence, and malice of the race. It appears that dire corbies lack a concept of 'mythology' or even 'history' as such, so that their worship is purely a matter of building confidence in their strengths, rather than invoking powers who might have created, shaped or guided them.

This god takes the form of a huge dire corby, with glowing eyes and terrible strength; he has infravision (to 60'), and he can follow a trail of up to week in age without error - his magic resistance may even overcome attempts to obscure such a track by spells. When Phraarkilloorm first comes within 100' of an intended victim, the latter must save vs spells at -4 or be afflicted as by a *cause fear* spell, such is the horror inspired by the god's shrill hunting cry and deadly malice. When his foe has been run down, this deity attacks with his rock-hard claws.

Phraarkilloorm is always accompanied by twenty devoted dire corby 'heroes' of great power; 18 hit points, attack as four-dice monsters, immune to fear. It is said that the god himself most hates giant bats, going into a berserk rage when encountering such, moving and attacking as if *hasted* and hitting for double damage.

The god is immune to *petrification*, *polymorph*, *disintegrations*, *fear*, *insanity*, *confusion*, *suggestion* and *charm*. He demands sacrifices every full moon, of mammal hearts; a dire corby who offers him those of twenty giant bats of the largest size is 15% likely to be granted +2 to hit next time he or she enters *melée*. Dire corbies have no witch doctors. □

DIRE CORBIES

Phraarkilloorm, The Most Dire - Demigod

Armour Class: 0

Move: 30"

Hit Points: 185

No of Attacks: 2

Damage/Attack: 8-15/8-15

Special Attacks: Fear

Special Defences: +1 or better weapon to hit, immunities

Magic Resistance: 75%

Size: L (10')

Alignment: Neutral Evil

Worshipper's Align: Neutral Evil

Symbol: Claw

Plane: Hades

Cleric/Druid: 7th level cleric

Fighter: As 16+ hit dice monster

Mag User/Illusionist: 3rd level MU

Thief/Assassin: 5th level assassin

Monk/Bard: Nil

Psionic Ability: V

S:19 (+3,+7) I:19 W:11 D:22 C:19 CH:12

Some dire corby flocks base themselves in cavern complexes at the centre of which are 'temples'; the flock shamans, who can attain up to third level powers, maintain these disorganised, dingy shrines. They worship a being named

Deity	Sphere of Control	Animal	Clerics		Raiment		Colours	Holy Days	Sacrifice Frequency	Form	Place of Worship
			M	F	NH	Head					
Dar-Marr-Camac	Bodachs	Axe Beak		X		Bare	Wolf fur	Green-Brown	Full Moon	Hunting prey, wolves	Hill tops
Ggorulluzg	Bullywugs, Swamps	Leech	X	X		Bare	Human Skins	Black, Mud Brown	Crescent Moon	Captives, Plunder	Deep Marshes
K'ooriall	Aarakocra	Eagle		X		Bare	Harness	Gold	Equinoxes	Silks, food	Mountain Peaks
Muadaar Ul-Shaha	Deserts, Travel, Desert Raiders	Spice Worms	X	X	X	Full Robes	Full Robes	Gold & Blue	Mid-Summer, Full Moon	Bodies, Gold, Spices	Cavern Temples
Phraarkilloorm	Dire Corbies	n/a		X		n/a	n/a	Dark Brown	n/a	Hearts	Cave Lairs
T'Ka Book'na	Crabmen	Crab		X		n/a	n/a	Dark Red	High & Low Tides	Food	Sea Caves

Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore. This issue sees the continuation of a series featuring the Gods of a number of races taken from the Fiend Folio and earlier Fiend Factories.

INHUMAN GODS

Further Deities of the Demi-Men: Part II by Phil Masters

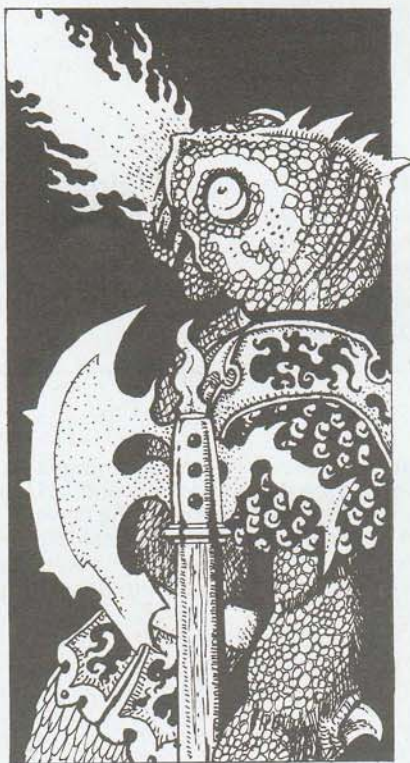
Once more we examine the weird and terrible beings worshipped by the intelligent non-human races recently introduced into the universe of AD&D by the Fiend Folio, (except where otherwise stated). As last time, the format is that of Deities & Demigods, with details of priestly abilities and limitations noted in the text following. So let us begin with a race of fiery temperament...

FIRENEWTS

Hrussiall'k, Lesser God
Armour Class: -2
Movement: 15"
Hit Points: 195
No of Attacks: 1
Damage/Attack: 2-20 (+11)
Special Attacks: Breath weapon
Special Defences: Immune to fire & heat, +2 or better weapon to hit
Magic Resistance: 72%
Size: L (10')
Alignment: Neutral Evil
Worshipper's Align: Neutral Evil (Firenewts)
Symbol: Flame
Plane: Elemental Plane of Fire
Cleric/Druid: 14th level in each
Fighter: As 16+ hit dice monster
Magic User/Illusionist: 10th level MU
Thief/Assassin: 7th level Assassin
Monk/Bard: Nil
Psionic Ability: VI
S:23 (+5,+11) I:22 W:17 D:20 C:23 CH:20

Firenewts revere a number of demi-divine beings, but by far the strongest and most important is Hrussiall'k, lord of the lava flows, who takes the form of a giant firenewt with glowing eyes, wearing armour of polished, burning bronze (to touch means 3-30 points of damage for mere mortals), and wielding a great halberd-like +2 axe which in his hands does 2-20 points of damage on a hit. Thrice per day, the god can use his breath weapon; either a cone of fire, 8" long and 5" wide at maximum range, doing 4-40 points of damage, or a stream of lava, 2" wide and extending 5", doing 5-50 points of damage to all caught in it; in either case, a save vs breath weapon halves damage taken.

This deity has a philosophy of self-preservation and survival, generally to be achieved by gaining power over others by force; cruelty need not be excused, and can be a useful tool, but cooperation between firenewts obviously helps the race - and enhances the cult of Hrussiall'k. The god himself is master of



all giant striders and fire lizards, and has power over fire drakes and red dragons; once per hour, he can *summon* 5-30 giant striders (40%), 2-12 fire lizards (35%), 1-3 adult red dragons (15%), 5-20 fire drakes (5%), or 1-3 salamanders (5%), any of which will do his bidding freely. The god's other powers include superior infravision and the power to generate *pyrotechnics*, at 8th level power, at will.

For details of the powers of firenewt priests, see the relevant entry in the *Fiend Folio*. Worship of the god is performed in rocky temples, either underground or in the open, but usually with lava pits or flows to hand; sacrifices, of

enemies and food, are cast into molten lava when that is available, burnt when it is not.

FLINDS

Flinds generally worship the arch-devil Geryon (see the *Monster Manual*). Curiously, flinds make less able clerics than do gnolls, either because they are too arrogant to make devout worshippers, or because their communities are too small to generate the psychic need for high-level priests; in any event, their shamans can only attain third level powers, and they have no witch-doctors.

FLYMEN [See *White Dwarf* 23]

Ssrrpt'ck, The Insect God; Lesser God
Armour Class: -5
Movement: 18"/48"*6"
Hit Points: 320
No of Attacks: 4
Damage/Attack: 2-7 +poison/1-6/1-6/2-9
Special Attacks: See below
Special Defences: +1 or better weapon to hit
Magic Resistance: 55%
Size: Varies
Alignment: Lawful Neutral
Worshipper's Align: Lawful Neutral (Flymen)
Symbol: Stylised Insect
Plane: Nirvana
Cleric/Druid: 25th level cleric/8th level druid
Fighter: As 16+ hit dice monster.
Magic User/Illusionist: 18th level MU
Thief/Assassin: Nil
Monk/Bard: Nil
Psionic Ability: IV
S:18 (90) (+2,+4) I:24 W:23 D:20 C:18 CH:11

Ssrrpt'ck is a powerful being who rules and defends all insects, and many similar creatures; no insect, spider, scorp-



flymage priesthood, see the excellent article by Daniel Collerton in *White Dwarf 23*.

FROG FOLK [See *White Dwarf 20*]
Swulljagoor, Prince of the Hell Swamps
 - Demigod
Armour Class: -1
Movement: 18"/30"
Hit Points: 180
No of Attacks: 3
Damage/Attack: 2-16 (+10) plus wounding and pain/2-12/special
Special Attacks: See below
Special Defences: +2 or better weapon to hit
Magic Resistance: 75%
Size: L (10' tall)
Alignment: Chaotic Evil
Worshipper's Align: Chaotic Evil (Frog Folk)
Symbol: Jagged Blade
Plane: Tarterus
Cleric/Druid: 7th level cleric/11th level druid
Fighter: As 16+ hit dice monster
Magic User/Illusionist: Nil
Thief/Assassin: 5th level assassin
Monk/Bard: Nil
Psionic Ability: III
S:22 (+4,+10) I:20 W:13 D:16 C:20 CH:-1



ion, centipede or millipede can ever attack it, save in the case of the personal servants of Lolth, demon queen of spiders, whom this god reviles and abhors. Otherwise, all such creatures obey Ssrpt'ck absolutely and to the death. It can see through the eyes of any insect it chooses, and so is privy to many secrets.

The god has the body of a bee, spider legs, a scorpion's tail which can strike in any direction for 2-7 points of damage plus a lethal poison effect, and three heads - those of a fly and a locust, each of which can bite for 1-6 points of damage, and that of a cockroach, which inflicts 2-9 points on a biting hit. If it wishes, Ssrpt'ck can fight with one or more heads while simultaneously casting spells or using psionic or other powers with the others. The god's innate abilities are to locate insects or summon insects at will, produce insect plagues thrice per day, call a *creeping doom* daily (all as the druidic spells), and to shift size freely and instantly; it can assume any size from too small to see with the human eye up to 12' at the shoulder (its usual fighting size). It can also use *size change* [see *White Dwarf 23*] on others at will. However, the god is a subtle and indirect being, much preferring to work by stealth and sabotage than direct assault; its interventions, usually involving insects or flymen, tend to be as overwhelming as they are undetectable.

For details of flyman religious practices, and of the powers of Ssrpt'ck

In an obscure and murky corner of the first plane of Tarterus lies a dark and stagnant swamp, wherein are tortured the larvae of certain most evil and cruel beings. It is the fate of frog folk spirits to go to this place on death; it is their duty and privilege to attend to the tortures and punishments inflicted on other spirits there.

The ruler of the swamp is a demon prince named Swulljagoor, who resembles a giant frog folk, or perhaps a huge Type II demon. He is skilled as a spell caster, and has the following powers, useable once per round when not otherwise engaged; *darkness 10' radius, telekinesis* (max 9,000gp weight), *hold person, dispel magic, read languages, read magic*, all at will; *scare, shatter, cause disease, symbol of pain* thrice each per day; speak an *unholy word, charm monster, cone of cold* (5d8 damage) *summons* 8-48 giant frogs (60%) or 10-60 frog folk (40%), *gate* in 2-8 Type II demons (90% chance of success), once each per day. All these abilities are treated as having 15th level power.

In melée, Swulljagoor can execute three attacks simultaneously; these can be on one, two, or three opponents. His right claw hits for 2d6 damage, while his frog-like tongue lashes out to bind an opponent, who must save vs magic if hit or be *paralysed* for 2-5 rounds; if the save fails, there is a 50% chance that the god will draw the victim to his jaws for an automatic biting hit next round, inflicting 15-20 points of damage (giant sized opponents cannot be so drawn). In

his left claw, Swulljagoor bears his huge, jagged, adamantite blade, *Soulfear*, a +3 weapon which acts as a *Sword of Wounding*, hits for 2d8 damage, and includes racking pains in the wounds it causes; victims must save vs spells or attack at -3 to hit and -2 damage for 3-12 rounds.

Swulljagoor has normal demonic immunities; silver weapons (unless of +2 or better enchantment) do not affect him, and cold, fire, and electrical attacks do him half damage only. He has ultra-vision, superior infravision, and the demonic power of limited *telepathic* communication; Holy Water causes him injury (3 points from a splash, 2d6+2 from a direct hit), and is 20% likely to make him retreat for one full round if a direct hit is scored.

Although this god is a mighty demon prince, he is too selfish and too withdrawn by nature to act consistently or for long periods against the world; he seems incapable of dealing with any but frog folk. Their 'priests' (who can attain up to fourth level druidical powers) exhort frog folk to greater slayings and cruelties, as this may send more guests to their lord, while proving this followers' worth as torturers.

Note: Swulljagoor - like his frog folk - hates bullywugs, and frog folk priests say that Ggorulluzg, god of the bullywugs (see last issue) is naught but a renegade slave of Swulljagoor, who has escaped annihilation up until now only because Swulljagoor wishes to capture him intact for slow torture. □

Deity	Sphere of Control	Animal	Clerics			Raiment		Colour(s)	Holy Days	Sacrifice		Place of Worship
			M	F	NF	Head	Body			Frequency	Form	
Geryon	Flinds (etc)	Minotaur	X	X		Helm	Fur Robe	Black, Brown	Crescent Moon	Often	Living Beings	Dark Shrines
Hrussiall'k	Firenewts	Giant Strider		X		Helm	Scale Armour	Crimson	n/a	Varies	Enemies, Food	Rock Temples
Ssrpt'ck	Flymen	Insect		X		Hood	Robes	n/a	Solstices, Equinoxes	Quarterly	Rare, Items, Criminals	Temples
Swulljagoor	Frog Folk	Frog		X		Bare	Harness	Dirty Green	Crescent Moon	Often	Enemies, Mammals	Swamps



Fiend Factory is a regular department for readers' D&D monsters. This issue sees the continuation of the series...

INHUMAN GODS

More Divinities for Psuedo-Men: Part III
by Phil Masters



FROSTMEN

Kraada, Demigod
Armour Class: -2
Movement: 22"
Hit Points: 160
No of Attacks: Nil
Damage/Attack: Nil
Special Attacks: Gaze, fear, earthquakes
Special Defences: See below
Magic Resistance: 60%
Size: L (10' diameter)
Alignment: Lawful Evil
Worshipper's Align: Lawful Evil (Frost Men)
Symbol: Black Disc
Plane: Negative Material
Cleric/Druid: 8th level cleric
Fighter: Nil
Magic User/Illusionist: 7th level MU
Thief/Assassin: Nil
Monk/Bard: Nil
Psionic Ability: IV
S:19 I:22 W:21 D:12 C:22 CH:-2

The history of this god is obscure; some suggest that he is a renegade son of Cryonax, Prince of Evil Cold Creatures [see the *Fiend Folio*]. It is thought that Kraada was once worshipped by a sect of humans, who were driven out by society because of their evil ways; to aid them, and as a reward for their fidelity, Kraada lent them the dreadful power of his one-eyed gaze. Certainly, frost man clerics refer to him as 'the giver', 'the first eye', or 'he who rewards truth'.

In form, Kraada appears as a low, hulking, dark, somewhat crab-like being, with a single, large eye on his front edge. This eye has an innate *true seeing* power, and can see in any conditions - even magical darkness; it can also, up to six times per day, project a blast of cold

In this serialized study of the divinities of the Fiend Folio and past WD Fiend Factory monsters once again we use the format of Deities & Demigods. We begin with an icy and vaguely humanoid race...

in a 60' long cone, 5' wide at the point and 20' wide at the base, doing 6-60 points of damage to all caught within (halved by a save vs breath weapon). Kraada has no weapon or body attack ability, but this gaze is but one of his deadly powers; he can also cast two *earthquake* spells per day as a 30th level cleric, *cause fear* to all in a 20' radius as the spell thrice per day (save vs spells negates), *create darkness* (5' radius) with the power of a tenth level cleric at will, cast a *magic missile* at seventh level power at will, and *summons* 1-4 ice toads once per day.

Kraada radiates (non-harmful) cold, detectable up to 50' away; his body is so cold that any being touching it takes 2-12 points of damage, and any object touching it must save vs destruction by cold - weapons which harm the god save at -1 due to force of contact. The deity is immune to cold, *petrification*, level draining, and *all* the effects of earthquakes; poison, lightning, and gas do him half normal damage.

Clerics of Kraada have never been known to attain more than second level abilities. They sacrifice by cold or crushing at small, well-hidden shrines.

MOUNTAIN GIANTS

Zrunta Mountainheart - Lesser God
Armour Class: 0
Move: 18"
Hit Points: 320
No of Attacks: 2
Damage/Attack: 5-50
Special Attacks: Thrown Boulders for 4-32
Special Defences: +2 or better weapon to hit, spell reflection.
Magic Resistance: 45%
Size: L (28' tall)
Alignment: Chaotic Neutral
Worshipper's Align: Chaotic Neutral (Mountain Giants)
Symbol: Mountain
Plane: Limbo
Cleric/Druid: 8th level cleric
Fighter: As 16+ hit dice monster
Magic User/Illusionist: 6th level MU
Thief/Assassin: Nil
Monk/Bard: Nil
Psionic Ability: VI
S:25 (+7,+14) I:20 W:16 D:19 C:23 CH:15

Somewhere in Limbo there lies a great mountain range, at the centre of which is a vast peak; at the heart of this mountain is a cavern, in which broods Zrunta, father to all Mountain Giants - usually, it is said, picking his teeth with Slaad weapons...

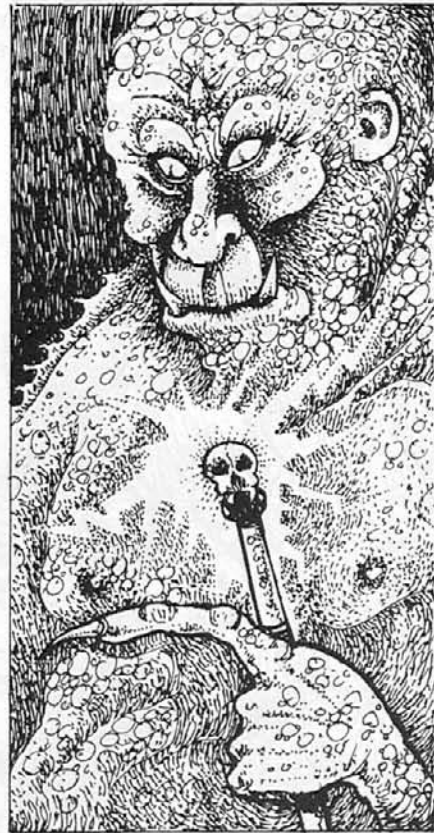
Zrunta only intervenes occasionally in the universe of men and giants, for he is essentially a libertarian; his creed is that all beings - especially mountain giants - should make their own way in freedom and independence. However, if lesser races are too weak and silly to avoid enslavement by his offspring, that is *their* problem. On the other hand, any lesser being with insolence to enslave a

mountain giant is looking for trouble (and has a 3% chance of being punished by the god). Incidentally, Zrunta is unlikely to be worried if his descendants break nominally sacred vows to lesser beings.

Zrunta fights with a great stone club in each hand, doing 5-50 points of damage on a hit, but he can also tear great boulders from any rock surface and toss them up to 30" with devastating effect. In general, however, he prefers to *summons* one or more of his four elder sons (as required); these are mountain giants of great size, with maximum hit points, +2 to hit, and +2 on all saving throws. Zrunta can *gate* in any of the four at will; once per day he can also *summons* certain monsters, who take 1-3 rounds to appear; these will be 2-5 mountain giants (45%), 3-8 hill giants (10%), 6-36 ogres (30%), or 4-16 trolls (15%). Also once per day, Zrunta can speak a *holy word*.

Power word, earthquake and *chaos* or *confusion* spells are 55% likely to be reflected back on the caster if cast at Zrunta, and he retains his magic resistance and saving throw even when this power fails him. He is immune to *charm* and *hypnosis* in all forms.

Mountain giant shamans are curiously weaker than those of most giants, probably because the race has little inclination to religion; they are limited to 5th level advancement. However, a few witch-doctors with abilities of up to fourth level of magic-use have been reported.



GREENMEN [See *White Dwarf* 27]

Carratriatuh - Demigod

Armour Class: -2

Movement: 32"

Hit Points: 175

No of Attacks: 2 (sword) or 5/2
(open hand)

Damage/Attack: Sword; 4-10 (+12);
Hand; 4-16.

Special Attacks: Lightning Bolts

Special Defences: Nil

Magic Resistance: 80%

Size: L (7½')

Alignment: Neutral

Worshipper's Align: Varies (Greenmen)

Symbol: Sword

Plane: Ethereal

Cleric/Druid: 4th level cleric

Fighter: 18th level ranger

Magic User/Illusionist: Nil

Thief/Assassin: Nil

Monk/Bard: 12th level Monk

Psionic Ability: VI

S:24 (+6, +12) I:12 W:17 D:24 C:22 CH:19

Greenmen have a somewhat under-developed concept of mythology, but one being whom they generally respect highly is Carratriatuh, who appears to represent all their ideals of sophistication and power. This being is remarkably manlike, possessing two arms and a human face, but accounts vary as to his other characteristics and composition.

Carratriatuh seems to be a wandering warrior of considerable talent; he will remain with one tribe of greenmen, or in one locale, for an unpredictable period before vanishing into the ethereal plane, to appear elsewhere just as mysterious-

ly. If necessary, he can *summons* his bodyguard - ten large greenmen, each with at least five hit points per die, armoured to AC3, and wielding two halberds each. The deity himself usually attacks with a +2 *broadsword*, but if he is disarmed, or if he wishes to take an opponent alive for questioning, he will employ his monkish open-hand combat ability. He also carries a wand which will project a bolt of lightning, 1" wide and 6" long, doing 3d6 damage, once per *turn*.

Greenmen priests are few and far between, only appearing in the largest greenman communities; such limited reports suggest that they are shamans of no more than third level clerical ability.

GRIMLOCKS

Klagg - Demigod

Armour Class: -1

Move: 18"

Hit Points: 125

No of Attacks: 2

Damage/Attack: 2-20/2-20

Special Attacks: Rending, Magic

Special Defences: +2 or better weapon to hit, never surprised, immunities.

Magic Resistance: See below

Size: L (12')

Alignment: Neutral Evil

Worshippers' Align: Neutral Evil
(Grimlocks)

Symbol: Taloned Hand

Plane: Hades

Cleric/Druid: See below

Fighter: as 16+ hit dice monster

Magic User/Illusionist: See below

Thief/Assassin: 6th level assassin

Monk/Bard: Nil

Psionic Ability: VI

S:22 (+4, +10) I:16 W:10 D:14 C:23 CH:3

Grimlocks will worship virtually any being of exceptionally evil inclinations, but they have a special regard for a loathsome Daemon called Klagg, probably because he rather resembles themselves. Klagg is a huge, slightly hunched humanoid with white, staring eyes, whose body is covered with patches of loose, dead skin, and who emits an unpleasant, decaying stench. Klagg can see ultra-violet and infra-red radiations *only* - nothing in the visible spectrum - but his sense of smell allows him to tell the type, approximate numbers, direction and distance of any being within half a mile, and his hearing is so good that he is never surprised (magical silence alerting him by a simple absence of sound). He fights with two talons, each doing 2-20 points of damage from this rending. Klagg can only be harmed by +2 or better weapons, and *paralysis* or *poison* in any form is useless against him, as are fear-based attacks, *disintegration*, *death magic*, and visual illusions. This demigod is also quite immune to all first level spells, and has a 99% resistance to all second level; this resistance is reduced by 5% for each level above second of the spell, making Klagg 84% resistant to fifth level magic, for example, and 64% to ninth level. Klagg also *regenerates* any damage not caused by fire, acid, or holy water, at the rate of 4 points per melee round. The latter attack form does him 4-9 points of damage on a full hit, 1-3 with a splash.

Klagg has a number of magical powers, of which he can use any one on any round in which he is not otherwise engaged. He can cast *curse* on up five beings at up to 6" range, or *bestow curse* on a single individual within 2"; *detect* or *dispel magic* as a 15th level magic user, and ▷

▷ *cause fear* (by touch), all at will; he has full divine powers, and if he wishes, may clasp any opponent whom he strikes with both hands simultaneously, and then *teleport* with that being still in his grasp; thrice per day each, he may cast *blindness*, *cause disease*, *produce darkness*, 10' radius, and *hold person*, and once per day each, he can speak an *unholy word* and cast *destruction*. He can summons 6-60 grimlocks to his aid in any day; they will arrive 2-5 rounds later. Finally, Klagg has an 85% chance, once per day, of opening a magical portal to bring in a mezzodaemon or nycadaemon [see FF] (60% the former, 40% the latter), who will aid him in return for future favours; Klagg is clever enough to keep such promises, as this guarantees that such *summons* creatures will co-operate in future.

This being speaks only his alignment tongue, that of grimlocks, and the various dialects of daemonkind, but he can communicate with any intelligent being by a limited form of telepathy. Grimlock priests are shamans of up to 3rd level clerical ability; the race has no witch-doctors. Worship invariably takes the form of cannibalistic blood-orgies in underground temples. Clerics usually fight with their bare hands.



On occasion, one of the two demigods breaks free from captivity, or is *summons* by magic that can penetrate his or her prison; on such occasions, the escaper tends to wander the planes, battling those who try to re-capture him or her, while seeking some way to free the other partner. Neither has ever succeeded, and in fact it seems certain that divine forces of immense power would intervene were any being ever so foolish as to attempt to bring the two together (by, for example, two *gate* spells). However, lava child clerics often seek some way to bring their two great ancestors to the same point in space and time, such as use of scrolls or devices bearing or projecting *wish* or *gate* spells.

Halnass is immune to all fire and heat attacks, all *death magic* and gas attacks, and the blows of weapons of less than +2 enchantment. Cold-based attacks, on the other hand, do him 25% extra damage, and even cold water does him injury (1-4 points from a pint thrown over him, one point from a splash). He can *produce flame* at will, cause anything burnable he touches to ignite, and thrice per day can *summons* a 12-dice fire elemental [see the *Monster Manual*] or phantom stalker [see FF] to serve him freely. On the *Prime Material Plane*, he is 50% likely to be encountered in the company of 5-20 lava children, including 1-2 clerics and sometimes (50%) a magic-user; if he is alone, he can *summons* such a bodyguard if he desires, although they will take 3-6 rounds to arrive.

Quorggg, the Stone Mother, is naturally immune to all earth magic, *petrification*, poison and *death magic*; she is treated as always making her saving throw vs *paralysis* and *hold* spells, and she has the same immunity to metal as a lava child - weapons made of any metal simply pass through her body without doing damage. Even wooden or stone weapons must be enchanted to at least +1 to harm the demigoddess, but lightning does her 25% extra damage. She can pass through rock or stone at will, but a *passwall* or *phase door* cast on her while she is doing so does her 4-24 points of damage. Quorggg can *summons* two eight-dice earth elementals [see the *Monster Manual*] per day to do her willing service, and can cast *charm monster* once at any Xorn [MM] or Khargra [FF] she encounters; she has the same chance of a lava child escort on the race's home plane as Halnass, and the same ability to summons such, but the group in her case will be 5-30 strong, and will include 1-3 clerics, but no magic-users.

The powers of lava child spell casters are detailed in full in the *Fiend Folio*. Clerics of the race are more inclined than their brethren to contact with other races, mainly because they seek magical devices to use in the quest to free their deities. □

LAVA CHILDREN

Halnass Fire-Father and Quorggg Stone-Mother - Demigods

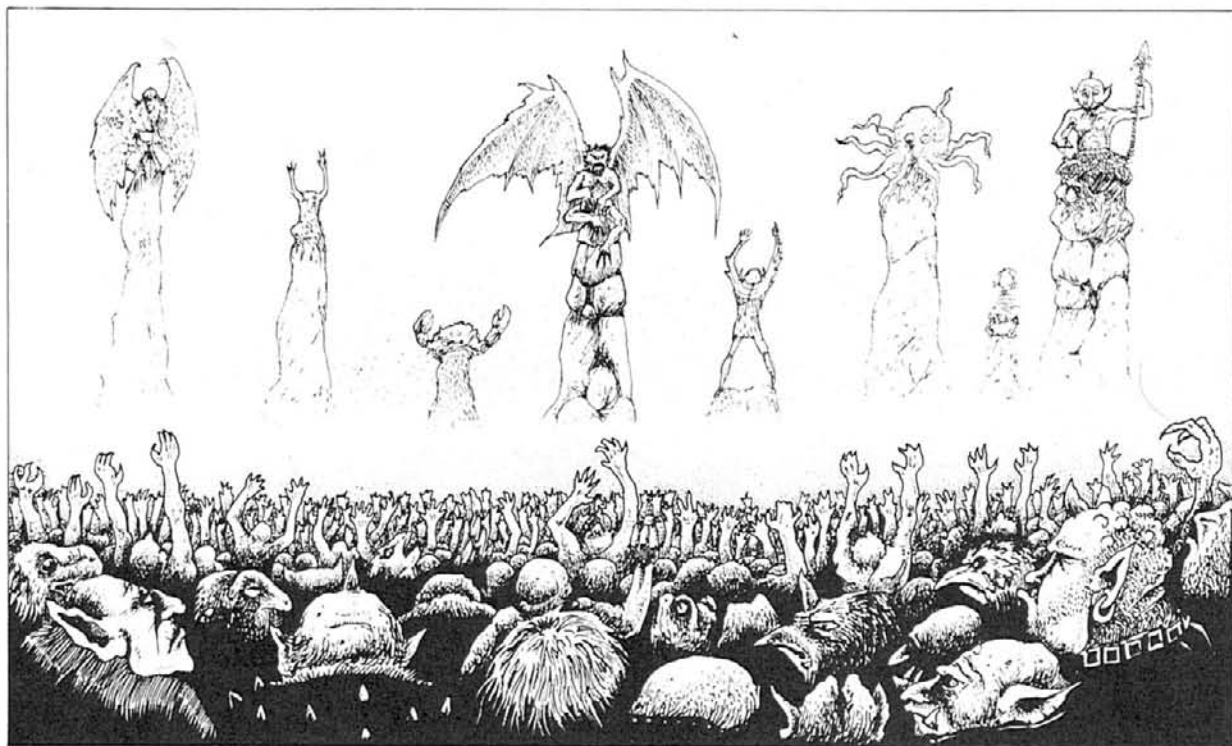
	Halnass	Quorggg
Armour Class:	1	-3
Move:	24"	10"
Hit Points:	110	110
No of Attacks:	3	1
Damage/Attack:	2-12/2-12/3-18	4-40
Special Attacks:	See below	Nil
Special Defences:	See below	See below
Magic Resistance:	40%	55%
Size:	L (12')	L (10')
Alignment:	Neutral	Neutral
Worshipper's Align:	Neutral (Lava Children)	Neutral (Lava Children)
Symbol:	Burning Stone	Burning Stone
Plane:	Elemental Plane of Fire	Elemental Plane of Earth
Cleric/Druid:	3rd level cleric	15th level cleric
Fighter:	16th level ranger	As 16+ hit dice monster
Magic User/Illusionist:	9th level MU	Nil
Thief/Assassin:	Nil	Nil
Monk/Bard:	Nil	Nil
Psionic Ability:	IV	V
	S:19 (+3,+7) I:21	S:22 (+4,+10) I:21
	W:17 D:22 C:16 CH:16	W:18 D:15 C:20 CH:16

The lords of the four elements are often rivals, who prohibit co-operation between their underlings; some of them, and many of the higher powers of the universe, fear what might follow, should the order of things be flouted. Yet despite such rules, Halnass, a prince of the element of fire courted and bred with Quorggg, high countess of the ores and stones.

Higher powers soon intervened, and the two were hunted down, ensnared,

and returned to their respective planes, where cages of sorcerous strength were created to hold them. However, the offspring of this strange mating escaped, and found refuge in lairs on the *Prime Material Plane*; these are the lava children, who inherited powers from both of their parents; they are loyal children, and many of their number - especially the priests - seek unceasingly for ways to re-unite their parents, and to avenge their captivity.

Deity	Sphere of Control	Animal	Clerics Raiment	Colour(s)	Holy Days	Sacrifice Frequency Form	Place of Worship
Carratriatuh	Greenmen	n/a	X Bare Splint Mail	n/a	n/a	n/a	Weapons, Animals Ruins
Kraada	Frostmen	Ice Toad	X Bare Thin Hides	Black, White	New Moon	Monthly	Anything Hidden Shrine
Zrunta Mountainheart	Mountain Giants	n/a	X Bare Skins	Brown	n/a	n/a	Mountain Caverns
Klagg	Grimlocks	Medusa	X Bare Rags	Black	Moonless Nights	Varies	Blood Underground
Halnass	Lava Children	n/a	X Bare Bronze Necklace	Crimson	n/a	Varies	Magic Items Caves
Quorggg	Lava Children	n/a	X Bare Bronze Belt	Black-Brown	n/a	Varies	Magic Items Caves



Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore. This issue sees the final part in our Inhuman Gods series.

INHUMAN GODS

Deities for Un-Men: Part IV by Phil Masters

In this final study of the religions and divinities of the races introduced to D&D by the Fiend Folio (FF) and White Dwarf's Fiend Factory we again use the format of Deities & Demigods. Our first subject is a race related to hobgoblins...

NORKERS Firffuffl'nnb, Demigod
Armour Class: -3
Move: 15"
Hit Points: 93
No of Attacks: 2
Damage/Attack: 3-24 (+8)/2-12
Special Attacks: See below
Special Defences: +1 or better weapon to hit
Magic Resistance: 60%
Size: L (9')
Alignment: Chaotic Evil
Worshipper's Align: Chaotic Evil (Norkers)
Symbol: Spiked Club
Plane: Abyss
Cleric/Druid: See below
Fighter: as 16+ hit dice monster
Magic User/Illusionist: See below
Thief/Assassin: Nil
Monk/Bard: Nil
Psionic Ability: V
S:20 I:15 W:13 D:12 C:24 CH:7

Norkers worship a rather minor demon prince called Firffuffl'nnb, a hulking being of relatively limited power on the plane of the Abyss. This demi-deity should not be thought of lightly, however; he is a resilient monster of considerable strength and some low cunning. Firffuffl'nnb is humanoid in form, hunched, with glowing eyes beneath heavy brows; he is covered in a thick, leathery hide, plates and chunks of which always seem to be about to shred away, and he carries a huge, shabby shield and a vast spiked club. The shield is in fact enchanted to +3, and any mortal who picked it up when the god was not using it would suffer 5-30 rounds of stunning due to the supernatural evil embodied in it; the demigod can strike with the club for 3-24 points of damage (plus strength bonus), while biting the same or a different opponent for 2-12 damage. The saliva that drips from this



demon's horribly fanged mouth is slightly poisonous; any victim who is bitten and fails to make a save vs poison will be paralysed for 4-16 rounds.

This god of the norkers has the following powers at 13th level effectiveness; at will, to *read magic*, *read languages*, *detect magic*, *good*, or *invisibility*, *ESP*, *hold person*, *teleport*, *telekinesis* (13,000gp weight), produce *darkness*, *15' radius*, and *dispel magic*; thrice each per day, to *cause disease*, *suggest*, *cause fear* in all within 3', *warp wood* and *magic missile*; once each per day, *dispel good*, use a *symbol of pain*, cast a *phantasmal force*, become *invisible*, produce a *stinking cloud*, *disintegrate* (by touch), cast *wizard lock*, and *gate* in 1-4 type I demons (65% chance of the portal opening).

As a demon, Firffuffl'n nb takes only half damage from cold, lightning, fire, and gas attacks. He has superior (120') infravision, and can communicate with any being via a limited form of telepathy. On the *Prime Material Plane*, he is 40% likely to be in the company of 4-32 norkers; his charisma in the eyes of that race is 18.

Norker clerics are shamans of up to third level power, who dress and appear much like others of the race; no witch doctors have ever been noted. These priests preach cunning and armed strength, and tell norkers that no mercy or honour need be shown to other races, so long as the cult of Firffuffl'n nb is furthered and enriched.

OGRILLONS

As both their parent races can become shamans, it is not surprising to find that ogrillons also include clerical spell-casters in their number. However, they take after their ogrish parents in this as in other ways, being limited to third level

advancement as shamans, and being incapable of operating as witch-doctors. Most ogrillon shamans follow Vaprak the Destroyer, god of ogres and trolls, but a few are of more lawful inclinations, and worship Gruumsh, often serving as assistants in orchish temples. The worship demanded by these two deities is fully detailed in *DDG*.

PEBBLE GNOMES [WD15]

Naturally, pebble gnomes are quite incapable of becoming clerics of any sort, and their immunity to all mystical and magical forces means that their level of religious behaviour is low. However, they do respect Garl Glittergold [see *DDG*] and the other gnomish deities, especially Hallasdia Heathfire, goddess of burrows, cooking and home life.

SHADOW GOBLINS [WD26]

Curiously, no cases of shadow goblin possession of clerical abilities have ever been noted; it is thought that these beings are in some way too committed to their use of illusion and confusion to make the psychic commitment demanded by clericism. However, there are reports of shadow goblin lairs with small shrines, and of these creatures bearing unholy symbols; the subjects of this respect appear to include Lloth and Kurtulmak [see *DDG*].

SKULKS Ullathimon The Hidden, Demigod

Armour Class: 4

Move: 22"

Hit Points: 73

No of Attacks: 3/2 or 1

Damage/Attack: 2-12 or by weapon (+1)

Special Attacks: See below

Special Defences: Invisibility, Never surprised

Magic Resistance: 60%

Size: M

Alignment: Chaotic Evil

Worshippers' Align: Chaotic Evil (Skulks)

Symbol: Dagger

Plane: Ethereal

Cleric/Druid: 9th level cleric/
4th level druid

Fighter: Nil

Magic User/Illusionist: 13th level
illusionist

Thief/Assassin: 10th level assassin

Monk/Bard: 8th level monk

Psionic Ability: VI

S:16 (0,+1) I:22 W:18 D:25 C:17 CH:14

When the skulks were first driven out from the dwellings of men, one of their number emerged as a leader of sorts, and a master of the skills that the race would need to survive. This great teacher was skilful, cowardly, conscienceless, and clever; he studied any art that might enable him to kill before another killed him, and he used what he learned well. In time, some great and evil being granted this teacher, Ullathimon, certain powers that he sought, and raised him to the



demi-divine status that his people already credited him with.

In return, Ullathimon swore that the Skulks, under his guidance, would continue to harass and oppose the race of men. He transferred his dwelling to the *Ethereal Plane*, whence he now journeys only to waylay and assassinate any of his enemies that seem dangerous but vulnerable, and from that time on, he has subtly directed and channelled the evil ways of the Skulks.

accompanied by 9-12 skulks (80%); otherwise, he can *summons* such a body-guard to arrive in 2-5 turns. He will only assassinate, never entering into protracted melees, but he is deadly at this, as he has the innate power of *permanent invisibility* (ie opponents who cannot see invisible objects attacks at -4, and their attacks are saved against +4); this cannot be dispelled, and it combines with the demigod's great stealth to allow him to surprise on 1-7 on d8. Ullathimon can always see other invisible objects, or those which have been transferred to the *Ethereal Plane*, and his great sensitivity ensures that is never himself surprised. His other powers include the ability to project a *wall of force* once per day, to *dispel good* twice per day, and to neutralise the magical powers of any device he can touch (other than an artifact or relic) for one day, if he chooses; the device has a save vs *disintegration*.

This demigod carries a +2 dagger, a light crossbow with a case of +1 quarrels, and a *Staff of the Serpent* of the *Adder* type. His clerics, who can be shamans of up to the third level or witch-doctors with up to second level magic user skills, lead worship at small, secret, often moveable, shrines; they teach the creed of Ullathimon, which is death to mankind, and also to elves and halflings; they are less vehemently hostile to other races, but they certainly do not like any other species.▷



SVIRFNEBLIN

It is generally reckoned that the deep gnomes revere the 'conventional' gnomish pantheon, albeit in a different form, and with variant emphases and aspects; however, no Svirfneblin with clerical ability has ever been encountered - it is thought that they tend to remain in the deep gnomes' home caverns, to which other races never penetrate. It seems plausible to assume that they range up to the sixth or seventh level of clerical ability, and that their chief deities must surely be aspects of Garl Glittergold [see DDG] and Ranssass Rockshaper, gnomish god of mines, caves, and underground exploration.

TROLLS

Normal trolls worship Vaprak the Destroyer [see DDG]. However, variant and crossbreed types may have different tastes. Giant trolls and giant two-headed trolls tend to revere both Vaprak and Grollantar, god of hill giants and ettins [see DDG]; no consistent bias is detectable, particularly as no clerical members of either of these two sub-species have yet been encountered; it is thought that, if such exist, they must be shamans of no more than third level. Clerical ice trolls have been noted occasionally; these have been shamans of up to third level (no witch-doctors). Ice trolls tend to respect both Vaprak and Crionax, prince of evil cold creatures [see FF]; racial alignment bias means that their shamans tend to favour Vaprak.

WINTER KOBOLDS

Various minor Winter Kobold shrines have been discovered, tended by shamans of up to third level ability; no actual witch-doctors have been reported, although a very small proportion of the shamans noted have also possessed the powers of the race's magic-user class. Most of the shrines have been dedicated to a deity named Kr'tollomc, who is usually thought to be a variant aspect of Kurtulmak [see DDG]; however, this deity appears to resemble a giant Winter Kobold, complete with a coat of white fur, while his alignment appears to be neutral evil; some sages have deduced from this that Kr'tollomc may be a distinct deity, perhaps a spawn of Kurtulmak, dwelling in all probability in some cold waste on the plane of Hades. To further complicate issues, a few winter kobold tribes actually worship Crionax, elemental prince of evil cold beings



XVARTS A'Gallamiull, Lesser God

Armour Class: 0
Move: 15"/30"
Hit Points: 185
No of Attacks: 3/2
Damage/Attack: 8-18 (+8)
Special Attacks: Net, Spells
Special Defences: +2 or better weapon to hit, Immunities
Magic Resistance: 65%
Size: M
Alignment: Chaotic Evil
Worshippers' Align: Chaotic Evil (Xvarts)
Symbol: Net and Sword
Plane: Pandemonium
Cleric/Druid: 10th level cleric
Fighter: 13th level ranger
Magic User/Illusionist: 12th level MU
Thief/Assassin: Nil
Monk/Bard: Nil
Psionic Ability: Nil
S:20 (+3,+8) I:19 W:15 D:22 C:18 CH:15

Appearing as a gigantic (6') xvart with great blue bat-like wings and eyes that flash weird colours, A'Gallamiull is a mischievous, not to say malicious, being who is credited in xvartish myth with aiding that species in many successful forays against other races. His weapons are a +3 short sword with ego and intelligence both 9, aligned to chaotic evil, which does double damage in the god's hands, and which can *detect* and *read* magic at will (10th level power), and a magical net which the god can cast up to 3" to entrap any being within a 10' diameter circle (centred on the target point). A save vs wands allows evasion of the net, which will otherwise hold victims immobile until the god orders it to return to his hand. A'Gallamiull's net cannot be cut or torn, but agile characters or beings caught in it have a percentage chance to work free in any round equal to the amount by which their

dexterity exceeds 15. This deity can use swords and net simultaneously, or he may use either one or the two devices while employing his innate powers. These, any one of which he may use in a round, include *darkness 10' radius*, *magic missile* (3 missiles), *improved phantasmal force*, *telekinesis* (10,000gp weight), *shatter*, *dispel magic*, and *mirror image*, all at will; *hold person*, *hold monster*, *dancing lights* and *glyph of warding* thrice each per day; *charm monster* twice per day; and *chaos* and *power word*, *stun* once each per day.

A'Gallamiull is immune to *magic missiles*, and cold, fire, lightning and gas all do him only half normal damage, but *holy water* does him 1-6 points of injury if he is struck by a full vial's worth, 1-2 points if he is simply splashed. He is able to *summons* 6-36 xvarts to his aid whenever he fights on the astral, etheral, or prime material planes, and once per day he has a chance (75%) of successfully opening a *gate* to bring in a demon of type I (25%), type IV (5%), type V (5%), type VI (45%), or a Succubus (20%) - for this deity has, at least in part, the status of a demon prince.

Xvarts worship their god in temples deep in their lairs. They can become shamans or witch-doctors; their clerical powers may be as high as fifth level, and their witch-doctors may attain fourth level magic-user ability. Xvart priests favour maces, but many opt to use nets against their foes, in imitation of A'Gallamiull. These Xvarts frequently display exceptional cunning, often acting as advisors to tribal chiefs, although they rarely venture out of their home lairs. □

Deity	Sphere of Control	Animal	Clerics		Raiment		Colour(s)	Holy Days	Sacrifice		Place of Worship
			M	F/NH	Head	Body			Frequency	Form	
Crionax	Cold Beasts	yeti	X	n/a	n/a	White	n/a	Often	Mammals	Ice Caves	
Kr'tollomc	Winter Kobolds	Winter Wolf	X	Helm	Scale Mail	White	Cruciform	Monthly	Humans	Mountain Caves	
Ullathimon	Skulks	Viper	X	Bare	Loincloth	Grey	n/a	Varies	Stolen Items	Anywhere	
A'Gallamiull	Xvarts	Bat, Rat	X	Bare	Doublet	Blue	New Moon	Monthly	Plunder	Lairs	
Firffuffl'nnb	Norkers	n/a	X	n/a	n/a	Dirty Brown	n/a	Often	Flesh	Lairs	

In the wilds, some monsters flew, some tunnelled underground, some walked...

And Some Came Riding

BUG-RIDERS

by Jack Rick

No Appearing: 10-80
Armour Class: 9
Movement: 15"
Hit Dice: 3d8
Treasure: Individuals: K,L,M;
 B and F in lair
Attack: 2 claws for 1-3 each
 or by weapon type;
 plus special
Alignment: Neutral (evil)
Intelligence: Average to high

These rare creatures are of roughly the size and build of men but are covered with small shiny black scales which have an iridescent sheen. They have large black compound eyes which resemble those of a dragonfly, allowing them to see anywhere but directly behind them (they are therefore rarely surprised - 1 on a d6) and they have well-developed infravision (90'). Their tongues are long and are continually flicking in and out of their mouths, while their noses are practically non-existent, being but mere nostril slits. On each hand they have two short fingers and a thumb opposite; all three are tipped with heavy claws.

Once every two melee rounds they are able to spit their digestive acids up to 10', causing 1d10 points of damage for 1-4 rounds (no saving throw). Their large eyes give them good depth of field, so add +3 to hit when firing acid, and +2 with their claws which deliver 1-3 points of damage per hand. The bug-riders are sometimes (40%) armed with normal weapons (+1 to hit because of their acute vision), distributed as indicated here:

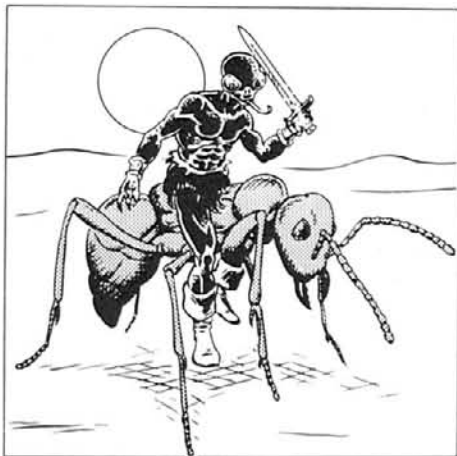
spiked club	25%	military pick	5%
mace	20%	axe	5%
morning star	10%	no weapon	35%

Those in the encountered group with no weapon will attack with their claws.

In addition to those encountered, there will be 1 druid of 1st-4th level for every 20 bug-riders, 1 of 5th-8th level for every 40, and 1 of 9th-11th level if the maximum of 80 are encountered. These druids have abilities appropriate to their levels, and will have all spells pertaining to insects which may be gained at their levels. As well, there will be females equal to 75% of the males, and young equal to 50% of the females, found in the lair. There is a 60% chance that the bug-riders will be encountered in their lair. All have standard magic resistance.

These creatures inhabit cave complexes, and usually share their lairs with 1-2 nests of giant ants (60% chance), and/or 1-10 large spiders (50%). There will also be, as steeds and pack animals,

Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore. This issue, a collection of creatures that are often encountered riding an equally nasty steed



2-8 giant 'daddy long-legs' (65%, 1-6 very large wolf spiders (40%), and 1-10 giant black or red ants (20% and 15% respectively) - statistics for these steeds are given below.

They have no need for a leader, having developed a communal intelligence, each member knowing what must be done for the good of the tribe. It is because of this that they will unhesitatingly fight to the death, if necessary.

They speak common, their alignment tongue, and are able to converse with all varieties of unnaturally large insects (eg giant spiders, giant wasps, giant beetles etc, but not rot grubs or purple worms, for example, which are not 'insects').

Giant 'Daddy Long-Legs'

AC: 5; **Move:** 18"; **Hit Dice:** 6d8+3; **Attack:** 1 bite for 2d4; **Alignment:** Neutral; **Intelligence:** Non-
 If this creature scores 4 over its minimum required to hit, it indicates that it has held on to its prey and will hit automatically next round but a roll must still be made just to see if it continues to hold on for the subsequent round. While

held, the victim strikes at -2. The creature's leg span is 11' while its body (approximately 5'x3'x2') is 4' off the ground.

Wolf Spider

AC: 6; **Move:** 24"; **Hit Dice:** 5d8; **Attack:** 1 bite for 2d6 plus poison; **Alignment:** Neutral; **Intelligence:** Non-
 This spider has a 7' leg span. The victim of a bite gets no adds to their save versus poison.

Giant Black Ant

AC: 2; **Move:** 18"; **Hit Dice:** 7d8+3; **Attack:** 1 bite for 3d4 plus special; **Alignment:** Neutral; **Intelligence:** Animal
 If this creature scores 2 or more above its minimum required to hit, then it has injected formic acid with its bite for 1d8 additional points of damage for each of 1-3 rounds. This creature is 6' long on average.

Giant Red Ant

AC: 4; **Move:** 18"; **Hit Dice:** 6d8; **Attack:** 1 bite for 5d4 plus special; **Alignment:** Neutral; **Intelligence:** Animal
 If this 6' long creature succeeds in hitting with its huge mandibles then it will also attempt to sting its victim in the same round at -2 to hit. The sting results in 2d8 points of damage plus poison. If the victim saves versus poison, then the venom has no effect and the sting does half damage. Whether or not the poison was successful, the sting itself causes painful swelling, reducing the dexterity of the victim by 1d4+1 for 1d4 turns.

LICH-KING

by Daniel Lukacinsky

No Appearing: 1
Armour Class: -8
Movement: 10"
Hit Dice: 157 hit points
Treasure: H
Attack: 2 hands for 2d12 each plus by weapon type;
Alignment: Neutral evil
Intelligence: Supra-genius
Psionic Ability: 1010; **Attack/Defence** Modes: all/all

The dread lich-king, of which only two exist, appears as a man-sized skeleton hooded in a black cape and riding a nightmare (see MM for statistics). They are the right-hand servants of Hades, and are only very rarely seen on the Prime Material Plane, and only then when running an errand of some sort. They both use horrifying weapons; large sickles named Soulstealer for one and Lifedrawer for the other. A hit from

either of these sickles acts as the 8th level magic-user spell *trap the soul*, wherupon the victim's soul is sucked into the blade never to return. The sickles can hold up to 15 souls, after which they hit as a normal weapon doing 4d10 points of damage. The lich-king has the strength of a storm giant and consequently does +12 on all damage inflicted, *always* hitting with the sickle.

They can see into both the Astral and Ethereal Planes, so their attacks are effective on creatures in both those Planes. They speak all languages and have infravision, ultravision, and x-ray vision (140'). They can regenerate 4 hit points per round. If necessary, they can also attack with their fists for 2d12 plus strength bonus each.

Their chilling touch causes an additional 2d10 points of damage and drains 2 points of strength. The lich-king can only be hit by +4 or better weapons. Spells of any kind have no effect on them.

They have highly developed psionic abilities and have all the major and minor disciplines at 30th level mastery.

The lich-king may also cast the following spells twice per day: *astral spell*; *bigby's crushing hand*; *each symbol*; *each power word*; *teleport* (no error); *meteor swarm*; *shape change*; *time stop*; *wish*; and *gate* in 1-4 lichs (no error) and Hades (90%).

If a lich-king is killed, its body dissipates into a cloud of gas and a piercingly



shrill shriek will be heard by all within a 100' radius who must save at -7 versus death or die. A successful save negates the effect but any who fail to save are forever dead and cannot be *resurrected*. The gas cloud will then return to Hades where it will remain for 2001 days to reform. If the being who destroyed its material form is not yet dead, it will seek at every opportunity to destroy them.

VANITH-VADIREN by Phil Masters

No Appearing: 8-160
Armour Class: Varies (usually 3-0)
Movement: 15" or better
Hit Dice: 3d8 or more
Treasure: O, Xx2, Z
Attack: By weapon type; spells
Alignment: Lawful good
Intelligence: High - supra-genius
Psionic Ability: 231 - 330; Att/Defence
 Modes: A,B,E/F,H,I,J

The vanith-vadiren are the 'heaven elves' - a race of elves, with all of that race's immunities, powers and weapon skills - who dwell in the Twin Paradises. How they attained this rank is unclear, but they seem to serve the gods of that Plane. They are regarded with awe and fear by most mortals; elves especially respect them (treat as 15+ charisma), but are wary of the vanith-vadiren lawfulness. A mutual hatred exists between them and the drow who must check morale at -10% when encountering them. The vanith-vadiren will attack drow automatically with +2 to hit.

All heaven elves have 95% resistance to the following spells: *enchantment/charm*; *illusion*; *phantasm* and *possession*; 60% to those that work partially so (such as *shadow magic*); and 60% to purely 'physical' spells. Each can cast *detect magic*; *feather fall* and *tongues* once each per day; all except the 'youths' can also cast *dispel magic*; *bless*; and *speak with animals* once per day. All casting of such spells is at 4th level power. In addition, vadiren of 6th or higher level have a 50% chance to *call lightning* once per day, conjuring two bolts of 10d8 power each.

Base numbers in a vadiren party are all 4th level fighters clad in +1 *chainmail*, carrying shield, short composite bow, longsword, dagger, and a quiver of 15 silver-tipped and 5 +2 *arrows*. However, any group encountered has a 25% chance of an additional 1-12 3rd level fighters ('youths'), whose armour is not enchanted. For every 25 4th level fighters, there will also be a 6th level 'hero' - a fighter with +2 *chainmail* and a +2 *longsword*, plus all other vadiren fighting gear. All groups will be led by a cleric or (20% chance) a cleric/magic user of level determined by group size. Clerics have +2 *chainmail*, +2 *shields*, and +3 *maces*. Double class leaders add +2 *daggers* and (80% chance) of 1-3 miscellaneous (useful) magical items. Sixth or higher level clerics and cleric/MUs have a 20% chance of 1-3 3rd level cleric 'assistants' in +1 *chainmail* with +1 *maces*. Leader level is determined as follows:

Group Base Size	Cleric Level	Cleric/MU Level
8-20	4	4/3
21-60	6	5/4
61-100	6	6/5
101-140	7	6/6
141-160	8	7/6

Groups also have a 40% chance of having magic users equal to 5% of their base numbers, rounded up. These will be 4th-6th level with +2 *daggers* and an 80% chance each of 1-3 miscellaneous magic devices. Furthermore, a vadiren party has a percentage chance equal to 20+ half its base numbers of being accompanied by 1-3 monks of the race, or by 2-5 if the base size is 100 or more; and a like chance of 2-7 of the psionically endowed of their race - the 'vangirru'; and a 10% chance of a bardic loremaster/adviser/chronicler. Monks are 5th-8th level, with *Rings of X-ray Vision* and +2 *hand-axes*. Bards are 6th-9th level, with fighter/thief abilities at 7th/5th level, and bear +2 *swords*, +1 *chainmail*, +3 *Rings*

of *Protection*, and in 40% of the cases, *Lyres of Building*.

The vangirru are 6th level fighters, armed as such, but are the only ones of the race with psionic abilities. They have the minor disciplines of Precognition, Suspend Animation and two others; and the major ones of Body Control, Mind Bar and Energy Control.

Vanith-vadiren parties have a 20% chance of being mounted on horses equal to a paladin's warhorse; 25% of riding pegasi; 10% of riding giant eagles; 5% of being afoot; and 40% of sailing a flying ship. All steeds are totally faithfully.

Vanith-vadiren 'sky galleys' are built of strong supernatural woods, and will *levitate* at the command of any vadiren, except a 'youth', who takes the helm, and then move at the speed appropriate given the prevailing wind. However, their full powers are only realised under the control of a 'helmsman'.

The crew for each such vessel is four 4th level fighters, each of whom can climb as a 6th level thief (due to long experience in rigging), *predict weather* once per hour, and *control winds* once per day. These crewmen obey a 'helmsman' of 6th level fighting ability who can climb as his crew, *predict weather* at will, *control winds* once per hour, and *conjure* an 8-die wind elemental once per day. Further, all such elementals invariably obey the requests of a helmsman (who will refrain from caus-



ing one to experience any excessive danger), and can propel a sky galley at its own movement rate. Crewmen cast their special spells at 5th level power, helmsmen at 7th. The latter can also require their ships to *plane shift* once per hour, and to project three *fireballs* per day from the dragon-headed prow of their vessel as a 6th level MU. Crewmen have normal leather armour and +1 *daggers*; helmsmen have +2 *leather armour* and +2 *short swords*.

An unarmoured vadiren, such as a monk or MU, can move at 20" per round; others achieve a 15" movement rate. Members of the race live for thousands of years, and speak their own, alignment and common tongues, plus those of all demi-human, goblinoid, and giant races.

Their patriarch is said to be a 12th level cleric/magic user/monk/bard, with maximum vangirru powers and the rank of a demi-god, not to mention special talents of his own of which mortals are as yet unaware.□

Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore.

Tribes and Tribulations

A Collection of Tribal Monsters for D&D

WODENNIAN by Phil Masters

No Appearing: 4-32
Armour Class: 3
Movement: 18"
Hit Dice: 5d8+2
Treasure: H; individuals L,M
Attack: By weapon type plus tail for 2d8
Alignment: Chaotic good (plus a few neutrals)
Intelligence: Low-genius



Wodennians, sometimes known as dracocentaur, have the bodies and muscular tails of large lizards, but the front bears a humanoid torso. Their arms are somewhat manlike, and their heads would resemble those of a short snouted crocodile were it not for the swelling braincase. Although carnivores, they are basically a peaceable race, and their size and power prevents them from being molested by most other creatures. Mostly they wander steppe grasslands in nomadic tribes, but occasionally

small bands of adventurers will wander in human areas.

In any group, 10% will be *warriors* of 1st to 3rd level, and, in addition, for every 10 wodennians present, there is a 5% (cumulative) chance of 1-4 specialists. For each specialist, throw 1d8: 1-3 = cleric; 4-6 = magic user; 7 = druid; 8 = illusionist. Such specialists are of level 1-6, and a party of 30 or more wodennians will have a cleric leader of 7th level; otherwise, the highest level warrior present commands.

If an entire roving tribe is encountered, there will be females and cubs present equal to 100% and 50% of the males, only fighting in self-defence or to defend the young. Females have 2d8, tail lash for 1d8, and bite for 1-3; the young have 1d8 + 1, and tail lash for 1d4.

Wodennian warriors are the equivalent of human fighters, and they and specialists have three more hit dice than their human opposite numbers of the appropriate type (d10, d8, or d4), and strike blows as three levels higher. All wodennians can use their tails against opponents to the side or behind, but *not* to their direct front. Wodennians can direct tail and hand weapon attacks at different opponents, and the latter do damage by weapon type +1 for strength. Typical wodennian arms are as follows. All specialists: quarterstaff; warriors: 50% halberd and 2 darts, 25% longbow and mace, 25% sling and morningstar; others: 25% quarterstaff and dagger, 50% morningstar, 25% shortbow. Their weapons are suited to their size and are too heavy and unwieldy for humans of less than 18/60 strength to wield.

Wodennians speak their own language, common and their alignment tongue. They are covered in glossy brown scales of remarkable strength.

BLACKLINGS by Dan Lukacinsky

No Appearing: 20-200
Armour Class: (Base) 5
Movement: 9"
Hit Dice: 1d8
Treasure: E
Attack: By weapon type
Alignment: Neutral evil
Intelligence: Exceptional



These 'Evil Halflings of the Underworld' were once hairfeet, but took to living underground and through the years have gradually developed a pitch black skin. They hate all living things, especially drow who they will attack on sight. They also hate half-elves, dwarves, orcs, half-orcs and gnomes. Goodwill exists towards the goblin and kobold races. Blacklings can move very quietly and hide in shadows 100% of the time. They speak blackling, halfling, orc, goblin, kobold, gnome, elfen, dwarf, hobgoblin, drow and common.

They wear their own specially wrought chainmail which is usually +3 or +4. It is thought to be of black mithril, a very rare substance worth 100 times the value of gold, but no one knows for sure as the blacklings will never sell their mail. No hurled weapon (arrows, spears, etc) or edged weapon can pierce the mail, but sometimes, if the hit is hard enough (2 or more above that required to hit), the mail itself will actually be thrust into the flesh of the wearer causing 1d4 points of damage.

Blacklings typically use short swords, spears and short bows. They save versus spells/rods/staves/wands and poison at 5 levels higher than normal. They have superior infravision at 90'.

When in their lair, usually a large dark cavern, there is a 25% chance that there will be 2-12 worgs. Also for every lair, there is one tribal chieftain of 3d8 hit dice, AC: (Base)4, with a +2 spear and +4 chainmail, together with two 2nd level fighters with 2d8 hit dice, AC: (Base)4 with +1 short swords.

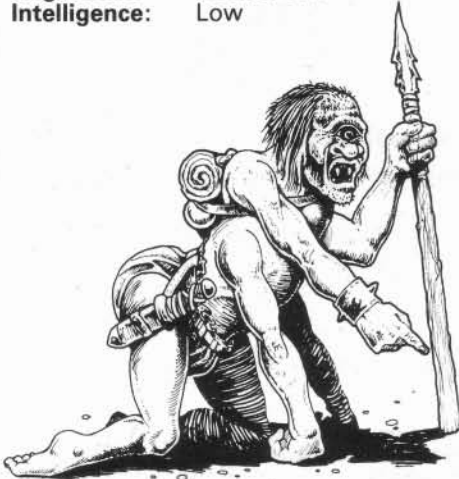
Blacklings are generally superior to hairfeet being a trifle taller, 3½', and a bit stronger. They have jet black skin and their eyes are generally red. Their hair is black or white, depending on age.

When not dressed for battle, they usually wear fine black silk garments. They

rarely visit the surface world because the sunlight hurts their eyes, causing them to fight at -2. They have a lifespan in excess of 900 years.

WOHK
by Anthony Bufton

No Appearing: 50-240
Armour Class: 8
Movement: 9"
Hit Dice: 1d8+1
Treasure: 50% chance 10-40 opaque black gems
Attack: 2 claws for 1-2 each; or by weapon type
Alignment: Neutral evil
Intelligence: Low



These small (3' tall by 1½' broad), carnivorous humanoids live exclusively in subterranean environments, seeing by means of a light emanating from the single eye in a 6" wide by 100' long beam. Apart from touch, this is their only sense. Vision is adapted for the darkness and is much impaired by full daylight or equivalent, causing temporary blindness to wokh. The nature of this sight means that non-reflectors are effectively invisible to wokhs. This causes them to be fascinated by opaque black items. Commonly, huge hoards of such items are collected by them, for example: coal, black cloth, black dragon scale, etc, and certain gems such as jet.

The usual tactic for a moving party of wokhs is to rely solely on the leader's light emission while all other individuals are 'switched off', thus obscuring the number in the group. A typical group is armed as follows: 9% unarmed; 20% missiles (2); 50% rough club and missile; 20% rough club; and 1% miscellaneous scavenged weapon. The clubs are fashioned from scrap iron, wood, rock or any other hard substance to hand. Missiles vary from bottles to bricks to stones (even precious stones), all being treated as sling stones for range, 'to hit' and damage due to strength and throwing skill.

Wokh tribal lairs are complexes of rough caverns or any other easily defensible dungeon regions. Wokhs are 30% likely to be encountered in their lair.

Reproduction in their population is by spontaneous regeneration. When a wokh dies, 1-3 fully grown wokhs will sprout from its corpse in 5-10 days unless the body is burnt or immersed in

acid. These offspring have a high mutation rate, and therefore 10% of all wokhs encountered will have some physical mutation to the good or bad. Mutants are left to individual DM's inventiveness, for example: extra limbs, horns, poison glands, etc. The leader of a wokh tribe will lead by brawn only and therefore will probably have several mutations in its favour. Because death leads to an increase in the populace, wokhs know no fear of being killed and are unrelenting in combat, never checking morale unless being attacked by fire or acid.

They communicate by a crude language of grunts and signs.

These uncommon creatures have pale grey, smooth skin. Their nails and teeth are brown/yellow. Their extreme stockiness (average weight 120 pounds) is emphasised by the absence of a neck, the head being part of the torso. The light emitting from the single eye is yellow/white and can thus easily be mistaken for a lantern from a distance. Note that all parts of the description may be affected by physical mutation.

YELGS
by Mark Monaghan

	<i>Yelg</i>	<i>Were-Yelg</i>
No Appearing:	50-200	See below
Armour Class:	4	4
Movement:	15"	15"
Hit Dice:	2d8+2	3d8
Treasure:	D	D,M
Attack:	2 claws for 1d4 each, bite for 1d4+1; or by weapon type	
Alignment:	Chaotic evil	Lawful evil
Intelligence:	Low	Average to exceptional



These green-scaled humanoids are similar to orcs in terms of height, weight and facial features. They are creatures of an unholy nature and it is even possible that they are some form of lesser demon. Although unaffected by holy water, they fight and save at -1 when they are within 10 foot of a holy symbol.

Their other weaknesses include a dislike of fresh and salt water which forces them to skirt lakes and rivers except where there is a bridge, or it is shallow enough (2 foot or less) for them to ford. Although they are poor mariners, there are instances where they have risked small seacraft; but this is rare and would only take place when there is no alterna-

tive and they are accompanied by a strong chieftain.

When the temperature drops below freezing point, yelgs become 'slowed', as for the *slow* spell, and will avoid confrontation except for self-preservation and to protect their treasures.

Although their scaly hides make them AC4, when any weapon strikes a yelg, there is a 5% chance that it will strike the creature in its vulnerable eyes or stomach causing double damage.

Every yelg encountered is 1% likely to be a were-yelg, able to assume human form at will — often leaving their people to infiltrate human settlements to bring about their eventual destruction.

Although unaffected by wolvesbane, the phases of the moon etc, the touch of a holy symbol will cause the were-yelg to assume its true form, as will its death. The were-yelg suffers from all the yelgish weaknesses except the *slowness* in cold conditions. Whereas yelgs are totally carnivorous, were-yelgs, while in human form, will possess human eating habits. Were-yelgs, with their greater intelligence, consider themselves vastly superior to yelgs and dislike their natural form, preferring to appear human even when living with their tribe. 15% of all were-yelgs have an additional power that enables them to see through the eyes of any yelg within 100 miles and to control the yelg by some weird form of telepathy. The presence of a holy symbol within 10 foot of the yelg or were-yelg breaks this strange link.

A yelg tribe tends to inhabit ruins, natural cave systems and the like. Each tribe is normally leaderless and therefore there is little co-operation among tribe members except to take part in disorganised raids on human settlements. However, in some tribes, an especially intelligent were-yelg will take a position of leadership, often after returning from life in a human settlement where they have acquired skills as an illusionist or magic user. Although they remain static in terms of hit points, fighting abilities, saving throws, etc, they otherwise may rise to 12th level in either class. Such were-yelgs rule their tribe with an iron fist and tolerate none of the usual yelgish indiscipline. While under the rule of a were-yelg, yelgs will even mine and build with surprising competence.

If 100 or more yelgs are encountered in their lair, there will be the following additional creatures there: females equal to 20% of the total number; yelglings equal to 10% of the total number; 8-160 eggs; and 1-20 prisoners, kept either as slaves or food and 90% likely to be human. Yelgish females, if forced to fight, do so as 1 hit dice monsters with two 1-2 claws and a 1-3 bite. Yelglings will not fight.

Yelgs have little love for other races (humans, they loathe) but will tolerate kobolds (having a reptilian appearance and an evil nature in common), however, even these they will bully.

Yelgs, in addition to their own tongue, are 50% likely to speak common. Were-yelgs speak yelgish, common, and lawful evil and are capable of learning others. Yelgs have a human lifespan. □

Yelgs are derived from Norman Power's book The Forgotten Kingdom.

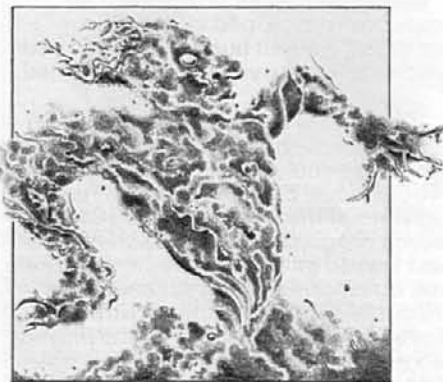
Fiend Factory is a regular department featuring readers' monsters for D&D and AD&D, edited by Albie Fiore.

Plane Speaking

D&D and AD&D creatures from the Elemental and Para-Elemental Planes

SAND DEMON by Alan Craddock

No Appearing: 1-3
Armour Class: 0
Movement: 24"
Hit Dice: 5d8+1
Treasure: Q and X in lair only
Attack: 2d6 plus special
Alignment: Neutral
Intelligence: Low



Sand demons, or dust scurries as they are sometimes known, are para-elemental beings from the Plane of Dust. Though rare, they are most commonly found in arid deserts, near mines and pyramids, or billowing along sand-filled corridors in underground caverns and dungeons. They choose these locations as they are most comfortable here, as well as being assured of encountering magic to which they are attracted.

When attacking, they form whirlwinds akin to those of djinni but only take two melee rounds to form and to dissipate. Their 2d6 points of damage is inflicted by the abrasive qualities of the whirled dust and sand particles. Any being within 20' of such a whirlwind not covering their eyes will be blinded for 2d4 rounds. The whirlwind will also disperse any creatures in gaseous form within 20'. It will also etch such surfaces as glass, crystal and even soft metals giving them a 'sand-blasted' effect.

Sand demons also have some magical abilities. They may create *gust of wind* (as a 5th level magic user) twice per day, and *heat metal* (as the spell) once per day. These are inherent abilities and may be used at any time by the beast, even when in whirlwind form. Sand demons also have a 'mirage creating' power which they use to attract prey. Mirages may only be used outdoors, in hot climates, and usually take the form of oases, ruins or even piles of treasure. (Treat as *hallucinatory terrain* as cast by a 6th level illusionist, though the sand demon may use the power at will.)

In addition to their whirlwind form, the sand demon can assume a rough humanoid shape for only short periods of time as they gradually lose the cohesion necessary to maintain it. Its most common form is that of a 10-15 foot high, shifting eddy of dust, sand, leaves and small twigs.

Due to their aerial nature, sand demons may only be hit by magic weapons and are only affected by the following spells: *dispel magic* and similar spells which will act as a *slow* spell on it; *weather summoning* which will drive the demon back to its para-elemental plane; and *control winds* which will bring the creature under control for as many melee rounds as the number of turns/level the spell would normally have effect (for example, a 10th level druid could control the creature for a full turn).

FIRE TONGUES by Alan Craddock

No Appearing: 1 (or 1-4)
Armour Class: 4
Movement: 12"
Hit Dice: 4d8
Treasure: Nil
Attack: 2d6 burn plus special
Alignment: Neutral (evil tendencies)
Intelligence: Semi-

These strange, rare beings are lesser creatures of the Elemental Plane of Fire. They generally appear as dancing tongues of fire, hence their name, and can range from small (4") to medium (man-sized) in size. They roam the Prime Material Plane, delighting in setting alight combustibles or giving creatures a swift burn and then darting away.

Fire tongues have certain inherent abilities due to their magical nature. They may *affect normal fires*, as per the magic user spell, at will. They may also alter their appearance to form spheres



of light similar to those of will o' the wisps, or to the form of a faintly glowing, vaguely man-shaped being. If a fire tongue hits its target on two or more consecutive melee rounds, anything on the target that is combustible will ignite. (Note the effect of this on non-magical clothing — treat as an additional 1-3 points of damage per round if the clothing fails a save versus fire.)

Being elemental in nature, these creatures can only be harmed by certain spells and by +1 or better magical weapons. Spells with a fire based component will do no damage while water based spells will only do half damage as the creature's intense heat will turn most of the water to steam before it can do any damage. Cold based spells will do double damage, and all other spells do normal damage where applicable.

The fire tongue can detect invisible creatures 75% of the time due to changes in the air pressure affecting its flickering form.

When reduced to zero or fewer hit points, a fire tongue explodes as a 3 hit-dice *fireball*, causing damage to all within 10' radius (normal saving throw applies).

It is believed that these fiery creatures were brought about by high level experimentation by magic users, and gaining freedom have since found their place in the scheme of things on the Prime and Elemental Planes. They are often found in the service of fire elementals, efreeti, or high level magic users and druids.

SERVANTS OF THE FLAME by Alan Craddock

No Appearing: 4-16
 (10-100 on Plane of Fire)
Armour Class: 5
Movement: 15"
Hit Dice: 2d8+2
Treasure: 2-5 gems in lair
Attack: Two claws for 1d4 each, and bite for 1d6
Alignment: Lawful (evil tendencies)
Intelligence: Low

These fiery creatures appear as 4' tall, hairless monkey-like beings with large flame red eyes and clawed hands. If encountered on the Prime Material Plane, licks of flame can be discerned running along the legs and backs of the creatures.

Servants of the flame, or fire-monkeys as they are sometimes known, normally dwell on the Elemental Plane of Fire, where they act as servitors, subservient to beings such as efreeti, fire elementals, and even salamanders.

They are very rarely encountered on

ELEMENTALS OF THE PARA-ELEMENTAL PLANES

by Jason Micklewright

	Dust	Heat	Ice	Vapour
No Appearing:	1	1	1	1
Armour Class:	2	2	2	2
Movement:	15"	36"	6"	24"
Hit Dice:	8, 12 or 16d8	8, 12 or 16d8	8, 12 or 16d8	8, 12 or 16d8
Treasure:	Nil	Nil	Nil	Nil
Attack:	See below	See below	See below	See below
Alignment:	Neutral	Neutral	Neutral	Neutral
Intelligence:	Low	Low	Low	Low

General Notes

These elementals conform in most ways to other elementals. They can only be hit by +2 or better weapons and may be *conjured* or *summoned* as any other elemental. For the purposes of the 5th level magic user spell *conjure elemental*, material components for each version of the spell are as follows:

Dust elemental — dry sand
Heat elemental — igneous rock

Ice elemental — cold water
Vapour elemental — hot water



the Prime Material Plane where they most often act as servitor/guards to greater fire creatures, though they are occasionally used (much in the same way as mephits) as messengers.

When encountered on the Plane of Fire, they are much more numerous and common, for here they are the equivalent of serfs, and all the menial tasks fall to them.

If pressed, or encountered on guard, the fire-monkeys will first dispatch a messenger to alert their masters and other outposts before rushing to the attack. They attack with their clawed hands and their jaws. Part of the damage they inflict is from their fiery bodies, so if the victim is protected from fire, subtract one spot from each damage roll, (to a minimum of one).

For every 10 of these creatures encountered, there will be a stronger leader-type with 18 hit points (attacking as a 3 hit-dice monster) and Armour Class 4.

For every 50 of these servants encountered, a 'greater servant' or pyro will be present. These have 22-24 hit points, AC3, and attack as a 4 hit-dice monster. Pyroes are able to cast *flame* equivalent to a *burning hands* spell causing 4 hit points of damage to any creature in a 120° arc extending for 10' in front of the pyro. They may use this power twice per day and it is evoked by will only, it does not have to be concentrated upon as would a spell.

Normal weapons will harm these fiery spirits as will most offensive spells, excepting those of a fire-based nature. Cold based attacks will do double damage.

Servants of the flame appear to have their own language, for it is obvious that they communicate, but whether by physical signals or patterns of flame on their bodies is unknown, for they are completely silent.

It is said that these creatures were formed by Imix, the Evil Lord of Fire, as he was desirous of slaves to carry further his insidious schemes and designs against Olhydra.

Fire monkeys are generally black or dark tan in colour with reddish orange flames running along their back and limbs. Eye colour is predominantly red, though a small percentage have yellow eyes. Pyroes are lighter in colour for the most part, shading through the tans, and their eyes are orange-red.

DUST ELEMENTAL

Dust elementals appear as large (15' tall and 5' diameter) pillars and rotate about a central axis. They have one attack per round for 2d10 points of damage and any victim must also save versus petrification or be blinded for 1d6 rounds. If any creature is hit 3 times in succession, they must save versus poison or choke to death in 1d4 rounds due to the inhaled dust.



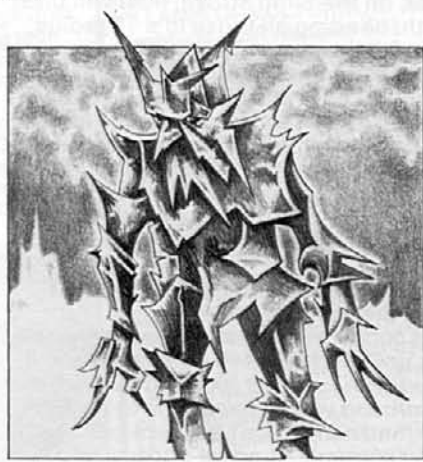
HEAT ELEMENTAL

These elementals appear as a mass of air shimmering with heat. They attack once per round with a hot blast concentrated on one target and doing 3d10 points of damage due to the stifling heat. A heat elemental cannot pass through anything cold but melts ice at the rate of 10 cubic feet per round for each hit dice it possesses.



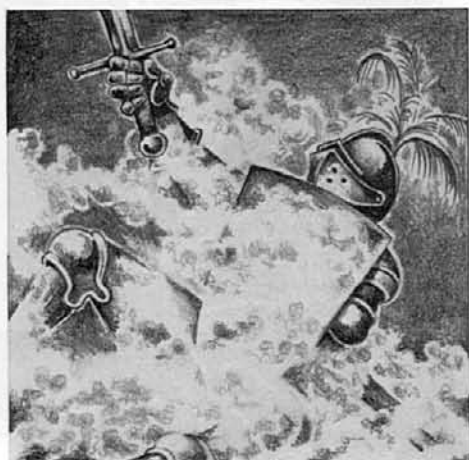
ICE ELEMENTAL

An ice elemental is humanoid in shape but is made up of many jagged pieces of ice. Because of this their fearful attack, once per round, inflicts 4d10 points of damage. Also, there is a 1 in 6 chance that when a hit is made a jagged fragment of ice will break off and remain in the victim doing 1d4 points of cold damage per round for 5 rounds or until it is removed or melted.



VAPOUR ELEMENTAL

This elemental is a billowing cloud of steam which has one attack per round doing 3d8 points of damage. Also, a save versus breath weapon must be made (at -2 if wearing bulky armour or equipment) or the victim will fall unconscious for 2d4 rounds due to the dense, almost unbreathable air in the elemental's vicinity. □



Outline for DM

The party are headed towards Yelloton, a remote settlement in the outlands. Once a gold town, it turned to agriculture when the gold ran out. Lately, some trappers moved in and some fine quality chamois leathers, deer antlers, etc have been coming back down the trade routes: but supplies have ceased recently. Rumours on the trail are that there is trouble in Yelloton, but none know what as links with the distant settlement are tenuous. The group can just stumble on the place, be hired by merchants to discover why trade has ceased or be 'visited' by the Dame Verte when in the vicinity. She will try to persuade them to purge 'her' woods of the evil, even resorting to 'seducing' the leader if necessary.

The Situation

West of Yelloton is an area of woodland that had remained undisturbed until the trappers came. Their activities angered the Vily who then nurtured evil plants to wage a successful attack on the humans. Whether or not the players were enlisted by the Dame Verte, she will offer unseen help if possible and materialise to thank them should they destroy the Vily who have taken over her patch.

As the players approach Yelloton, they will see that the settlement is curiously green. All the buildings are overgrown with plants. Weeds fill the streets. The surrounding fields are full of crops gone to seed. Beyond the western fields, in the distance, are some thick woods nestling at the foot of bare rocky hills. A stream runs from the woods through the village. The stream has been poisoned by the Vily. The buildings are overgrown with poison ivy in which lurk the

IVYIX

by Dale Hueber

No Appearing: 2-5
Armour Class: 6
Movement: 12"
Hit Dice: 2d8
Treasure: V
Attack: Two claws for 1-2 each plus special
Alignment: Neutral evil
Intelligence: Low

These intelligent plant creatures inhabit areas infested with poison ivy. Ivyix hate animal life, especially humanoids, and seek to destroy small farms and communities. They are vine-thin, halfling-



Fiend Factory is a regular department featuring readers' monsters for D&D/AD&D edited by Albie Fiore. This issue...

Death in Green

A D&D/AD&D Mini-Scenario for a medium high level party of 4-8 adventurers

sized humanoids with leafy heads and bark-like skin. Their thorny claws do 1-2 damage each and cause a poison ivy rash if a save versus poison at -2 is not made.

They are 85% undetectable while in their poison ivy lairs and can affect this growth as an *entangle* once per day or *plant growth* (not as attack) at will. They are susceptible to fire, saving at -2 and taking +1 point of damage per die inflicted. However, if they are burned, the smoke causes a burning, itching cough for a range of (15') for 2-5 rounds and there is a 15% chance of poison ivy infecting the lungs, causing them to fill with fluid which results in death in 1-7 days unless *cure disease* is used.

Once a week the ivyix can communally attack a psionically aware individual with a Mind Thrust of 75 points. They are immune to psionic attack.

As they are plants, certain spells will not affect them, eg *charm person*, etc.

The buildings are derelict. In some of the darker rooms and cellars will be found

CRIMSON CARPET

by Mark Byng

This deep red moss, also known as the 'scarlet death plant', grows in patches from 5-20' square, in dark or underground locations. A careful search will nearly always find bones nearby. For each round that any creature is exposed to the plant, there is a 1% cumulative chance that the creature will suffer from a hideous and deadly illusion, treat as a *phantasmal killer* with disbelief attempt allowed, except that the creature, once touched must make a System Shock save - success means that the victim has fallen unconscious for 3 turns; failure means that the victim has died from heart failure.

The exposure range is 15'. Anyone eating the moss will certainly suffer the delusion 5-20 rounds after eating.

Among the overgrown crops lurk many

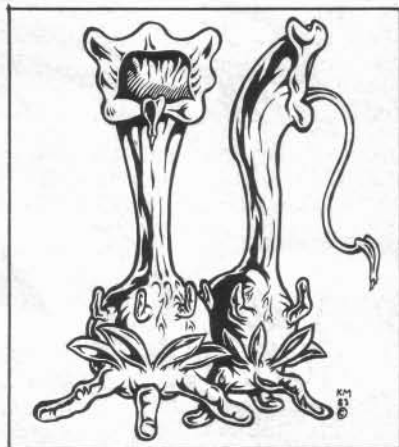
ACROPHIDS

by John Gordon

No Appearing: 1-20
Armour Class: Stem: 6; Lash: 0; Bole: 3
Movement: 3"
Hit Dice: 2d8 (Bole: 1d8; Lash: 1hp; Stem: remainder)
Treasure: None
Attack: Lash for 1d4 plus poison
Alignment: Neutral
Intelligence: Animal (approx)

These man-sized, carnivorous plants have small, tough boles topped by long, swaying stems which end in a sickly, pale and fleshy flower. Concealed in the flower

is a 10' long lash tipped with a poisonous sting. Attached to the bole are several small sticks which rattle allowing the plants to transmit rudimentary messages to each other (eg, 'food', 'danger', etc). They can move slowly on their tough fibrous roots but dislike moving across stone or wooden surfaces.



If the lash or stem is 'killed', the bole will flee. If the bole is killed, the plant dies.

Acrophids feed on decaying flesh, picking morsels off with their sting and dropping them into the flower to be digested. They kill to keep up the supply, usually by lurking unseen (75% chance) in the undergrowth by paths or tracks, attacking anything man-sized or smaller that comes into the range of the 10' sting. The sting has a limited supply of venom. The first hit does an additional 2d8 poison damage (if save fails); the second, 1d8; the third, 1d4; and the fourth, 1-2 after which the poison sac is empty. It takes 1 week to be ready to fight again but the lash can still do 1d4 points of damage without the poison. The sting leaves an ugly red weal on its victims. If the lash is 'killed', it will regenerate in 1-6 months.

Acrophids occasionally wipe out small hamlets if there are sufficient numbers to do so. They reproduce both vegetatively and by wind pollination, although 90% of the seeds are sterile. (Based on the triffid from John Wyndham's *Day of the Triffids*)

In the woods, some ivyix and acrophids will still be encountered. All routes into the lair of the vily, deep in the darkest recess of the woods, near a cascading waterfall, are protected. There are many 'boulders' on and around all access points. These are really

THE PUFFBALL PLANT

by Mark Byng

Puffballs are spherical hollow fungi, usually found growing on recently disturbed soil and easily mistaken for boulders due to their colouring. Each is from

6" to 2' in diameter and from 4-24 will be found growing in any one spot. 1 in 4 of the puffballs will be 'ripe' - size giving no clue as to ripeness. If a ripe puffball is disturbed, it will burst, releasing a cloud of spores over a 15' radius. All creatures in this area must save versus poison or become slightly intoxicated (as *DMG*, pp82-83 for effects). Slightly intoxicated creatures become moderately intoxicated if they fail a save versus the effects of a second puffball; moderately intoxicated creatures become greatly intoxicated if they fail against a third; any further inhalation of spores will result in a comatose slumber lasting 7-10 hours. Recovery time from intoxication is as *DMG*. They can grow in subterranean locations.

VILY by Dale Bartlett

No Appearing: 1-12
Armour Class: 6(0)
Movement: 12"/24"
Hit Dice: 3d8 or better
Treasure: A (4'-5' also have G; 5½'-6' also U)
Attack: By weapon type or bite for 2d4 plus two claws for 1-3 each
Alignment: Chaotic neutral
Intelligence: Genius (15-18)



Vily are dangerous female wood spirits, 3'-6' in height. They like to live next to streams or in beautiful groves where they are encountered 80% of the time. The taller, more powerful ones dwell in dense forests often in a fabulous white fortress or mountaintop watch-tower. The smaller, less powerful ones, inhabit scrubland or woods. They have fair complexion, long, curly brown hair hanging down to their feet and invisible (but fully functional) white feathered wings which can be seen by *detect invisible* or similar. They are very beautiful, but have sharp claws and iron teeth with which they can attack, in desperate cases. They go to great lengths to protect their charges - usually their woods and the animals within it: even to doctoring streams with a poison affecting only humans and demi-humans and lethal in tiny quantities. They will also use long or short bows, according to their height, to fire poisoned arrows (save at -2) to repel intruders but prefer to use their formidable magic powers. Their bows are often magical.

All vily can shout loudly, causing *fear* to all in hearing (normal save applies). They can also *cure* or *cause* the following, twice

each per day: *blindness*; *light wounds*; *serious wounds*; *disease*; *dumbness*; *insanity*. (Note: each *type* may only be cast twice ie they can *cause light wounds* twice or *cure light wounds* twice or do each once per day but not *cause* and *cure light wounds* twice each in a day. Once per day, they can also *raise dead* and use *finger of death* (no save). All vily save as a 7th level cleric minimum.

Those living deep in forests gain 1 hit die, and 1 level of magic user and 1 level of clerical ability for each 6" of height. Thus a 6' vila has 12th level MU and clerical powers on top of her normal ones.

Those with additional magic ability obtain *ice storm* as a 3rd level spell. They may cause the loss of one eye rather than blindness, and can also, once per week, *curse* a human or demi-human to die ravaged by fever in 3 days. The *curse* may be lifted at will by the vily or by *remove curse* followed by *cure disease*.

All have a limited shape-change ability, preferring the form of a powerful white horse (equal to heavy warhorse), silver wolf (as dire wolf but with a hoar fox's [FF] frost breath weapon and immunity to cold), or falcon to most others.

They are immensely jealous of other beautiful women. Any with 17+ charisma will be instantly attacked (20% chance per point below 17 of no attack). However, they are often well disposed to brave and handsome men and will, occasionally, even change into horses so that their favourite hero need not walk.

Anyone (male or female) aiding a vily in extreme danger is likely to be made a blood-sister (vileniki). Such people vanish to some unknown place (possibly another Plane, or deep in the vily's forest) for 3(50%), 7(25%), 13(20%), or 21(5%) years and upon return will have magic user/cleric powers of level equal to the number of years they were away and which may not be advanced unless they were originally of either of those classes. Any previous class/powers are retained. These powers are obtained (at DM's discretion) even if not normally obtainable by that alignment or race (so druids could gain clerical abilities). Judging by the arts taught to vileniki, vily may well attain 21st level in each. Only one such vila probably exists on this or any other Plane, and would be of divine status.

The life of a vila is tied to her particular plant (fruit, nut, beech and fir trees being favoured) much as a dryad is tied to her oak. A vila, however, can travel any distance from her tree and need not visit it for years. If it is cut down or killed, she will die, but if killed in this way, will invariably be avenged by her sisters (both vily and vileniki). Vila-trees are indistinguishable from normal ones.

Although chaotic and often violent, malicious and cruel, vily can be helpful if in a good mood. Strangely, they never break their word having once given it.

Their natural armour class is 6, but they wear shimmering white gowns which convey AC0. The gowns, if taken, retain this property for 1 year, and may be used by any of suitable height (attempts to cut them to size will ruin them completely).

Only high level vily are likely to be met alone. Others are commonly found in threes and sometimes greater numbers.

DAME VERTE by Ed Dovey

No Appearing: 1 or 1-3
Armour Class: 7
Movement: 12"
Hit Dice: 5d8
Treasure: I, S, V
Attack: By weapon type (usually +1 dagger)
Alignment: Neutral
Intelligence: Exceptional to Supra-genius
Psionic Ability: 176; Attack/Defence Modes: A,C/F,G

Dame vertes were a sisterhood of wise elven women devoted to the care and protection of primeval woodland and the study of the ethereal. Eons ago, they became ethereal in nature, now dwelling almost exclusively on the Ethereal Plane. Each cares for a forest on the Prime Material Plane where they can travel invisibly, being able to become ethereal and invisible at will.

They can use both illusionist and magic user spells at 11th level of ability, have 50% magic resistance, and have exceptional intelligence and charisma (15-20) in both. Although strictly neutral, they will covertly aid those combatting evil creatures invading or bringing harm to their woods. However, they may seek to lead travellers astray, or to seduce male characters (as 5th level *houris*, *WD13* or *Best of WD: Articles 1*) after which the character may be afflicted by *love sickness* (as 4th level *houris* spell). The chance of this is 60% for a dame verte of 20 charisma, 50% for 19, etc. They will punish or humiliate overbearing parties or those full of their own importance.

If a group does clear a dame verte's forest of some evil, on a positive reaction (normal reaction throw +10%), she will appear in a shimmering green iridescence preceded by a strong breeze carrying the smell of freshly turned earth. She will greet them by name and thank them for their service. She will offer either to answer three questions, or, if pressed for a reward, one of her magic items (including any malevolent ones, the true nature of which she will reveal). If a reward is chosen, she will never aid any of that group again. She will be greatly angered by any ingratitude.

A dame verte's minor psionic devotions are: *Sensitivity to Psychic Impressions*, *Invisibility* and *Animal Telepathy*; and her major science is *Etherealness*. □



Fiend Factory is a regular department featuring readers' monsters for D&D and AD&D edited by Albie Fiore. This issue...

MINI-MONSTERS

Tiny Terrors to cause Trials and Tribulations



DIABOLO By Phil Masters

No Appearing: 4-80
Armour Class: 9
Movement: 6"
Hit Dice: 1d4
Treasure: Individuals, L; F, W, Tx3 in lair
Attack: Knife for 1-2 points of damage plus spells
Alignment: Lawful evil
Intelligence: Exceptional

Diabolos are close relatives of kobolds (with whom they very occasionally cooperate), and are much the same size but have paler skins, larger horns, less strength and greater intelligence.

Each diabolo tribe is well organised and possesses a spell-book with the full range of first and second level MU spells, plus 2-8 third level. Each tribe

member can read this, being a naturally skilled magic-user, and any diabolo can memorise up to two spell-levels (ie two first or one second level spell) for use in the normal way. In addition, all will be familiar with the full range of magical devices possessed by the tribe.

If a diabolo tribe is being randomly determined, roll 1d20 for each member and consult the following table for spell(s) memorised;

- 1-3 *two sleep*
- 4, 5 *sleep plus charm*
- 6 *two charm*
- 7-9 *web*
- 10 *invisibility*
- 11 *sleep plus magic missile*
- 12 *charm plus magic missile*
- 13 *sleep plus shocking grasp*
- 14 *charm plus shocking grasp*
- 15 *friends plus magic missile*
- 16 *sleep plus (1)**
- 17 *charm plus (1)**
- 18 *magic missile plus (1)**
- 19 *(1)* plus (1)**
- 20 *(2)†*

* (1) indicates any randomly determined first level spell.

† (2) indicates any randomly determined second level spell.

All spells are cast as if by second level MU's.

For every ten diabolos encountered there will be an additional leader type with three hit points, able to memorise an additional (random) first level spell, operating as a third level MU and doing 1d3 with his knife.

Each diabolo tribe has a large chief, armed with a 1d6 quarterstaff, rolling twice on the table above for spells memorised and then adding one second

and one third level spell at random from the tribal book and with five hit points and fifth level MU power. This chief will have three leader type bodyguards.

A diabolo tribe has a 70% chance of 'familiars': 40% giant owls (1-3), 40% giant weasels (1-4), or 20% wolverines (1-4). These will guard the lair.

As with their close cousins, the kobolds, diabolos generally inhabit dark places in overgrown forests or underground. They hate bright sunlight, but have excellent night vision and 60' infrared vision. In hand-to-hand combat in bright sunlight, they operate at -1 to hit.

They also share the kobold hatred of other life forms (especially brownies, pixies, sprites and particularly gnomes who they will attack on sight), and the delight in torture.

In addition to their own tongue, alignment language and common, diabolos also speak kobold, goblin, and orcish. They are 75% likely to be able to speak some others but this would vary from individual to individual and would depend on circumstances.

TROLLKIN By Dan Lukacinsky

No Appearing: 1-3
Armour Class: 3
Movement: 14"
Hit Dice: 1d8
Treasure: N
Attack: One bite for 1d4 or by weapon type
Alignment: Chaotic neutral
Intelligence: Very

The trollkin is a very strange combination of a brownie and a troll. They prefer to live in small holes or mounds and are somewhat sloppy. They love hard drink and all cheeses. They speak Common, Troll, Gnome, Halfling, Sprite, Pixie and Brownie.

If they carry a weapon it will usually be a dagger or a small net, sometimes many will get together with a large net (10% chance of being a *Net of Entrapment*) and attempt to trap passing creatures, but their favourite weapons are daggers (55% chance of being magical). They never carry anything but a dagger or net, at least none have been seen otherwise.

They hate gnomes, halflings and dwarfs, but their mortal enemies are



pixies who they will attack on sight.

Trollkins have weak infravision at 20'. They may become *invisible* at will and have limited spell ability usually one 1st level magic-user spell determined at random. Like trolls, they regenerate 3hp per round and may rebond severed limbs. Also once per day they may *call lightning* as the 3rd level druid spell. They are surprised only on a roll of 1 on a d6. They make saving throws as a 5th level fighter.

Very rarely a trollkin may be of a player-character class (4% chance). It may progress up to 5th level as a thief, up to 6th as a fighter or up to 8th as an assassin.

Trollkins vary in colour from grey-black to sandy-brown. Their eyes are a hazel or light-green. Hair is dark to light-green. They are surprisingly strong - +1 on any damage they inflict. They wear finely crafted leather garments and boots. At 3' tall they are on good terms with most forest creatures. They have a life-span of 3000 years.

TRIST
by John R Gordon

No Appearing: 1
Armour Class: 10
Movement: 0" but can be carried
Hit Dice: 1 hit point
Treasure: Completely variable
Attack: See below
Alignment: Chaotic evil
Intelligence: Very high

The trist is an asexual, truly malignant creature. It is born at any source of great evil or hate (an evil temple, or the site of a massacre, etc). A large (2'x2½'), clear crystal egg appears, inside which the trist itself lives. The egg is fragile and will shatter at a blow, killing the delicate trist inside, which is suspended in ethereal liquid. The trist appears as a neckless, shrivelled humanoid head, green, wrinkled, slimy and continually moving and twitching. Its eyes are cold, devoid of mercy or passion and its thin mouth is arrogant. The 'head' is surmounted by fibrous, rootlike, growths in constant motion, which give the trist buoyancy.

Then it waits to be found, feeding on the evil emanations at its birth-place. For the trist feeds on hate and ceases to exist without it. Thus the trist is always

scheming to create hatred, upon which it can feed. The trist can *charm* up to 3 creatures (who must save v magic if within 30' of it). If they fail, they will become fanatically loyal servants of the trist for as long as it lives, and will carry it about with them so that it can carry out its evil deeds. The trist communicates with anyone who comes within 6" of it. Once 3 creatures have been *charmed*, the trist cannot control any more until 1 or more of them have been killed.

(Note: it is unlikely that the players will find the trist just after "birth" and be *charmed* by it. More likely they will find it at the heart of some chaotic and seemingly senseless situation.)

The trist then moves with its fanatical servants, usually to a town, to stir up and generate hatred. It is in planning this that the trist needs considerable cunning and intelligence, as well as ruthlessness (it will not hesitate to have one of its own servants killed to acquire a more important one). Hate can be generated in so many ways; setting different races off against each other; encouraging oppressive government and/or revolt; even throwing down money in the streets to generate greed and hatred or the unfair favouring of unpopular individuals.

If the trist is found when its followers are not at hand to defend it, it will try to convince the players it is a good or neutral harmless keeper of information.

Note: should evil players attempt to enter the trist's employment, it will merely pay out uneven and unfair wages to the players, to generate hatred between them. (It feels no need for servants other than its own *charmed* fanatics).

The trist is immune to *sleep*, *charm* and *suggestion* spells and has the psionic ability of Unlimited Telepathy. It is immune to psionic attacks except Mind Blast.

KROWKS
by Dale Hueber

No Appearing: 1-12
Armour Class: 5
Movement: 3"/18"
Hit Dice: 3d8+1
Treasure: |
Attack: Two claws for 1-3 each and one bite for 1d4+1 plus special
Alignment: Chaotic evil
Intelligence: Low but very cunning

With their 4' (average) wing-span and blood red eyes and beak, Krowks are terrible, black crow-like demons from the *Planes of Hell* and the *Abyss* that feed on the pain and torment of the souls there. They are sometimes sent by the Lords and Princes of Evil to aid their kind on the *Prime Material Plane* or as familiars to powerful magic-users and illusionists. Their coming is considered to be an omen of the worst kind.

They have 20% magic resistance and have the following powers, one per round, at will: *darkness* 5' radius, *fear* (as wand), *detect invisible*, *detect illusion*, and *detect good*. They can *teleport* once per day and *curse* their victims once per day with their demonic cawing. Their bite drains one point of strength in addition to the normal damage.

They have an avaricious greed for shiny objects and love the taste of bloody eyes.

GROMIT
By John Smart

No Appearing: 1-20
Armour Class: 5 minimum
Movement: 7"
Hit Dice: 3d8
Treasure: Nil
Attack: Bite for 1-3, 2 claws for 1d4 each, 2 feet for 1-3 each, tail lash for 1-2 and 4 stings for 1hp each
Alignment: Neutral
Intelligence: Low

Gromits are tough, round little creatures, usually about 3' tall. They are quite dextrous and agile due to their three legs (dexterity 12+1d6) gaining dexterity bonuses on their armour class. Due to their small globular shape and their third leg, they are rather difficult to flank or attack from the rear unless surrounded.

Their bodies are dark brown, getting lighter at the appendages. Their antennae are almost black.

The gromit attacks with its beak for 1-3, its 2 claws for 1d4 each. It can also use two of its three feet per melee round doing 1-3 each and a tail lash which hits for 1-2. In addition it also has four wire-like antennae protruding from the top of its head/body, of which it will use 1d4 to attack each melee round for a 'sting' of 1 hit point each. □



Fiend Factory is a regular AD&D/D&D department for readers' monsters edited by Albie Fiore. This issue, the RuneQuest demons from White Dwarf 44-46 converted for AD&D.

Dungeoneering with Demons

by Liz Fletcher

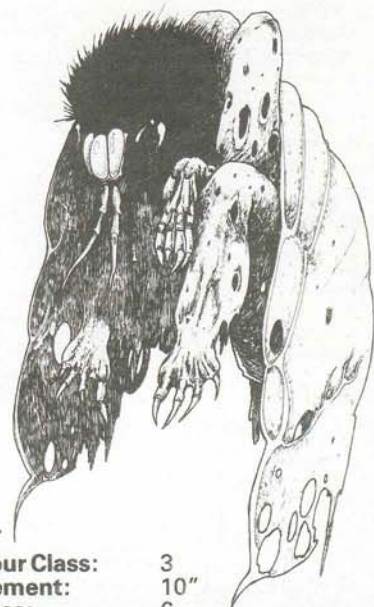
The RuneQuest demons in the *Dealing with Demons* series (WD44-46) proved very popular. Liz Fletcher has translated the stats, to enable high-level magic-users and demonists in the AD&D universe to summon some of these creatures. So now everyone can get summoning!

DMs will still need to refer to the *Dealing With Demons* series first, to get the general idea. Demonists may summon these creatures using the *evokedemon* spell or be possessed by a demon by using the *possession* spell. Both can be found in this issue's *Treasure Chest*.



SRAIM
Armour Class: 7
Movement: 12"
Hit Dice: 3+1
Attack: One bite for 1-8, spit venom for 2-5
Magic Resistance: Standard
Intelligence: Average
Alignment: Chaotic evil
Size: M

The sraim will want a magic potion in return for its services.



RULT
Armour Class: 3
Movement: 10"
Hit Dice: 6
Attack: Two claws for 2-12 or breath vapour (1-3 not healable with magic)
Magic Resistance: Standard
Intelligence: Average
Alignment: Neutral evil
Size: M

If you wear a talisman of mandrake root then the Rult is -2 on its saves against any *charm* or *hold* spells you cast at it,

GREMLIN
Armour Class: 9
Movement: 10"
Hit Dice: 1
Attack: One dagger for 1-4
Magic Resistance: Standard
Intelligence: Average
Alignment: Chaotic neutral
Size: S

Gremlins Hide in Shadows as a 7th level thief. Due to their ill-fortune power, any character within 3" of them suffers 1-3 off saving throws, 'to hit' rolls, etc. The player shouldn't know he is taking this penalty - he should figure it out from the bad luck his character is having.

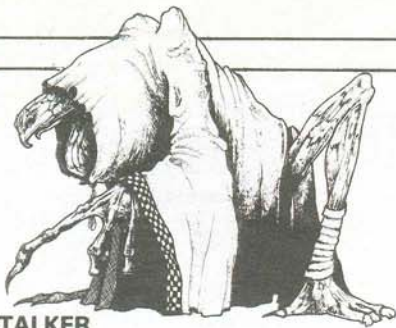
B'KRATH
Armour Class: 2
Movement: 18"
Hit Dice: 9
Attack: Two claws for 3-12 each
Magic Resistance: Standard
Intelligence: Average
Alignment: Neutral evil
Size: M

B'krath can Hide in Shadows like a thief of 11th level. In bright light the creature's armour class goes to AC4. A b'krath is +3 when attacking owing to its high dexterity. B'krath have excellent infravision and other heightened senses - they are surprised only 1 time in 6 and themselves surprise a party on a 1-4.

STORM DEMON
Armour Class: 9
Movement: 18"/20"
Hit Dice: 7
Attack: One grapple for 2-16, four dice lightning bolt
Magic Resistance: See description
Intelligence: Average
Alignment: Neutral
Size: L

Like storm giants, these beings are not harmed by any sort of electrical attack, and an attacker takes 1-4 damage if a metal weapon is used.

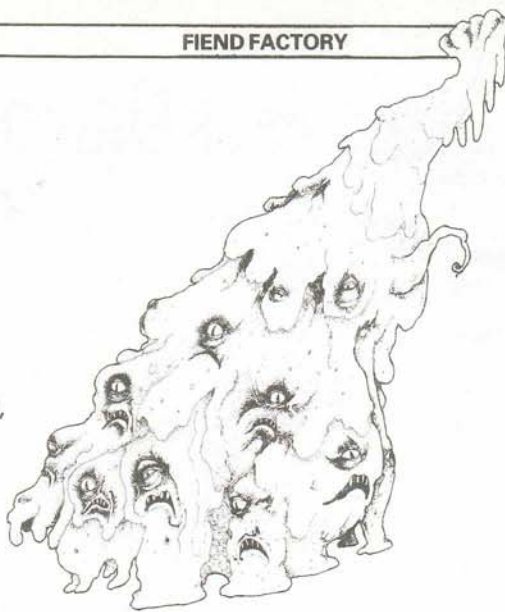




STALKER

Armour Class: 4
Movement: 18"
Hit Dice: 11
Attack: One, talons for 1-12, Str drain; energy bolt for 2-20 every five rounds
Magic Resistance: Standard
Intelligence: Exceptional
Alignment: Lawful evil
Size: M

Stalkers can Move Silently, Hide in Shadows and Hear Noise as a 12th level thief. They can Back Stab and, optionally, DMs may allow them to use the Assassination Table. A stalker will ask for a magic ring or weapon as payment. As Runes do not bulk large in AD&D, the silver whistle which wards against the stalker should instead be made of silver which has been heated by a heat elemental [WD45] then cooled by an air elemental. Stalkers have infravision and true seeing. These demons surprise an opponent on a 1-5 on d6 and cannot be surprised themselves. The strength drain is as per the shadow [MM].



AMORPH

Armour Class: 9 (7 v crushing weapons)
Movement: 8"/12"
Hit Dice: 5+3
Attack: One appendage for 2-12
Magic Resistance: Standard
Intelligence: Average
Alignment: Neutral evil
Size: L

You pay for the amorph's services with a bottle of green slime. Good luck in gathering and storing that!

NIGHTMARE

The MM version can be used direct, but *Dealing With Demons, Part 2* [WD45] seems to suggest that it isn't summoned primarily for fighting, though.

If you want to bargain with a *Questworld* Demon Lord you'll have to offer at least 5000gps. To obtain a Lesser Gift you will have to offer one or more hit points permanently. For a Greater Gift, you give the demon 1hp and promise it 2-8 experience levels on your death. You lose the experience levels even if you're immediately resurrected, and there is also a 3% chance the Demon Lord will turn up anytime you're down to 4hp or less. WD46 details the Demon Lords, including their Gifts. Only the stats for Akresh are given here, since he might just show up in *The Lone and Level Sands*. DMs should find it easy to convert others as they need them.

AKRESH

Spirit of Thunder in the Mountains, Demon of Invincibility

Armour Class: -2
Movement: 15"
Hit Points: 215
No of Attacks: 1
Damage/Attack: 8-64
Special Attacks: Radiates fear, 6" radius

Special Defences: +3 or better weapon to hit; immune to attacks by beings of less than four hit dice
Magic Resistance: 90%

Size: L (30 to 80 feet tall)
Alignment: Neutral
Fighter: 17th level
Cleric: 17th level

Akresh's Greater Gift is the power of *indomitability*. The character using this power can ignore all attacks by creatures of 1 or 2 hit dice/levels; his Strength goes to 18(00); he gets an armour class bonus of -2; his hit points multiply by 1½, and 2 points are subtracted from each hit he takes. Any hits taken are divided proportionally between the character's personal hit points and the extra points granted by the *indomitability* – so that if Ezmerelda, with 14hp, uses this power and then takes 6 points damage in a fight she will be down to 10hp when the power wears off. *Indomitability* lasts 20 rounds and can be used 1-4 times each day.

The Lesser Gifts: For 1hp Akresh can give any character (magic-user or not) one use of *shield* per day. For 2hp you get a +1 *shield* which only you can use – or another +1 added to your own magic shield; for 3hp Akresh will use his magical abilities on your behalf.

And there you have it. There is no guarantee that all these adaptations are exact equivalents of Dave Morris's *RuneQuest* originals, but AD&Ders should get plenty of fun out of them. Remember that any article in *White Dwarf*, whatever game system it is for, could provide some good ideas for your own campaign if your prepared to put a little work into adapting it!□

PORPHYR

Armour Class: 8
Movement: 12"/18"
Hit Dice: 8+3
Attack: One bite for 6-11 and energy drain
Magic Resistance: As vampire
Intelligence: Exceptional
Alignment: Chaotic evil
Size: M

Porphyrs (below, left) are treated just like normal AD&D vampires (perhaps with some of the changes advocated in *Bloodsuckers*, WD37). The porphyr will want the magic-user to hand over his familiar, (or a demonist to give some of his own blood) to its tender mercies before it will serve him. They can only be hit by +1 weapons or better.



PAZUZU

Armour Class: 8
Movement: 12"/18"
Hit Dice: 4+3
Attack: Weapon for 1-8, flame breath 1-8
Magic Resistance: 10%
Intelligence: Average
Alignment: Lawful evil
Size: M

Pazuzu (below, right) can cast the illusionist spell *change self* at will. In Middle Eastern mythology, they used voluptuous illusions to entice desert travellers away from oases to their doom.

DEMON WOLF

Northern Europe has many folk-tales of demonic or faerie wolves/hounds, often known as Barguests or Padfoots. Usually, they are black or dark green with glowing eyes and are associated with violent deeds. A Barguest might stalk the halls of a castle where some ugly massacre had occurred, for instance. Use the hell hound stats from the MM for this demon.



INCUBUS/SUCCUBUS

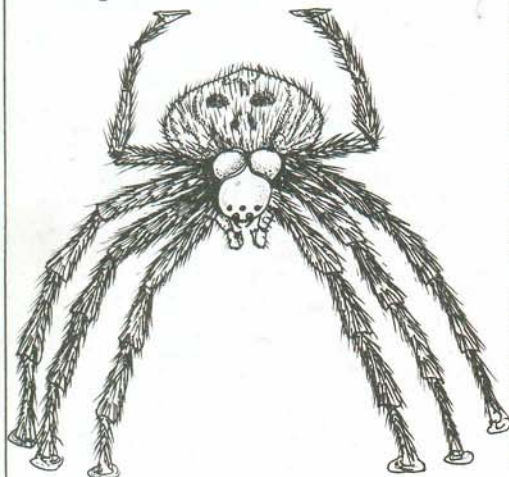
The names of these demons are derived from the Latin words for 'to lie upon' and 'to lie under'. The MM succubus could be used, but a sort of doppelganger with a lamia's Wisdom-draining ability is better. Deformed or mad children were supposedly the result of an incubus visiting a woman in her sleep.

Fiend Factory is a regular AD&D/D&D department for readers' monsters edited by Albie Fiore. This issue, some creepy-crawlies from the ...

Insect World

SKULLCATCHER by Roger E Moore

No Appearing: 2-8
Armour Class: 6
Movement: 12"
Hit Dice: 1d8
Treasure: See below
Attack: Bite for 1d4+1 plus special
Alignment: Neutral
Intelligence: Semi-



Skullcatchers are a type of hunting spider, foregoing webs to attack their prey directly. They are dark grey with black spots on the 9" wide body. Their 18" legs end in small adhesive pads which allow them to climb any but the slipperiest surface without fail and to walk on ceilings. They are completely silent and have 60' infravision. In dungeons and caves with dark surroundings they surprise their prey (even if they are moving quickly) on a 1-5 on 1d6.

When attacking, they move across the ceiling so as to be directly over their prey. Dropping from the ceiling, they flip over quickly in mid-air and catch hold of the victim's head with their padded feet, rolling to hit as a 6-die monster to succeed. This initial assault causes no damage. The armour class of human, demi-human and humanoid heads is as follows:

Wearing Great Helm: AC1
Wearing Small Helmet: AC5
Wearing Leather Cap: AC8
Wearing Cloth/Felt Hat: AC9
Bare-headed: AC10

No dexterity or shield (unless held over the head) bonuses count. If the helmet is part of a magical suit of armour, the suit's

bonus is added to the base value above (eg, the helmet of a +2 suit would be AC-1). Bonuses for protective *Bracers*, *Rings*, *Cloaks*, etc, may be applied as normal. A shield held over the head affords complete protection, in which case the skullcatcher lands on the ground and will attack the shield bearer next round.

Once the creature has dropped onto a victim's head, there is a 25% chance that the spider's legs will obscure the victim's field of vision, effectively blinding them. Next round, the spider will attempt to bite with its steel-hard teeth and acid saliva which also reduces the AC by 1 for each successful attack. Magical helmets must save versus acid for each successful bite or become non-magical. Only if magical helms fail this save will their AC drop at all. Non-protective caps and helmets (eg, *Helm of Comprehending Languages*) are treated as leather caps, and must also save versus acid or be de-magicked and reduced in AC.

Blows hitting a skullcatcher attached to a victim's head have a 50% chance of doing half damage to both spider and victim. Only certain spells that affect one target only (eg, *magic missile*) will dispose of the spider without harming the victim.

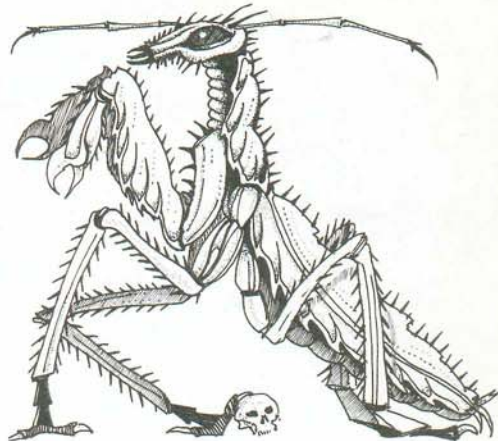
A victim, blinded or not, may try to seize the skullcatcher and pull it off (as opening doors) or try to beat/tear at it, a successful hit doing 1 point of damage plus any strength bonus. If using a hand-weapon, they strike at -2, and, if successful, may still take half-damage, as above.

Obviously, spell casting and thief/assassin skills are impossible for individuals so attacked. Once pulled from its victim, the skullcatcher drops to the ground to attack in the normal manner.

Previous victims are likely to litter the skullcatcher's hunting ground. Among the skeletons will be the treasure normally carried by such beings (K for goblins, M for gnomes, etc) plus a chance of magical items appropriate to 1st-4th level characters (use *DMG* table, p175-6). Usually, 1d6 such bodies will be found; they are 40% likely to be human, 25% demi-human, and 35% humanoid. Human and demi-human bodies are 50% likely to have been 0 level with J and K type treasure. Observant characters examining the bodies, have an excellent chance of noticing any ruined head-gear, as well as the fact the the victim's brains are missing (the skullcatchers favourite food), thus gaining some advance warning.

GIANT PRAYING MANTIS by Peter Stewart

	Normal	Venomous
No Appearing:	1	1
Armour Class:	5	3
(und'belly:)	(8)	(6)
Movement:	9"/18"	12"/24"
Hit Dice:	5d8+5	8d8+8
Treasure:	Q	Q
Attack:	Two pincers (1d12 each) bite for 1d6	Two pincers (2d8 each); bite for 1d8; plus poison
Alignment:	Neutral	Neutral
Intelligence:	Animal	Animal



Giant Praying Mantis

These rare, 12' long giant insects are very good at seeing movement, but not so good at making out details. Consequently, they tend to attack anything that moves regardless of its size. The giant praying mantis attacks with its pincers. If one hits, then the victim takes 1d12 damage and is grasped. The second pincer will then automatically hit and grasp on its next attack. Once grasped, the victim takes 1d12 damage (both pincers combined) per round and will be lifted to the insect's mouth which will strike at +4 to hit and do 1d6 damage.

Its underbelly is particularly vulnerable (AC8) as are the wings (when exposed) which can immediately be burned off if within the radius of a *fireball* or even exposed to flame. The creature is uninjured by this but is rendered flightless.

These insects are camouflaged to merge with their natural surroundings, and can only be detected on a roll of 1 on a 1d6. If undetected, the creature will have first strike with its dexterous pincers.

They are aerial manoeuvrability class D.

Venomous Giant Praying Mantis

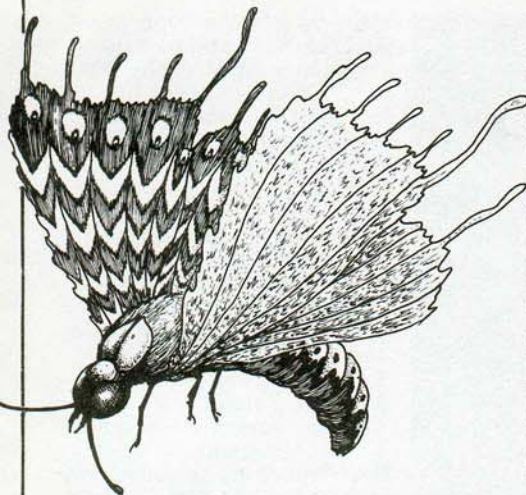
This very rare creature is even larger than its cousin, being some 18' long. It can attack several opponents at once: one to the rear, but up to three to the front using its two pincers and its bite. The rear attacks are made with its back claws which have poison glands. These do only 1 point of damage but the victim must save versus poison (saving twice if hit by both claws). Its front pincers are extremely strong and sharp doing 2d8 damage each and acting as a *Sword of Sharpness*, cutting through flesh and armour easily.

The venomous giant praying mantis does not bring its prey to its mouth but prefers to hack its opponents down with its pincers, and then eat at its leisure.

It is as its cousin in all other respects except that its underbelly is AC6.

DRAINWING by Phil Masters

No Appearing: 5-50
Armour Class: 7
Movement: 2"/10"
Hit Dice: 1 hit point
Treasure: Nil
Attack: Special
Alignment: Neutral
Intelligence: Non-

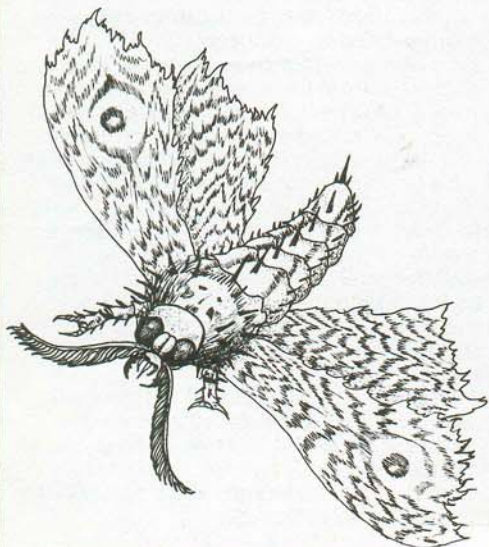


These dreaded insects look like large multicoloured butterflies, but feed off magical energy or life-forces, hence their magic resistance of 50%. In fact, *magic missiles* simply nourish them, while *charm*, and similar spells, cannot affect such small and mindless creatures.

When a drainwing hits a creature, it simply attaches itself to the victim's body and begins draining energy. The victim loses 10 experience points per round and 1 point each of constitution and wisdom every 3 rounds. Thus 3 drainwings attached to a victim would drain 1 point of constitution, 1 point of wisdom, and 30 experience points each round. This continues until the victim dies (zero constitution) or becomes soulless and uninspired (zero wisdom). Such losses are permanent. Blows aimed at attached drainwings are also considered to be aimed at their victims.

GIANT MOTH by Stuart Mole & Eric Wells

No Appearing: 1-6
Armour Class: 6
Movement: 2"/12"
Hit Dice: 2d8
Treasure: Special
Attack: Sonic attack for 1d6; or 1-2 (see below)
Alignment: Neutral
Intelligence: Animal



The colouring, habits and general features of the giant moth are similar to those of smaller species. They have a 4' wingspan and a body length of about 18". Their compound eyes are very sensitive to what little natural light there may be, but, as far as is known, they do not have infra-red or ultraviolet vision. When on the ground, they crawl by using their wing tips (slightly flapping) with little, helpful leg movements since these have evolved primarily for gripping. They mature as do normal moths: the eggs being laid in refuse and the like. The larvae that hatch are similar to rot grubs (*Monster Manual*) and go into a chrysalis stage after about 6 months. During this stage, they are very vulnerable to attack from their predators. After 6 months, the adult giant moth will emerge to live a further 1-2 years.

They are preyed upon by killer bees, giant wasps, giant bats, etc (*MM*). During such attacks, the giant moth tends to be defensive, trying to drive off its attackers or leave its lair, where it is found 90% of the time, and outfly them with its aerial manoeuvrability class of C.

The giant moth attacks light sources, rather than people or things, by ultrasonic vibrations from its antennae. (It will usually ignore any non-light source unless attacked.) The attack creates stress inside the cell structure causing it to rupture and the cells to break away from each other. It may also cause glass to shatter.

The ultrasonic attack is in the form of an accurately aimed cone doing damage to the individual with the nearest light source, before moving on to the next, etc. Although the attack itself cannot be heard, the moth emits a faint humming noise when attacking. Since the ultrasonic attack causes damage and death to humanoids by internal bleeding, it hits as against Armour Class 10. However, the moth attacks at -4 to hit due to its enraged and unpredictable flying pattern.

If its ultrasonic attack is unsuccessful in destroying the light source within 4+1d4 melee rounds, the moth will fly from its lair, screeching audibly for 1-2 points of damage to all within 30 foot and impairing their hearing for 1d4 hours during which it will be virtually impossible for victims to listen at doors effectively, etc, due to a constant buzzing in their ears which gradually fades as the time expires. (Those with more sensitive hearing will be affected for 1d4+1 hours.) There is a 10% chance of permanent damage to a victim's hearing (DM's discretion).

The moth's antennae that produce the ultrasonic attack are of a diamond-like organic substance. Consequently, they are worth from 10-80gp (1d8) each depending on length, blemishes, etc, and highly prized as jewellery because of their flexibility, making interesting and delicate looking necklaces and bracelets.

Giant moths eat all types of mold or anything made up of loosely bound individual cells or creatures (eg yellow mould, black puddings, gray ooze, ochre jelly, etc). which can be broken down by ultrasonic attack. Having ruptured the cell structure of these creatures, they suck the remains into their digestive system through an extendible proboscis.

Giant moths generally live in very dark and dank caves, fairly close to a good food supply. They usually lair in one area of the cave.

GOLDEN BEETLE by Steven Quayle

No Appearing: 1-2
Armour Class: 0
Movement: 9"
Hit Dice: 5d8+2
Treasure: E
Attack: Two claws for 1d6+2 each plus special
Alignment: Neutral
Intelligence: Semi



Golden beetles are vicious, carnivorous predators found in subterranean tunnels where they react violently to any intrusion. They rarely venture above ground.

These golden-hued, crab-like creatures have the bulk of a rhinoceros. In addition to a pair of claws, they have a pair of multiply hooked, hollow, tubular, pincer-like extensions some 3' long. The head is situated, crab-like, under the tough shell. A startling 'mane' of golden hair extends from the head, over the domed back and almost to the floor. This mane covers several scent glands activated when the mane is lifted, much as hackles are raised. (This is not possible in close combat.) The glands secrete a slightly scented narcotic odour. Any being within 5" has a 20% chance per round of inhaling this. It acts as *sleep* regarding saves and effects (lasts 2 turns only), affecting even elves and half-elves.

If any save successfully, or the beetle is caught unawares with no time to use its scent weapon, it attacks with its claws, not its comparatively fragile 'pincers' (AC6 and taking 1d6 points of damage before breaking if specifically struck).

Once its victims are asleep or killed, it punctures holes in the victim's flesh to draw out the body fluids, taking 1 round per 10lbs of the victim's body weight to do so. However, when the pincers first enter the victim's body, they make a second save against *sleep* at -4. If successful, they awake and can easily prise apart the pincers to escape but fight at -3 to hit due to the effects of the drug.

In the lair, there is a 35% chance of 1 female (3d8), and 1d6 eggs (worth 150gp on the drugs market) nestled in carcasses or 80% chance of 1d6 young (1d8, two claws for 1d4 each, and not mature enough for scent production).

This creature is derived from *The Priest Kings of Gor* by John Norman. □

Fiend Factory is a regular department edited by Albie Fiore. This issue, a White Dwarf fiftieth anniversary special – stats in RuneQuest and AD&D for our leading personalities. Readers may be interested to know that a Citadel boxed set of these figures is available, to accompany this article.

White Dwarf Personalities

by Phil Masters and Steve Gilham

THE WHITE DWARF (AD&D)

Str: 18/60(+2/+3); Int: 17; Wis: 14; Dex: 17; Con: 18; Cha: 16(17 to Dwarves). Dwarf fighter/cleric/thief, levels 9/5/8; Age: 295; AC-3; 57HP; Alignment: Chaotic good.

Spells: *Curse, commandx2, cure light wounds, detect magic, augury, hold person, conceal alignment, speak with dead.* Equipment: +2 Chainmail, +2 Small Shield, +3 Battle Axe, Dagger of Return, short sword, Ring of True Casting, *Philter of Persuasiveness*, dice with every possible number of sides, various sacred books. Cash: 400-500gp.

No-one is certain where the White Dwarf comes from, but he may be found almost anywhere, particularly in underground mazes, barren wastelands, and bar-rooms just before fights break out. The White Dwarf displays an even greater level of surly, suspicious parochialism than the average member of his race, and usually insists on conversing in his native tongue whenever possible, although he is known to be able to speak the Common Tongue as well. He prefers to leave fighting to others although he is a deadly fighter when necessary.

There are many rumours about which god he serves. Suggestions have included some human deities, but the truth is that he is one of the few clerics of Throrrigga, an extremely obscure dwarven demigod of games and bad jokes.

The White Dwarf's armour, shield, and axe are all enchanted, and he always has a phial with a couple of doses of *Philter of Persuasiveness* somewhere on his person; why his supply never runs out is a complete mystery. *Dagger of Return*: Only when it is thrown, it gives +1 to hit and damage, and flies back neatly to the caster's hand after it has hit or failed. In addition, all ranges are *doubled* with this dagger. *Ring of True Casting*: Anything cast or thrown from the hand wearing it has a 25% chance of doing exactly what is desired of it by the wearer, provided that this is within natural capabilities. Thus, dice can be sixes, thrown weapons can find any target within range, and so on. Even when the 25% probability fails, the thrown object has its normal probability of doing what is wanted.



THE WHITE DWARF (RQ)

STR: 21 Right leg (01-04) 6/6
CON: 16 Left leg (05-08) 6/6
SIZ: 9 Abdomen (09-11) 6/6
INT: 15 Chest (12) 6/7
POW: 15 Right arm (13-15) 2/5
DEX: 12 Left arm (16-18) 2/5
CHA: 13 Head (19-20) 4/6
Move: 6

Hit Points: 16
Defence: 15%

Spells: *detect gold, detect gems, detect silver, bladessharp 4, protection 4, delayed ignite 3*; one use Runemagic – *summon small gnome* (STR: 13, INT: 2, POW: 20, 33HP).

Skills: Evaluate Treasure 50%, Armouring 50%, Spot Traps 60%, Disarm Trap 60%, Cast Dice 90%, Wargame Tactics 75%, Game Design 90%, Make 6pt Acid, Speak and Write Mostali 85%.

Treasure: Carries 200L in assorted coins and gems. Could raise a ransom of 20,000L from his dedicated fans.

Items: Axe contains a *repair matrix*. Carries a set of dice that are a Matrix for a *fix dice* spell. At a cost of 1 POW, each die will roll the exact number desired on one roll.

Example: The White Dwarf wants to roll less than 30 on his percentage dice. He could use his Cast Dice skill with 90% confidence, but instead he decides to use his magic dice. He uses 2 points of POW, and guarantees a 25.

Great Axe: (2d6+2+1d4) SR7, 85%, Parry 80%, Points 15.

Shortsword: (1d6+1+1d4) SR8, 55%, Parry 40%, Points 20.

Crossbow: (2d4+2) SR½, 50%.

Small Shield: Parry 45%, Points 8.

The *delayed ignite* is a Mostali special spell; each point delays ignition by 5 seconds. Otherwise, as *ignite*.

The Cast Dice skill is used when the White Dwarf plays games. The result of the skill roll is used to determine the die roll result; a success with the skill means that the desired roll was achieved, a critical means a very good roll, a fumble means a disastrous roll, and so on. If he were a gambling type, the Dwarf could use the skill to clean up very quickly.

History: The White Dwarf hails from the Mostali nation of Greatway, to the north of Dragon Pass. He follows the heretical belief, common in Greatway, of Individualism, which states that each dwarf has individual worth, and a maker in his or her own right, rather than being a cog in the World Machine. The White Dwarf's own individualism has shown itself in the design of games of fantasy.

His role-playing game, *Dolecheques & Demos*, set in a make-believe industrial society, has gained an underground following among the individualist dwarves of Greatway, and he is wont to boast of this success to all who will listen.



GOBBLEDIGOOK (AD&D)

Normal MM goblin; Age: 15; AC6 (scruffy leathers, thick skins and hard head); HP7; Alignment: Lawful Evil (when pushed); Attacks as 1-1 dice monster. Str: 11; Int: 9; Wis: 6; Con: 15; Dex: 11; Cha: 4(10 to goblins).

Equipment: Scruffy leathers, one weapon – either dagger, short sword, club or spiked club (as morning star). Cash: 3cp. An unremarkable denizen of some much-used underground area or another, Gobbledigook can usually be found in the company of others of his kind, although he has been known to consort with a potent sorcerer named Wizilevard. For all his power, the latter seems to have miscast a *find familiar* spell on one occasion, as Gobbledigook (himself no sorcerer) has somehow obtained a companion creature (see below). This being provides Gobbledigook with only one personal advantage, and that when it is within 12" of him only (and not always then); the ability to cast ironic and despairing looks.

GOBBLEDIGOOK (RQ)

STR: 12 Right leg (01-04) 2/5
CON: 14 Left leg (05-08) 2/5
SIZ: 7 Abdomen (09-11) 4/5
INT: 7 Chest (12) 4/6
POW: 14 Right arm (13-15) 2/4
DEX: 10 Left arm (16-18) 2/4
CHA: 10 Head (19-20) 8/5

Move: 8

Hit Points: 13

Armour: 2pt skin, 2pt furs on torso, as leather hauberk, 6pt skull.

Spells: *Ironhand 2* (for headbutt).

Skills: Hide 40%, Move Quietly 35%, Ironic Looks 35%, Hobbitt Cuisine 60%.

Godgift: 1 Point per round regeneration.

Heavy Mace: (1d8+2) 65%, Parry 45%, Points 20 (used 2-handed).

Headbutt: (1d6+2) 95%.

Gobbledigook is a goblin [see WD47] whom the gods gifted at birth with an exceptionally robust skull and the ability to recover quickly from damage. The latter has proved more than a little useful, as the gods have done this unfortunate being few favours since. Gobbledigook may be said to have a little more inclination to Chaos than most of his kind, but he is not in any sense vicious; all he wants from life is a good lunch (or three) and a little peace and quiet.▷

GOBBLEDIGOOK'S FAMILIAR (AD&D)

Attacks as 1-dice monster, AC6; HP4; Alignment: Ironic Neutral; Move: 7". This small, furry, two-legged being, believed to be the result of a fumbled *find familiar* spell, associates with Gobbledigook for no apparent reason, although the latter certainly does not mistreat or dislike it. Its small size and dark colour give it the stealth/hiding abilities of a 5th level thief, and it has the ability to cast ironic and despairing looks at will. If pressed, it could probably bite for 1-2 points of damage.

GOBBLEDIGOOK'S FAMILIAR (RQ)

STR: 1 Body (01-20) 1/10
CON: 12
SIZ: 1
INT: 8
POW: 16
DEX: 20
CHA: 5
Move: 16
Hit Points: 10
Armour: 1pt fur.
 No viable attacks.
Skills: Hide 85%, Move Quietly 90%, Danger Sense 90%, Ironic Looks 75%. (Danger Sense works like the Sense Chaos skill. On an impaling roll, the skill acts as *detect danger*, revealing the position of the threat.)

This associate of Gobbledigook's (not a bound spirit or anything so remarkable) seems to be a member of some unknown (and unspectacular) subterranean species. It is a carnivore – or at least a scavenger – but not dangerous. Low Cha reflects lack of impressiveness – he may be cute but he's no leader of men.



IAN LIVINGSTONE (AD&D)

Authors' Note: We were quite prepared to present background notes and details on the character below, and our decision not to do so had nothing to do with the threat of legal action.

However, we believe that Mr Livingstone has a family somewhere, and in any case, we decided that we enjoyed living, preferably with a few royalty cheques of our own. We believe, therefore, that the statistics can be left to speak for themselves.

Level 2 Human (?) Editor (a rare subclass of thief); AC8 (due to thick skin). HP: lots; Alignment: Barwards.
Str: 8; **Int:** 6 (but very cunning); **Wis:** 6; **Dex:** 4 (20 with autographing pen); **Con:** 13; **Cha:** n/a.

Equipment: Baseball bat (used as club), cap, typewriter. **Cash:** None (if it's his round), but lots of royalty cheques.

IAN LIVINGSTONE (RQ)

STR: 8 Right leg (01-04) 0/5
CON: 13 Left leg (05-08) 0/5
SIZ: 9 Abdomen (09-11) 0/5
INT: 9 Chest (12) 0/6
POW: 5 Right arm (13-15) 0/4
DEX: 5 Left arm (16-18) 0/4
CHA: n/a Head (19-20) 7/5
Move: 5 (20 towards bar, *Puffin Books*, etc).
Hit Points: 13
Defence: 60% (due to innate evasiveness).
Armour: 6pt skull, 1pt baseball cap.
Spells: *fix dice* (see under the *White Dwarf*).
Skills: Drink Liquour 20% (see under Thrud the Barbarian), Read/Write Gibberish 85%, Game Design 15%, Cast Dice 10% (see under the *White Dwarf*).
Chaotic Feature: Total immunity to criticism, especially if constructive.
Cash: Never admits to carrying any. Claims that his editorial staff would ransom him, but they'd more likely pay you to keep him.
Baseball Bat: (1d8) 55%, Parry 75%.
Poison Pen: 50%, splashes victim with Potency 5 Acid.

THRUD THE BARBARIAN (AD&D)

17th level fighter; Age: 31; AC2; HP123; Alignment: No-one asks (neutral?).
Str: 18/00(+3/+6); **Int:** 3; **Wis:** 3; **Dex:** 17; **Con:** 18; **Cha:** 6 (18 to giant slugs).
Equipment: Broadsword, Battle Axe, small helm, loincloth and probably 300-400gp (but can't count).
 Very little is known about Thrud the Barbarian, chiefly because very few people have ever been dumb enough to ask him personal questions (like 'How are you?'). He is said to be human, but this rumour was started by the Lord High Abuser of the Orcish Foul Mouth tribe, so no-one worries about it too much. In general, his aptitudes and abilities are those of a human being – albeit an odd one – but he has a number of 'unique' attributes: a very thick skin, improving his 'natural' armour class by one; total immunity to being hit over the head; lastly, although his true Wisdom is 3, it is treated as 18 when spells or powers are used to attack his mind, due to targeting difficulties.



THRUD THE BARBARIAN (RQ)

STR: 20 Right leg (01-04) 10/7
CON: 18 Left leg (05-08) 10/7
SIZ: 20 Abdomen (09-11) 10/7
INT: 3 Chest (12) 10/8
POW: 16 Right arm (13-15) 10/6
DEX: 14 Left arm (16-18) 10/6
CHA: 18 Head (19-20) 10/7
Armour: Thrud's loincloth provides a permanent *shield 5*. (Yes, we do know that this is impossible, but how do you think all these barbarian heroes survive when they refuse to wear armour?)
Note: Head hit location is treated as a limb for damage purposes; it is *not* considered a vital hit location.
Spells: None.
Skills: Drink Liquour 120% (see below), Move Quietly 95%, Hide in Shadow 90%, Sense Observation 95% (see below).
Drink Liquour allows imbibing without intoxication; the roll must be made after every drink after the second. A critical roll allows the next drink to be taken without any Drink Liquour roll being required. *Sense Observation* skill allows the possessor to know when he or she is under observation; an impaling roll tells which direction the watcher is in.
Great Axe (1-handed): (2d6+2+2d6) 150%, Parry 110%.
Great Sword: (2d8+2d6) 160%, Parry 115%.
Bite: (1d3+2d6) 250%.

Thrud is indubitably a barbarian from some distant wasteland (probably made such by himself); more than that is a matter for conjecture. Some have conjectured that he displays Chaos features, but even the most single-minded Storm Bull Rune Priests prefer to think that Chaos has more taste than *that*. It is known that Thrud has been on Heroquest, and thereby obtained the gift of *Trollish Digestion*, which means that he can eat or drink *anything* without coming to harm.



Griselda and Wolfhead

These two are, of course, more fully dealt with in the *RuneQuest* scenario pack *The Big Rubble*, and we have attempted to convert their characteristics from *RuneQuest* to *AD&D* as faithfully as possible. As powerful *RuneQuest* warrior-types tend to have use of a fair amount of magic, whereas high level *AD&D* non-magic-users tend to carry far more magical *equipment* than their

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RuneQuest counterparts, we have thought it best to transfer many powers from RQ spells to AD&D magic items.

GRISELDA (AD&D)

11th level thief; Age: 24; AC1; HP60; Alignment: Neutral.

Str: 12; Int: 18; Wis: 14; Dex: 19*;
Con: 16; Cha: 16.

(* Treat as in *Deities & Demigods*).

Equipment: +3 Ring of Protection, +2 Shortsword, Leather Armour, Elven Boots (in pack), Boots of Speed (worn), 2 doses *Potion of Extrahealing*, 1 use *Dust of Sneezing and Choking*, *Wand of Magic Missiles*, *Wand of Enemy Detection*, 2 daggers, 2 darts. Carries 20-30gp and has a cache of 200-300gp.

A fairly typical, if highly successful, adventuress-thief, Griselda has both the skill and the equipment to defeat opponents of far greater apparent strength than herself. She is personally charming – deceptively so – and frequently deadly. Although not a full member of any thieves' guild, she keeps on good enough terms with the local underground hierarchy to avoid trouble from them when she operates on their 'patch'; in any case, she rarely engages in run-of-the-mill thieving. Her one odd feature is a superhuman level of dexterity.

WOLFHEAD (AD&D)

9th level thief; Age: 34; AC3; HP38; Alignment: Neutral (slight Evil tendency); Str: 16(-1/+1); Int: 12; Wis: 11; Dex: 15; Con: 11; Cha: 11.

Equipment: +4 Cloak of Protection, Leather Armour, +2 Thieves' Bow, *Helm of Telepathy*, 2 doses *Potion of Extrahealing*, 1 use *Dust of Sneezing and Choking*, shortsword, 2 daggers, sling (concealed – for emergencies), quiver of normal arrows. Carries about 15-25gp, and has a cache of about 150-250gp.

Wolfhead is another successful adventurer, and although a thief, he is regarded as a deadly and enthusiastic combatant. He too is independent of the local thieves' guild, but respected and accepted by them so long as he avoids impinging on their regular business, which he usually does. His effectiveness is enhanced by the *Thieves' Bow* he carries – a +2 weapon that has been made so magically light and concealable that it can be freely used by any thief who takes it as a weapon of proficiency.



Agartho wears leather armour so caked in unspeakable filth that it improves his Armour Class by one. (Anyone else trying to use it would have to save vs poison every round or pass out from the fumes. It's probably magical, but who wants to know?) He also wears a ring he once stole from an old man that allows any weapon he carries to hit any creature that can only be affected by +3 weapons.

AGARTHO THE UNWASHED (RQ)

STR: 20 Right leg (01-04) 3/6

CON: 18 Left leg (05-08) 3/6

SIZ: 13 Abdomen (09-11) 5/6

INT: 4 Chest (12) 5/7

POW: 10 Right arm (13-15) 3/5

DEX: 11 Left arm (16-18) 3/5

CHA: 6 Head (19-20) 3/5

Move: 8

Hit Points: 17

Armour: 3pt filth plus leather hauberk.

Spells: *Bladesharp 2*, *ironhand*.

Skills: Boasting 40%, Evaluate Treasure 15%, Mindless Cruelty 95%.

Chaotic Feature: Unspeakable Filth.

Cleaver: (2d8+2d6) 85%, Parry 60%,

Points 20.

Medium Shield: Parry 40%, Points 12.

Agartho is an ogre with the rare chaotic feature *Unspeakable Filth* who has spent his life in the dark service of various vile Chaos Cults, rising high in their employ.

Mindless Cruelty must always be combined with some kind of personal assault; if this is a melee attack, the attack roll is at -5%. Successful use of the skill is intensely gratifying to the user, and causes the victim to hate and fear the attacker. If a critical roll is achieved, the victim must roll POW x5 as a percentage or be *demoralised*. If a fumble is rolled, the attacker will feel intensely frustrated, and the victim will probably feel extremely amused.

Unspeakable Filth is an unusual chaotic feature with various consequences. The possessor perpetually exudes substances with an indescribable stench, causing his or her own sense of smell to be completely destroyed and repelling anything short of a totally degenerate brood. Anyone entering melee with the being must roll his or her CON x5 as a percentage each round or be unable to make any attack roll due to gagging. Finally, *The Filth* acts as 3 point protection over the being's entire body.



UGBASH FACESPLITTER (AD&D)

9th level human fighter; Age: 35; AC4; HP70; Alignment: Lawful evil.

Str: 18/85(+2/+4); Int: 11; Wis: 12; Dex: 12; Con: 16; Cha: 14.

Equipment: +2 Footman's Flail, +1 2-Handed Sword, +2 Scale Armour, 3 doses *Potion of Human Control*, 3 doses *Philter of Persuasiveness*, *Ring of Warmth*, *Periapt of Wound Closure*, Dagger. Cash: 50-300gp.

Slavelord, master warrior, executioner, a being so arrogant that he barely admits to his own humanity, Ugbash, known as Facesplitter... (Ugbash Facesplitter terminates your ramblings, man-slave! See final notes.)

UGBASH FACESPLITTER (RQ)

STR: 19 Right leg (01-04) 5/6

CON: 16 Left leg (05-08) 5/6

SIZ: 16 Abdomen (09-11) 5/6

INT: 11 Chest (12) 5/7

POW: 15 Right arm (13-15) 2/5

DEX: 12 Left arm (16-18) 2/5

CHA: 14 Head (20) 3/5

Move: 8

Hit Points: 17

Defence: 20%

Armour: Scale Armour with leather sleeves and composite helm.

Spells: *Healing*, *bladesharp 2*, *countermagic*, *befuddle*, *silence*.

Skills: Boasting 80% (see Agartho the Unwashed), Bargaining 75%, Bind Captive 90%, Discipline Slaves 90%, Torture 85%. Successful *torture* use requires a CON x5 roll from the victim or the torturer's demands are met. An impale roll makes it CON x3, a critical, CON x1.

Greatsword: (2d8+1d6), 90%, Parry 75%.

Morningstar: (1d10+1+1d6), 100%,

Parry 35%.

Dagger: (1d4+2+1d6), 50%, Parry 50%. As the great slave-caravans wend their dread way into Morokanth lands, the alert (and wary) observer may often note at their head a gaunt figure, wielding razor-keen weapons. This lord of cruelty, this master of inhumanity, this... (This is Ugbash Facesplitter, man-thing! Cease your verbosity, whiner, and let your betters speak. You'd think some of these people had never heard of man management or modern business practice.

Scum! I, Ugbash Facesplitter, labour long and hard for my meagre crust, and all I get is this paltry rabble of so-called 'writers' drivelling on, scrabbling around for something to moan about. Well, we know who's on the rota to clean out the venom kettles next week, don't we?) □

AGARTHO THE UNWASHED (AD&D)

10th level half-orc fighter; Age: 37; AC6; HP90; Alignment: Neutral evil.

Str: 18/80(+2/+4); Int: 4; Wis: 6; Dex: 11; Con: 18; Cha: 6(ugly, but persuasive).

Equipment: Filthy Leather Armour, Blood-Caked Cleaver (treated as Scimitar), Mis-shapen Shield, *Ring of Sure Cutting* (see below). Cash: None (Agartho doesn't buy – he takes.)

Agartho the Unwashed is *nasty*. We mean, really *foul*. Think of the nastiest person you know, double it, add bad manners, and Agartho is still *much, much worse*. If we told you the nicest thing Agartho has done in the last year, you wouldn't want to eat for a week. Urrghh!! Just *thinking* about it makes us feel ill. Agartho not only eats babies, he *doesn't wash his hands afterwards!*

Fiend Factory is a regular department for readers' monsters edited by Albie Fiore. This issue, the creatures of Julian May's Many Coloured Land books for AD&D.

CREATURES IN EXILE

by Paul Harden

Julian May's striking and original series of novels, *The Saga of the Exiles*, concerns the fortunes of the humans of the future who, for various reasons of their own, go into voluntary exile in Earth's prehistory by way of a time-gate. On arrival, however, they find prehistoric Europe dominated by two alien races, forcibly ejected from their own distant planet.



FIRVULAG

No Appearing: 4-80
Armour Class: Varies; see below
Movement: 9"
Hit Dice: Varies; see below
Treasure: R, F (magic)
Attack: Varies; see below
Alignment: Chaotic neutral
Intelligence: Average-exceptional
Psionic Ability: 130-240, Attack/Defence Modes: B, D, E/F, I, J

The ancestors of all Firvulag living on the *Prime Material Plane* were allies of the Tanu rebels in *Elysium*, and were exiled as they were. The alliance was always uneasy, and the races separated soon after their banishment. Since then, a bitter hatred has formed between the two races; the Firvulag detest the arrogance of the Tanu, while the Tanu regard the Firvulag as backward (and barbarous) savages. The Tanu attitude may have arisen due to the Firvulag preference for living in cavern and cave complexes, and their habitual rowdiness.

All Firvulag have the psionic discipline of *Mind Bar* at mastery level 2-8. They



also possess a variety of the discipline of *Body Weaponry* which, as well as providing the usual powers, causes a monstrous illusion to form around the Firvulag; each member of this race has a unique illusionary form – the more powerful Firvulag assume such horrific illusionary aspects that any creature viewing them must save vs wands or be affected as by a *Fear Wand*. There is no maximum to the weapon equivalent bestowed by *Body Weaponry* (ie, up to longsword +4); armour class equivalent is calculated as for a thief. Firvulag do not use conventional armour or weapons, though they do use handaxes and daggers as tools.

Firvulag vary enormously in size (4'-9' tall), and this is reflected in their varying hit dice. To establish hit dice, level of mastery of *Body Weaponry*, and *Fear* ability, roll d10:

	Hit Dice	Mastery Level	Fear Ability
1-4	2	3-4	no
5-7	3	5-7	yes; save at +3
8-10	4	8-10	yes; save at +1

If a 10 is rolled, there is a 1 in 6 chance that the Firvulag in question will be 5 hit dice, mastery level 11-12, with no modifier to fear saving throw. Like the Tanu, Firvulag take double damage from iron weapons. They do not use torcs, nor do they take slaves. The non-illusionary form of Firvulag is similar to that of stocky and powerfully-built humans. They speak common, alignment, and their own tongue, and live for about 250 years.



TANU

No Appearing: 2-40
Armour Class: Variable
Movement: 9"
Hit Dice: 3d8
Treasure: F
Attack: by weapon type; psionics
Alignment: Neutral (evil tendencies)
Intelligence: High-genius
Psionic Ability: 130-240; Attack/Defence Modes: B, E/F, G, H

All Tanu encountered on the *Prime Material Plane* are descendants of a defeated band of rebels banished from *Elysium* by their neutral good kin via a one-way gate. They take double damage from iron weapons; because iron is so inimical to them, Tanu wear vitridur armour (-1 on armour class) and use vitridur weapons (-1 to hit). Vitridur is a kind of very tough glass.

The Tanu latent psionic powers are activated by gold torcs which all adults wear. Tanu young, being torcless, have no psionic or spell-related powers. The torcs also bestow a limited form of regeneration (see section on torcs). Psionic disciplines common to all Tanu are: *ESP* (Tanu cannot 'mesh minds' to increase range), *Mind Bar* (level of mastery 2-8).

There are four classes of Tanu, each possessing different spell-like powers. Roll d4 for individual's class, or choose:

1. Coercers. The Coercer's powers are derived from sheer force of will exercised to dominate other creatures. All coercers possess the psionic discipline *Domination*, and psionic attack mode C (*Ego Whip*). To determine coercers' spell-like powers and the frequency with which they can be used, roll d10:

1-2 *Command* twice/day
 3-5 *Hold person* twice/day
 6-7 *Fear* once/day
 8-10 *Hold monster* once/day

2. Redactors. Redactors can mentally affect the attitude and well-being of others. All redactors possess the psionic discipline of *Cell Adjustment* (level of mastery 1-8, as cleric) and psionic attack mode A (*Psionic Blast*). For spell-like powers, roll d10:

1-2 *Charm person* twice/day
 3-6 *Suggestion* twice/day
 7-8 *Charm monster* once/day
 9-10 *Restoration* once/fortnight

Redactors' *Restoration* ability is only effective against *mental* illnesses.

3. Psychokinetics. Psychokinetics involves the mental manipulation of matter. All psychokinetics possess a variant of the psionic discipline of *Telekinesis* (level of mastery 3-10), whereby 200gp weight equivalent can be moved per level of mastery. For spell-like abilities roll d10:

- 1-2 *Feather fall* twice/day
- 3-6 *Shatter* twice/day
- 7-9 *Fly* once/day
- 10 *Earthquake** once/month
- * 20% chance; otherwise as 7-9.

4. Creators. The powers of creators are related to the mental evocation and alteration of matter. All creators possess the psionic discipline of *Shape Alteration* and psionic mode D (*Id Insinuation*). For spell-like powers, roll d10:

- 1-4 *Magic missile** once/day
- 5-6 *Improved phantasmal force* once/day
- 7-8 *Major creation* once/day
- 9-10 *Demi-shadow monsters* once/week
- * at 5th level of magic use (three missiles)

For all classes, the number rolled indicates possession of all powers gained with lower numbers; eg a coercer rolling a 4 will possess *command* as well as *hold person*. Any Tanu rolling a 10 may (15%) also possess powers of another class. Select the second class at random, but use d6 to establish spell-like powers from the second class. Coercers and redactors are so alien in approach that a combination of these is impossible. Unless otherwise noted, spell-like powers operate at the equivalent of 12th level of magic use with respect to duration, area of effect, etc.

Tanu are fond of creature comforts, and will usually make their homes above the ground; encounters outside Tanu settlements will mostly be with small bands such as war-cum-slaving parties and renegades (who may not be evil).

Due to their ultra-sensitivity to the *Prime Material Planes* background radiation, the fertility of all Tanu has been impaired; thus they take both male and female slaves for breeding purposes, as crossbreeding has proved significantly more fruitful than racial inbreeding (the offspring are Tanu in all respects). Tanu, however, are far from averse to enslaving creatures of demi-human race as servitors of all kinds – labour, soldiery, etc – even though they can only breed with humans. Thus a Tanu lair will always contain a number of slaves equal to 200% of the number of Tanu; 1 in 20 of these will be silver-torced lieutenants (fighters of 2nd-5th level). All others will be grey-torc slaves – 50% 0 level soldiery, the rest labourers, houseservants, etc. Any Tanu encountered outside their lair will be accompanied by twice their number of 0 level soldiery; if this amounts to 10 or more, a silver-torced lieutenant is 75% likely to be present.

Tanu are 7' or more in height, resembling slightly-built humans of regal mien. They speak common, alignment, and their own language, though they usually communicate telepathically. They live for about 300 years.



HOWLERS

No Appearing: 3-60
Armour Class: 7
Movement: 12"
Hit Dice: 1+1
Treasure: R
Attack: 2 claws for 1d4 each
Alignment: Chaotic evil
Intelligence: Average (high)

Howlers are descendants of those of the original Firvulag rebels who knowingly took to living in caverns rich in radioactive ore. This, over the centuries, severely damaged the genetic makeup of the unfortunate residents so that all are now terribly deformed. Understandably, they resent this misfortune and hate all physically 'normal' intelligent creatures; Howlers are notorious for torturing and mutilating captives...

Although they have lost most of their psionic-related abilities, Howlers are able to assume an illusionary humanoid form to hide their deformity; thus they will often be encountered in the guise of normal Firvulag, 4'-5' tall. They can also assume the illusionary likeness of any humanoid they see between 2'-5' in height with 90% accuracy, and will use this power as a doppelganger does.

When slain, Howlers revert to their natural form, severely deformed and from 2'-3' tall. Howlers take double damage from iron weapons. They get their name from the mournful wailing they send up at communal gatherings. Howlers speak common, alignment, and a dialect of Firvulag which is understandable to Firvulag speakers. They live for 100 years.

The Torcs

There are three kinds of torc: gold, silver, and grey (tin) in decreasing order of power. Gold and silver torcs are made (by the Tanu) in very limited numbers; almost the only way to obtain these is by taking them from their wearers. Grey torcs are far more common: most Tanu settlements will have a small cache of spares, and Tanu slavers will invariably carry 2-3 grey torcs each when engaged in slaving expeditions.

When closed around the throat, a magical 'lock' secures all types of torc; thus they may only be removed *intact* by means of magic – *knock*, *dispel magic*, *limited wish*, or *wish* – or by decapitation. The 'lock' on grey and silver torcs is cancelled whenever a more powerful torc type is closed around a neck already

bearing one torc – the lesser torc may then be removed intact, and the wearer is not subject to the removal penalties outlined below. In the case of torcs, *dispel magic* acts exactly like a *knock* spell.

Gold and silver torcs allow telepathic communication with all other torc-wearers within 9'. Grey torc wearers can only receive such communication, not send it. Tanu (and only Tanu) can use their gold torcs to mentally project excruciating pain or ecstatic pleasure to grey torc slaves as punishment and reward; thus the basic morale rating of Tanu's slaves is as follows:

Tanu within 9' – 90%
 silver-torc loyal to Tanu within 9' – 60%
 neither of above within 9' – 30%
 Silver torced lieutenants have a rating of 80% at all times – the Tanu pick their underlings carefully and reward them well.

Any character unfortunate enough to be in the presence of Tanu while wearing a grey torc can be subject to pain projection, and in which case, will be incapable of action for one round; a saving throw vs magic must be attempted each round thereafter, and until it is made successfully the character cannot attack the Tanu or their slaves/lieutenants. This restriction is negated if the character is physically attacked. A Tanu may only project pain to one creature per turn.

1. Gold torcs. Any character with intelligence, wisdom or charisma scores above 15 who places a gold torc around his/her throat is, if not already psionically endowed, entitled to a second throw to determine the presence or absence of psionic powers, but with a 10% bonus to the dice.

Gold torcs also bestow a limited form of *regeneration*: as soon as the wearer's hit points fall below one, the torc will regenerate 1 hit point per turn until zero is reached, and then a further ½ hit point, at which point the wearer will be receptive to curative magic and normal regaining of hit points, though incapable of action other than telepathic communication. On the restoration of the first full hit point above zero, the extra ½ hit point is lost. If the wearer's hit points fall below -6, however, he/she is dead. Once closed around the neck, the magic of the torc meshes irrevocably with the wearer's life-force, and removal of the torc will instantly kill the wearer.

2. Silver torcs. These are bestowed by the Tanu on all their non-Tanu lieutenants (Tanu will only ever promote fighters to lieutenantcy); like gold torcs, silver torcs allow an extra dice roll for psionics endowment with a 10% bonus, but if successful the wearer can only ever have *one* minor discipline and *no* major ones.

Silver torcs have regenerative powers similar to those of gold torcs, except that the wearer will die if hit points fall below -3. If a silver torc is removed, the wearer will fall unconscious for 6 turns and lose 1 point of intelligence.

3. Grey torcs. Any character placing a grey torc around his/her neck (or having one forced on him/her) immediately becomes the equivalent to 0 level, although hit points are retained; the casting of spells and all other level-related abilities are lost. Removal of the torc will restore all former abilities, but 1 point of constitution will be lost. □

Fiend Factory is a regular department featuring readers' monsters for D&D/AD&D edited by Albie Fiore. This issue a special selection of low level creatures.

CLOSE ENCOUNTERS OF THE FIRST KIND



SPIDER DRAGON by Ian Livingstone

No Appearing: 1
Armour Class: 3
Movement: 12"/24"
Hit Dice: 4d8+4
Treasure: H
Attack: Two claws for 1d4 each, bite for 2d6, plus breath weapon

Alignment: Chaotic evil
Intelligence: High

The small (2') spider dragon is typically found in dense undergrowth. They have a chameleon-like ability to blend in with their background. Thus they will only be noticed 5% of the time from a distance off more than 6' and only 20% when closer. They are never surprised.

Spider dragons are man-eaters and find human flesh a delicacy. Despite

their size, they will eat limbs whole, distending their jaws and gullet like a snake. The digestion process takes two days during which time they are unable to fly and can fight only with their breath weapon - acid, which it can spit in a 1/2" wide jet to a range of 6" in a straight line for 2d8 damage.

They cannot speak but are able to cast *fear* as a means of defence during the digestion period.

Their fondness for treasure is the same as most dragons, but they will eat any gems that they find, believing them to have great regenerative powers. A spider dragon's stomach will always contain 1-6 gems.

Comment: This creature is a little too heavy for 1st level characters. It should be encountered at the culmination of an adventure or a situation where the group have a clear avenue of escape.

WHIPPERSNAPPER by Phil Masters

No Appearing: 5-40
Armour Class: 6
Movement: 12"
Hit Dice: 1d8+3
Treasure: C
Attack: Two lashes for 1-4 each, bite for 2d6

Alignment: Chaotic evil
Intelligence: Semi-

Whippersnappers are vicious, cunning predators that inhabit jungle areas. These fast, agile and unpleasant creatures live for about 30 years and stand 4' tall. They resemble a cross between a deformed goblin and a hairless gibbon, but for two features: their large, long, powerful jaws full of needle-sharp teeth; and their long whip-like tentacles which they have in place of arms. If necessary, they can attack up to three opponents at once.

They make saving rolls as a 10th level thief due to their agility.

These beasts will attack any humanoid race on sight with the exception of goblins and hobgoblins who nevertheless regard them with justifiable apprehension.

The species cannot speak, though their staccato screeches appear to represent a limited form of communication.

A larger, tougher version is said to infest *The Abyss*, in partial servitude to the demon prince Demogorgon.



MARSH-WIGGLE by Fred Lee Cain

No Appearing: 1-4
Armour Class: 7-8
Movement: 12"
Hit Dice: 1-7d8
Treasure: J,K,L,M,N
Attack: By weapon type
Alignment: Lawful good (neutral tendencies)

Intelligence: Average to very
Psionic Ability: See below

These rare humanoids are tall (6'6" average) and extremely thin with an average lifespan of 80 years. They have gaunt, somewhat homely features; long pointed nose and chin, large ears and long, lank, greenish-grey hair - like tiny flat reeds. Their large webbed feet are duck-like and

horny, while their skin is a muddy dun-colour. They dwell in fens or marshy areas abundant with rushes, cat-tails, reeds and low stunted trees where their drab, homespun earth-colour garb (drab yellow/green in Spring) added to their natural appearance renders them almost invisible. They are still and silent (like halflings, marsh-wiggles are effectively invisible wherever there is vegetation and surprise on a roll of 1-4 on a d6).

Their habitual expression is one of quietly resigned, fatalistic melancholy for few beings have a more dismal view of life. Marsh-wiggles tend (at least outwardly) to a dolefully forlorn pessimism – not with whining or complaint but with a dimly philosophical acceptance: 'It's no use worrying; nothing's going to turn out right, anyway!'. (Some other races find this mildly amusing.) Despite this, wiggles are neither cowards nor quitters. In fact, this attitude may be more a preparation in case anything does go wrong. They might not be as sincerely mournful as they let on for they are not inclined to despair, even when the going gets rough.

This quietly fatalistic resolution and indomitability is coupled with a gentle decency and accommodating nature. They are neither inhospitable nor unconcerned over injustice or the hardships of others. As generally 'good' people, they can be charitable, courteous, obliging and brave.

A solitary race, they dwell in wigwams of bark, rushes or tanned hides; either alone (50%) or as a family unit - a married pair with 1-3 children. Sometimes, an entire clan is scattered over a wide area. They are 80% likely to be encountered in their settlement. Enjoying their privacy, they live quietly, fishing, fowl-netting, hunting and a farming a little. Their crafts and skills are rustic and plain but of good functional quality. In heavily 'settled' areas, there is a 2% chance of a marsh-wiggle skilled in working copper, pewter, and iron, but usually they trade for metal

goods with elves, gnomes or humans as they can speak elvish, gnomish and the common tongue. They also speak their own language, halfling, their alignment tongue and sometimes (50%) dwarven and (30%) orkish.

Though keeping mostly to themselves, on seasonal occasions (or in cases of emergency), clan leaders will gather for a 'thane-council' in a large, walled hall inside one of the log-palisade 'refuges' dotted sparsely around isolated island-bogs.

Marsh-wiggles are extremely reluctant to leave their quiet, peaceful, uneventful life to go adventuring. On the rare occasion that one

does, other wiggles consider it 'strange' and 'too full of high spirits'.

When going on long quests, they generally go as illusionists (25%), fighters (20%), or rangers (30%). Fighters, when armoured, tend to use leather, padded or studded, or ringmail. They can reach 4th level, or 7th as rangers. In combat, they rely mainly on sling, spear, (long) bow, and trident; but 20% use mace or flail and 30% a longsword (all with a round shield on occasion). As illusionists, they may reach 6th level. Magic users and thieves are very rare (rising only to 2nd level). They are unheard of as assassins; and are only 5% likely to be a cleric (they can be shamans or druids up to 4th level).

Their natural resistance to poison and magic causes them to save as though four levels higher. They can also generate a mental barrier to resist any attempted psionic attack or domination.

GREY DOMINATORS by Phil Masters

No Appearing: See below
Armour Class: Varies
Movement: 9" (Guards: as by monk level)
Hit Dice: Masters: 3d8; Guards: as by monk level; Servitors: 1d10
Treasure: B
Attack: By weapon type
Alignment: Lawful evil
Intelligence: Masters: High; Guards: Average; Servitors: Low

Grey dominators are a race of evil men, distinguished by the greyish tinge to their pallid skins. Their origins are mysterious: they allegedly dwell on an inhospitable arctic island, but it has never been found and no grey dominator has ever revealed its location, if indeed it does exist. In fact, they are noted for their self-control and psychic resilience: threats, magic, torture or psionics cannot elicit information from them and prolonged attempts to break this reserve triggers something in these beings that cause them to die.

What is known of them is what others have observed. Their philosophy seems to be one of strength and detachment, with a belief that they alone are fit to rule over men. Their strict, hierarchical society permits little superfluous communication between the three classes. Only males have ever been seen - their women are thought to be kept in serfdom, or even like animals, in their homeland. Their goal of conquest is restrained by their limited numbers. They have developed refined techniques of torture and mind control to overcome this. Their activities will *never* be perceptible as such - these devious creatures take over communities by dominating leaders and key figures, then manipulating others by fear. Such techniques work equally as well on orcs, goblins and the like, as they do on humans; but the ultimate grey dominator aim is to rule *all* races.

There are three grey dominator classes: **Servitors** are the manual workers: tough individuals with basic weapon training (as 1st level fighters). Their main function,

though, is work. Each has some manual skill (fishing, smithying, carpentry, etc), and total ignorance of other fields.

Guards are the combat specialists, trained monks of level 4-6 (d3+3) with appropriate weaponry (usually a two-handed axe and a crossbow).

Masters rule the others. Each usually has chainmail, a small shield and light mace, fighting and saving as a 6th level cleric (despite their 3 hit dice), but their powers lie in other areas. Each carries a set of lightweight silvered iron manacles, non-magical and unremarkable, but for a trailing iron chain. If any other being other than a master is wearing these, and a master is holding the chain, the latter can induce intolerable levels of pain in the wearer, incapacitating them for as long as the master chooses and 1-3 rounds afterwards. A master can control two sets of manacles simultaneously (but no more). Masters are immune to all forms of psionic attack, including disciplines, and can deflect such, one at a time, back upon the user. The great power of these beings, however, requires longer. Using their manacles, they can 'brainwash' any mortal being. After two days' work, the victim begins losing 1-2 points of wisdom per day. Once it falls to 2 or less, the victim will automatically follow any command from a master, even if *charmed* by another being. If the process is interrupted before this, the victim regains wisdom at the rate of 1 point per week, or on receiving a *remove curse* cast by another. Those completely dominated can only be restored to normality by the casting of *heal*, *remove curse* and *dispel evil* on successive rounds, or by some form of *wish*.

When grey dominators are encountered, roll 1d20 to discover the nature of the party: 1-3 indicates 2-4 guards on a minor mission; 4-10, a roving band seeking expendable slaves, with 1-2 masters, 3-6 guards, and 5-10 servitors in leather



armour with clubs; 11-17, a strong party on some specific mission, with 2-4 masters, 75% chance of 1-4 guards, and 25% chance of 1-8 servitors equipped as above; 18-19, a party travelling to or from some secret base with a 75% chance of 1-2 masters, 1-4 guards, and a 90% chance of 2-7 servitors, unarmoured but with clubs and hand-axes; 20 indicates a lair encounter (with treasure present) - a well-hidden temporary base with 1-8 masters, 2-7 guards, and 3-18 servitors, half in leather armour but all with clubs and hand-axes. □

Fiend Factory is a regular department featuring readers' monsters for D&D/AD&D edited by Albie Fiore. This issue a special low level mini-adventure:

SLAVE HUNT

Background

In the desolate, rugged mountains surrounding Eagle Rock, a lawless frontier town, there is much mithril and silver. In a remote ravine, a plantyn nos household set up camp near where they know there are rich silver deposits. At about the same time, a group of zvergind found the silver. A feud began between the two camps. The nos attempting to capture zvergind as slaves and the zvergind trying to drive the nos away. Unknown to both groups, there was a lair of red gremkin in the area. These preyed on both groups who blamed each other for these deaths and disappearances. The feud then became more bloody. Recently, the zvergind captured the nos leader's eldest son in the hopes of forcing a deal. However, the zvergind holding the captive were ambushed and butchered by a group of brigands who took their captive to sell on the local slave market. The zvergind believe the nos are responsible for the death of their comrades and now the two groups are at total war.

Adventure Outlines

The players are in Eagle Rock, a young boom-town full of prospectors and adventurers. A slave market is in full swing in the square. During the auction one non-human slave catches their eye, a grey skinned, gentle looking humanoid with doleful black eyes. It looks petrified. (If the players do not even attempt to bid for it, the DM should nevertheless ensure, that they end up buying it. Some gesture they make is mistaken for a bid by the auctioneer?). The auctioneer will tell them that these creatures are fabled for locating silver deposits.

The creature is a nos. Its name is Velwyn Malwes. It is the eldest son of the leader of the nearest nos settlement.

How the adventure develops depends on what the party does:

If they are willing to set the creature free: it will try to persuade them to escort it safely back to its home. They will be well rewarded by its clan (made 'honorary' children of the night by the gift of a silver bandolier each plus some silver bullion).
If they try to make it locate silver: it will lead them deep into the network of rocky ravines towards its clan where the party may be ambushed and captured by its kin for slaves. If the party are captured, the adventure can continue with them leading a slave revolt/escape.

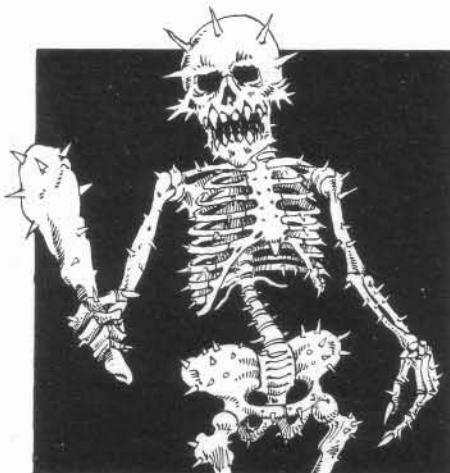
If they ride off with their slave in a totally different direction: they will be trailed by nos attempting to get Velwyn back and by zvergind who will think that they were responsible for the death of their comrades.

In the first two instances, the group should encounter red gremkin in the mountains. In the last instance, the DM can have them encounter green gremkin in a wood. In any event, any random

encounter is with the wood skeleton.

If they are riding with Velwyn, they are fair game for a group of nos or zvergind. It is up to the party to make deals and/or side with either group. If they can locate and possibly initiate a raid on the red gremkin lair, where there are nos and zvergind captives, they could prove to both groups that the current bloodletting is the result of a sequence of misunderstandings. They may then be rewarded by both groups who might also reach an amicable agreement over the silver mine. Velwyn can attest that it was human bandits who slew the zvergind group who captured him.

The numbers of nos and zvergind war parties should be suited to the number and levels of the player-character group.



WOOD SKELETON
by Wayne Burchell

No Appearing: 1-10
Armour Class: 5
Movement: 12" (15" in woods)
Hit Dice: 2d8
Treasure: None
Attack: Weapon for 1d6+1
Alignment: Neutral
Intelligence: Non

Wood skeletons are the undead form of mandrake people (*WD18*) and usually roam heavily wooded areas. They look like normal skeletons, but their bones are made of a thorny, ebony wood.

Wood skeletons are either armed with clubs (90%) or quarter-staves (10%) but, regardless of weapon, do 2-7 damage.

They can be turned as zombies by a cleric but only if a *wooden* holy symbol is used: if a silver or magical symbol is used, then they are turned as shadows; and if an iron symbol, then as wraiths.

Hand-axes, because they are designed to cut wood, magical and silver weapons do double damage to these vile crea-

tures. Staves, clubs, and other wooden weapons can do them no damage at all. Anyone using a wooden shield against them has their armour class reduced by 2 (ie, AC2 becomes AC4).

Fire is the wood skeletons main enemy. It does double damage to them and has a 10% chance of setting them afire. If this happens, the skeleton suffers 2 points of damage per round unless drenched by water.

Wood skeletons are immune to *charm*, *sleep*, *hold* and *cold*-based spells, and any plant affecting spells. *Warp wood* causes them to fight at -4 to hit. Holy water does 1-4 damage, but reduces the chance of their catching fire to 5%.

PLENTYN NOS

by Anonymous

No Appearing: 4-11; (10-120);
[1000+50d20]
Armour Class: 7(5)
Movement: 12"
Hit Dice: 1(2)d8
Treasure: See below
Attack: Two weapon attacks for
1d4 each plus special
Alignment: Lawful neutral
Intelligence: Average

In their own tongue, *plentyn nos* means Children of the Night (they call humans *plentyn dydd*, Children of the Day), for they are mostly active during the hours of darkness. They have 90' infravision. They do not hate light, but their sensitive eyes can be dazzled by a sudden bright light.

The nos have white to grey, hairless skin; large soulful, black eyes; and frilled, lacy ears, which are not particularly sensitive. Their hands have three fingers and a thumb, all clawed, while their feet have three clawed toes and a hind claw. Because of this, the nos are thought to be descended from avians, but apart from their claws, they have no resemblance to birds at all.

They never wear clothing, but sometimes an armour of silver bars made into a kilt and/or slung from bandoliers is worn. Such armour/bandolier comprises 40-70gp worth of silver bullion.

All nos are ambidextrous, and always carry a matched pair of silver hand-weapons, usually a clubbing rather than a bladed type with hammers preferred. They can attack once per round with both doing 1d4 damage with each. They only use their claws for fighting when the situation is desperate as they regard this as uncivilised. When they do, they can attack with both hands in one round for 1-3 damage each, and with both feet for 1d4 damage each. However, if they are surrounded and outnumbered, they are more likely to surrender and try to



escape later.

The nos are cave-dwellers, most often found in family 'households' of 10-120. They are also members of clans numbering well over a thousand - often travelling vast distances when called to a clan centre. Each household has 4-40 adult males with one female for each. Half the pairs will have 1-3 children. Of the adults, there will be a leader (HD:2d8, AC:5), a magic user (HD:1d4, AC:8) and a cleric (HD:1d6, AC:6). The spell users being a husband/wife of no more than 5th level.

Plenty nos have a passion for silver and where possible will use it (or mithril) in preference to other metals. There is (90%) likely to be a silver/mithril mine within a mile of any nos settlement. Nos children fetch a high price for their uncanny ability to seek out these ores. Slaves are needed to work the mines (orcs, half-orcs and dwarfs are preferred) and a wandering party of nos is 50% likely to be slaving. (They have also been known to buy slaves from human-run slave markets.) Such parties number 4-11 and will carry hooked nets which hold up to 16 strength and snare as for *no armour*. Slaves are well treated, so long as they behave. In any settlement, there will be 10-40 slaves comprising 45% orcs, 20% half-orcs, 20% dwarfs, 15% others.

ZWERGIND
by F J Dolan

No Appearing: 40-400
Armour Class: 7
Movement: 6"
Hit Dice: 1d8
Treasure: K; F, Q, R in lair
Attack: 1d6 or by weapon type
Alignment: Neutral good
Intelligence: Average to very

Once rare, but now more common, zwerkind (or dwarf-children as they are called by the elves) are the descendants of a cross-breeding between dwarfs and kobolds by some evil force. They are short (average 3½') and stocky, with leathery, dark brown skin and reddish brown hair. Their faces are dwarvish, except for their protruding jaws, pointed ears and two small lumps on their foreheads, the vestigial horns of their kobold ancestors. They live for about 220 years.

They are dwarvish by nature, having 60' infravision, mining skills and the abil-

ity to detect sloping passages, etc. Their small size causes ogres, trolls and giants to attack them at -4 to hit. They also have the dwarfs' hatred of goblins, orcs and hobgoblins who they attack at +1.

They save their most intense loathing for kobolds who they automatically attack on sight with such fury that they do so at +2 to hit. If in combat with kobolds for more than 3 meleé rounds, there is a 50% chance that each zwerkind will *berserk* - discard its shield, strike twice and fight to the death, with a 10% chance of attacking any other nearby creature once the last kobold is killed. Even if *charmed*, a zwerkind will attack kobolds 25% of the time and if it berserks there is a 10% chance of the *charm* being broken.

For every 40 zwerkind, there will be one 2nd-4th level fighter. If 160 or more are encountered, there will be one 5th and one 3rd level fighter. If there are 200 or more, there will be an additional fighter/cleric of 3rd-6th/4th-6th level. If more than 320, there will be one 7th and two 5th level fighters, a 6th/7th and two 4th/4th level fighter/clerics. If encountered in their lair (50%), there will also be 2d6 2nd-5th level fighters, 2d4 2nd-4th level fighter/clerics and females and young



equal to 50% and 25% of the adult males.

Zwerkind have some of the dwarfs' innate magic resistance and save as though 2 levels higher.

In addition to their own language, they speak dwarvish, gnomish, kobold, orcish, common and their alignment tongue.

Due to their naturally tough skin, they are AC7, and any armour bonus is on top of this; for example, a zwerkind wearing chainmail is AC2. They typically use the arms and armour common to dwarfs.

GREMKin
by Trevor M French

	<i>Black</i>	<i>Red</i>	<i>Green</i>
No Appearing:	2-5	2-12	2-12
Armour Class:	4	5	5
Movement:	6"/12"	6"	6"
Hit Dice:	3d8+1	2d8	2d8
Treasure:	Q	None	None
Attack:	2 claws for 1d6 each	1 bite for 1d4 plus poison	2 claws for 1d4 each
Alignment:	Chaotic evil	Lawful evil	Neutral evil
Intelligence:	Very	Av.	Av.

There are three distinct types of gremkin, distinguished by their skin colour. Close relatives of the gremlin, these small (2'-4') creatures are leathery and imp-like. Only the black variety has wings. Gremkin will not serve as familiars, though occasionally one or more may be persuaded to help a magic user, or whatever, for a short time, as long as there is no alignment clash.

BLACK GREMkin

These are the largest and strongest of the three types. They are rarely encountered anywhere outside of the *Abyss*, where they roam by the hundreds.

Black gremkin have certain powers of *illusion* and once per day, they can cast each of the following: *darkness*, *blur*, *hypnotism*, and *fear*. Furthermore, one in ten of these creatures is skilled in alchemy (as an alchemist in the *DMG*).

Black gremkin have large red eyes and have infravision and ultravision up to 60'.

RED GREMkin

Red gremkin are fierce predators and can be found almost anywhere, sometimes as far as a hundred miles from their cave lairs. Red gremkin must eat approximately twice their body weight in food each day to survive, and thus they will attack almost anything that crosses their path. It is rumoured that a red gremkin lair has whole caverns filled with potential food in the form of live prisoners.

Though they are unable to use magic, they have a powerful poisonous bite (save versus poison at -2 or die) and would make excellent fighters save for the fact that they often begin to consume victims half-way through a battle, and in some instances, before the victim is even dead.

GREEN GREMkin

Green gremkin are usually found in large forests and similar places. They continually feud with such creatures as leprechauns and pixies, whom they will attack on sight. Consequently, they are often ruthlessly hunted down and slaughtered by elf war parties.

They are by far the most magical of the three types, and they use their abilities to great advantage in the forest glens. They can do the following once per round: create *mirror images* of themselves, *change self* and *magic mouth*. Once per day, they can become *invisible* for 1d4 turns and can *polymorph self*. □



Fiend Factory is a regular department featuring readers' monsters for D&D/AD&D, edited by Albie Fiore. This issue, two linked non-material creatures.

Now You See Them, Now You Don't

SURROGATES AND SHAPELINGS by Fred Lee Cain

No Appearing: 1-10
Armour Class: 10-2
Movement: 9"
Hit Dice: Surrogates: 10HP
 Shapelings: 5
 (+3 hit points while
 Matter-phasing)
Treasure: Surrogates: Nil (though
 may be set to guard treasure)/
 Shapelings: A-H.
Attack: 1 (or 2) for 1-6 or
 by weapon
Alignment: Neutral, Neutral-Good,
 Neutral Evil
Intelligence: Surrogates: 0-8
 Shapelings: Average
 to very
Psionic Ability: Surrogates: Nil
 Shapelings: 01 (Matter-phasing
 [equivalent – but not same – as Body
 Weaponry]). Attack/
 Defence Modes: Nil

Surrogates

Surrogates are a non-material form of golem (5-7' high), produced by a Neutral, Chaotic neutral, Neutral good, or Neutral evil cleric of not less than 11th level; or a magic-user, cleric/magic-user, or illusionist of 12th level. This involves a suit of apparel, mail, or armour; a tome or scroll for the initial spell using a *geas* and a *magic jar* spell; along with a silver, gold or electrum medallion of a pentagram-in-circle, which must be made by a 14th level magic-user at a cost of 10,000gp and can be used 10 times – each time animating 5 suits of apparel. (This medallion can be re-charged by a magic-user of sufficient rank; it will cost 8,500gp). The medallion is enscribed with an incantation that can open a portal from the *Prime Material Plane*, using a minor *gate* spell, to the *Positive* or *Negative Plane* of the summoner's alignment, to allow a small portion of the basic universal life 'force' (Light or Dark), to enter the waiting recipient vessel. After that, the surrogate will respond

much like an invisible stalker and will either stand silent like an empty suit of armour, until commanded to obey; or unseen until ordered to manifest itself in the trappings of the garb it was first called into (if the surrogate was created in the garb of a servant it will be a servant; into the armour of a warrior or knight, a fighter etc).

In starting out, a surrogate-animation will have no Intelligence being, in effect, only an automaton like a golem, capable of carrying out only simple orders: (attack, guard, kill, serve, etc). In order to carry out more complex orders (such as a guard that would answer to a password, admitting friends, serving others) its intelligence must be raised. A *wish* or a reverse *feeblemind* spell can do this. The proper scroll inscribed by a 12th level druid and a mistletoe wand blessed by an archdruid are needed. This spell will raise the Intelligence of a surrogate by 1 point each Summer or Winter Solstice (the only times when it will work), and will work on only one animation at a time. After a surrogate has gained a total of 6 points of Intelligence, there is a 75% chance of it gaining 1-3 points of Wisdom with that (and with any following gain in Intelligence). When first created, there is a 1% chance that a surrogate may run amok and refuse to obey orders. With any increase in Intelligence, the chance of disobedience (depending on alignment of the person that created them) is: good alignment: 2% (order is not understood); 5% if ordered to do something evil. Add 5% for each point of Intelligence above 8 and 2% for each point of wisdom. Neutral alignment: 2% (order is not understood); 10% if ordered to do an act of good/evil outside of alignment or service to master. Evil alignment: 2% (order is not understood); 5% if ordered to do something good – add 10% for every point of Intelligence above 6. 5% chance of mutiny; add 10% for every point of Intelligence above 7 and subtract 5% for every point of wisdom.

Once animated, there will be a 'solid' but invisible form filling out the containing garb or armour. Unless ordered to occupy that suit, the surrogate will have no tangible form or substantial ability with which to do anything. These animated forms cannot be truly 'slain' or wounded (destruction of their containing form merely releases them back to their source-plan of origin; lopping off an arm would simply be cutting off an empty sleeve). However, if the surrogate has attained 7 Intelligence and 3 Wisdom, it has developed enough 'individuality' to become a separate, (Neutral) 'free



spirit' with a potential for rebirth/incarnation and would revert to its plane of alignment if its containing material garb should be destroyed. If the surrogate has 8+ points of Intelligence and has done enough deeds of a positive good nature to rate an 8 in Charisma (1 point Charisma for every 10 deeds), it will have developed an individual personality that will continue to exist as an invisible but stable and tangible 'shape/form/presence' capable of surviving even removal or destruction of its containing garb, with a definite male or female personality of shape and existence. If sufficient evil deeds are done within the aforementioned prerequisites, the surrogate can become a wraith.

Shapelings

There are rumours of a race of these invisible, humanoid beings that exist on a far-distant island. They take full damage from magic weapons but only 1/2 from ordinary ones. They have a 50% chance of *Matter Phasing* during combat rounds during which their bodies turn intangible to any blows, although they can still strike with full force and cast spells (this power can also be used to penetrate barriers, locked doors etc; treat as a *passwall* spell). In alignment, they are Neutral good or Chaotic good (25% each); Chaotic neutral (30%), Neutral (5%), or Neutral Evil (15%); and are capable of mating with human, elven, halfling or half-orc stock. Any young produced from such unions resemble the non-shapeling parents' race (10% likelihood of invisibility), but are capable of briefly *Matter Phasing* into transparent insubstantiality for one round, every other melee round (25% chance). During this state, they cannot be attacked or attack others.

In physical build and population-scale, shapelings are about the same as mankind. Population-ratio is usually about 55% female, 45% male and in life-span and maturity, are, to all intents, the same as humans. They are visible only via the apparel they wear. When dealing with other races, shapelings will often wear a stately, handsome or beautiful, metal mask (appropriate to their age and sex), in order to make dealings with them more comfortable.

For cosmetic purposes, their bodies can 'take' make-up to render them visible. Shapeling thieves will often use a water-soluble make-up, which they can remove with a quick rinse; reverting to invisibility. Similarly, a shapeling dancing-girl using such 'wash-off' cosmetics, can have a really *unique* end to her act.

Some Chaotic neutrals of this race make superlative ninjas! Shapelings can rate 1-4 in surprise on a 6-sided die. Any weapons a human or elf can use, they can use. Generally, shapeling fighters favour cowled or helmeted suits of leather, studded-leather, chainmail, or plate armour. In fighting – whether as individuals or in hosts – weapons most used are generally double-curved long-bows, longswords, spears, handaxes, bastard-swords and throwing knives. Shapeling fighting hosts (300-1000) often hire out as mercenaries and their spectral appearance has a (40%) chance of causing a loss of morale points in an



enemy (in part because they are often mistaken as wraiths or other undead monsters).

As thieves, assassins, magic-users, illusionists, rangers, monks and other classes, shapelings have the same talents and – except for invisibility – the same disadvantages as humans though they rarely rise above 10th level in any of these classes. Even their powers of *Matter Phasing* (a psionic power of the same nature as *Body Weaponry*) and natural invisibility are not a guarantee of invincibility; if caught unaware shapelings can be betrayed like any other solid being protected by an *invisibility* spell. Rain, snow or dust will 'outline' them; paints, dyes or tar will coat them and stick to them. In water, a 'bubble' or 'hole' will outline however much of them is submerged. Soft surfaces will betray their footprints – as will doors, if they're too fatigued to *Matter Phase* (which requires health and alertness just like any other physical exertion). A cloth thrown over them will betray their presence and a being protected by an *invisibility* spell would be just as invisible to them as any other character. Their invisibility does not include the apparel or equipment they wear (that requires a spell). Likewise, their power of *Matter Phasing* only extends to their garments and any items that could be carried easily on one's person. Although able to strike while insubstantial, in order to do so, they have to make their weapon solid.

Curiously – when divested of garb – shapelings say that they *can* see each other; claiming that they appear to each other as a sort of phantom/bubble/outline of a human/elven form, with fea-

tures 'highlighted' by a sort of soft, silvery-blue glow; a trait that can be inherited by offspring of mixed marriages. Shapelings seem to be able to 'intensify' their particular brand of invisibility so as to appear invisible even to elves! Shapeling invisibility can be penetrated by a *wizard eye* spell.

Shapelings often 'claim' they have souls (it seems more likely that – like elves – they have 'spirits' that are 'recyclable' and able to re-incarnate; but shapelings with human or halfling blood – like half-elves – would probably have souls; and shapelings choosing to intermarry with humans or halflings, would (like elves) doubtless be given a 'choice' by the Divine/Celestial Powers as to which race they wished to be spiritually 'counted with'.

Possessed of a somewhat ironic and tongue-in-cheek sense of humour, shapelings have an inherent 'edge' for playing pranks and gathering gossip; but their humour is never malicious – although sometimes a little roguish. Even a shapeling fighter can often have a keen wit and sense of the ironic. In a word, shapeling humour can best be described as 'sardonic'. 'Now you see me, now you don't... –or did you?!' Like halflings, elves and dwarves, shapelings are a somewhat secretive people; delighting in the gaining and use of hidden secrets and lore; though this is not so much a matter of course as merely the application of a natural advantage in such things.

Note: a shapeling hit by a *feblemind* spell would suffer a loss in Intelligence but would *not* be transformed into a surrogate-form. □

The Gods of the Shapelings

by Fred Lee Cain

The invisible people covered in last issue's *Fiend Factory* worship a vast pantheon of Neutral (or at times, Good-inclined) deities who are known as The Procreators of Eternity! Only a few have the vaguest personification — presented below are some of them.

THE PRIME TECHNICIAN

— Greater god (god of knowledge, science and craftwork)

Armour Class: -2

Move: 14"/24"

Hit Points: 340

No of Attacks: 1

Special Attacks: Can bring forces of nature to bear (lightning, tornado etc). Also can raise wisdom and intelligence of a character temporarily.

Special Defences: See above. Can teleport from danger.

Magic Resistance: 80%

Size: M (6')

Alignment: Neutral

Worshipper's Align: All alignments

Symbol: The balance and chemical retort.

Plane: Limbo

Cleric/Druid: 20th level cleric/
14th level druid.

Fighter: 5th level fighter.

Magic-User/Illusionist: 30th level each.

Thief/Assassin: Nil

Monk/Bard: Nil

Psionic Ability: II

S: 20 (+3, +8); **I:** 24; **W:** 24; **D:** 21; **C:** 21;

CH: 20.

The Prime Technician is a robed and cowl'd figure clad in light-grey; embodiment of the blind and dedicated, dispassionate and amoral search for knowledge. A true Neutral.

The Technician is second in command of their conclave. Like his fellows in 'appearance'; he is depicted as a humanoid figure dressed in robes, gloves and vacant cowl, of dark blue,



Fiend Factory is a regular department for readers' monsters in Dungeons & Dragons, edited by Albie Fiore. This issue, the gods of last issue's creatures.

with a long staff of dark wood entwined with a brazen serpent clutched in one hand. (Treat as a *Staff of Magi/Power*).



THE CHAMPION

— Greater god (god of courage, battle, and martial skill)

Armour Class: -5 (plus +4 plate armour)

Move: 20"/30"/20"/18"

Hit Points: 380

No of Attacks: 2-3

Damage/Attack: By weapon type and 5-50 (+12)

Special Attacks: Gaze will act as a *fear*, *death*, *spiritwrack*, *dispel evil*, *flame strike* or *disintegrate* spell (eyes appear and glow red when gaze is used as a weapon). Touch of hand can act as a *lightning bolt* and if The Champion strikes with his fists, there is no Save against this (a Save may be possible if the blow is a kick).

Special Defences: Can teleport, regeneration in 3 rounds of any damage. Also, gaze has powers of *know alignment*, *dispel evil*; and *confusion* (no Save on any of these).

Magic Resistance: 80%

Size: M (7' tall)

Alignment: Lawful neutral

Worshipper's Align: Lawful neutral (can be inclined toward Good or Evil; but must be dedicated to 'martial virtues' of 'order' and 'honour').

Symbol: An empty, crested, blue-black helmet with raised visor.

Plane: Limbo (The Halls of Eternity)

Cleric/Druid: 20th level cleric/
13th level druid.

Fighter: 20th level

Magic-User/Illusionist: 28th level
magic-user/25th illusionist

Thief/Assassin: Nil

Monk/Bard: 17th level monk/
12th level bard.

Psionic Ability: II

S: 23 (+5, +11); **I:** 24; **W:** 24; **D:** 21;

C: 23; **CH:** 22.

The Champion, Marshall of all the armed hosts of the Procreators, is an armour-clad figure armed with a +3 *Vorpal Sword*; *Wand of Fear/Fire* and *Illumination*; *Spell Projector* (pistol); multiple options of spells of: *hold person*, *flame strike*, *explosive runes*, *lightning bolt* and *cone of cold*. Clad in blue-black +4 plate armour with a silver *Belt of Levitation*, he is the ultimate, personification incarnate of the blindly obedient professional soldier. His battles against such foes as Orcus, Tiamat, Belial and Nyarlathotep have been epic encounters, from which the Procreator and his numberless legions have always emerged unvanquished.

THE HIGH OVERLORD

— Greater God (arbitrator of Destiny, First among the Procreators)

Armour Class: -1

Move: 20"/36"

Hit Points: 400

No of Attacks: 2 (+ spells)

Damage/Attack: 10-100 (+16)

Special Attacks: Gaze of eyes can project a *temporal stasis* spell or (against any devils, demons etc of the nether planes) *spiritwrack* (no save). A touch from either hand will act as a *lightning bolt*, *cone of cold*, or *disintegrate* spell.



Special Defences: *Teleport*, regeneration in 3 rounds of any damage. Immune to any weapons less than +4.

Magic Resistance: 95%

Size: M (6')

Alignment: Lawful neutral

Worshipper's Align: Any alignment (though evil worshipper's are usually only Neutral evil).

Symbol: A circle divided vertically into two halves; half black, half white.

Plane: Limbo

Cleric/Druid: 29th level cleric/14th level druid.

Fighter: 11th level fighter

Magic-User/Illusionist: 29th level MU/26th level illusionist.

Thief/Assassin: Nil

Monk/Bard: Nil

Psionic Ability: II

S: 23 (+5, +11); **I:** 24; **W:** 25; **D:** 22; **C:** 23; **CH:** 23.

The High Overlord is an unseen figure, apparently clad in armour beneath a cowl and belted jumpsuit, with a circlet-band of small, linked, square plates of gold encircling the brow of his hood (like an Arab burnoose). His garb is a neutral shade of russet-brown, worn over banded gauntlets and armour of silvered steel. The High Overlord is recognised as chief administrator over the Procreators and is a figure of impartial authority, who makes decisions based on pure necessity, unbiased by emotion, hardship or gain.

It is rumoured that on rare occasions, the High Overlord will manifest himself (secretly), in the guise of a tall smiling handsome man of middle years, with slender youthful frame and features, silvery-grey hair; charming gracious and educated speech. He is always clad in white apparel appropriate to the culture and setting to intervene when Fate requires it – always to restore the balance of order.

boots and gauntlets; and a shadowy, fur-lined cowl; with a silver, circlet-band hovering motionless over her head as a halo and sometimes, a brown cape that functions as a *Robe of Blending*. An apotheosis of all that is loving and protective, she is one of the more actively benevolent figures among the Procreators of Eternity; bestowing a particular watchfulness over those in love or those especially dedicated to an ideal; or to those who are lost, lonely, or bereaved. Though preferring to act unseen, she will, if taking an active role (in particular, in defence of the young and/or innocent), be able to provide one or more of the following spells: *bless* at +3; *protection from evil*; *create food and water*; *find the path* or to answer 1-3 questions or grant 1-3 *wishes*. If involved in battle, she will strike with a silver wand that can inflict 20-50 points damage on a hit, or serve as a *Rod of Thunderbolts*.



General Notes

The realm of the Procreators is a shadowy nether-domain, forming a labyrinthine complex of palaces and laboratories, located between Limbo and the Plane of Concordant Opposition; ..neither overly cheerful nor unpleasant. A place of mystery and lore; waiting and making; seeking and finding. For any beings of Good and Neutral alignment, it is quiet and shadowy – a peaceful and pleasant place of wonders unveiled; where dream-like waking merges with happy but lifelike dreams. For beings of Evil alignment, unbeing alternates with a shadowy dream-life, where nightmares threaten to become reality.

Visitors to their realm – mortal or otherwise – are received with gracious indifference. Although not directly or openly allied with any pantheon of Good, the Procreators are no friends to Evil and have, on more than one occasion, launched highly feared and successful incursions into the realms of the Lords of Evil, for reasons known only to themselves.

Although they cannot be invoked, sometimes – during threats of great Evil – they will respond to a plea for aid (3%), appearing in great, armed hosts – often in eagle or swallow-shaped, flying birdships, or (if at sea) in huge fleets of shark or crocodile-shaped war-vessels; to a

great, majestic fanfare of trumpets and drums (the Procreators herald only their arrival; never their victory). On such occasions, if battle is the order of the day, they will fight relentlessly and without yielding or regard for odds; but sometimes, some of their 'help' may be of 'questionable' value, as they will (10% of the time) not hesitate to employ weapons of highly destructive enchantment that would threaten Good as well as Evil. Such weapons usually result in a manifestation of power drawn from one of the Elemental Planes, creating some local form of natural upheaval or cataclysm (such as a tidal wave, hurricane; earthquake, meteor strike etc). Since such tactics may obliterate any and all combatants for an area covering anywhere from 50' square to 10 square miles, survival may depend on precautions and quick thinking. It's not certain whether the Procreators don't realise the magnitude of some of their attacks or in a true Neutral point of view, see life and death as only twin parts of nature.

There seems to be some evidence that, at least sometimes, this neglect is something of an oversight, as (45% of the time), if an individual can catch the attention (in time) of a specific Procreator (or group) and throw themselves on its/their mercy and beseech rescue, the Procreator(s) will provide some means of protection or escape.

Very rarely (1%) a specific Procreator will elect to answer a prayer of a Neutrally inclined character. The High Overlord is something of an oracular figure and may appear (usually enthroned) to bestow information or advice (50% chance the help of a Seer, Sage or Scribe is needed to fully translate or interpret the information so it can be helpful [the Procreators will never give false or deliberately harmful advice]. The Prime Technician may provide information, technical advice and inspiration for a specific problem. The All-Loving can provide a wide range of aid if her help is specifically requested. (The DM may wish to provide identities for other Procreators covering other fields, or clear suggestions for others suggested by Players).

Procreators will only respond personally to one plea from a character (if at all), and may demand a service in return; but they do not demand offerings or answer for sacrifices (or even insist that one requesting their aid be one of their worshippers)! They cannot be *summoned* or *gated*.

Their manner when perceived is lofty, dispassionate and detached; with more of a emotionless zeal of self-absorption for their own ends. Their eyes will sometimes be seen in the shadows of their helms or cowls; pale, glowing and (usually) blank, their voices are purported to sound rather calm, sepulchral and solemn, but not really unpleasant or frightening (or sad, angry, or hinting much of any emotion).

Final Note: Inspiration for Surrogate-Forms comes from art and stories of Steve Ditko, *The Iron Warrior*; Jack Kirby and from the Walt Disney movie *Bedknobs and Broomsticks*. The Procreators of Eternity were taken from a two-part story in the B&W comic-magazine *Weird Tales of the Macabre*. □

THE ALL-LOVING

– Greater goddess

(goddess of benevolence)

Armour Class: -2

Move: 20"/25"/18"/15"

Hit Points: 360

No of Attacks: 2

Damage/Attack: 20-50

Special Attacks: See text

Special Defences: See text

Magic Resistance: 76%

Size: M (5½')

Alignment: Neutral good

Worshipper's Align: All alignments

Symbol: Silver halo and wand

Plane: Limbo/Elysium

Cleric/Druid: 20th level cleric/16th level druid.

Fighter: 15th level fighter

Magic-User/Illusionist: 23rd level magic-user/illusionist.

Thief/Assassin: Nil

Monk/Bard: Nil

Psionic Ability: II

S: 19 (+3, +7); **I:** 21; **W:** 23; **D:** 23; **CH:** 24.

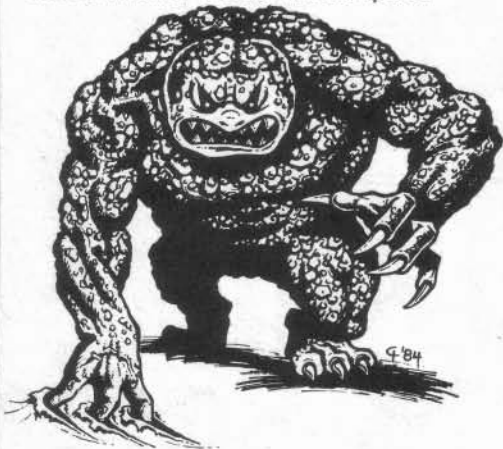
The All-Loving is a youthful (and shapely) feminine figure seen only in a close-fitting, yellow-and-dun-hued jumpsuit; with golden belt; fur-trimmed

ROK-OR

by James Waterfield

No Appearing: 1-6
Armour Class: -4
Movement: 9"
Hit Dice: 9d8
Treasure: Special, see below
Attack: Two claws for 1d12 each, bite for 2d10
Alignment: Neutral
Intelligence: Average

The rok-or is a huge (12') beast with a thick exo-skeleton of a stone-like carapace.



Being creatures from the *Elemental Plane of Earth*, they have the ability to move easily through solid rock. Normally, rok-or live within mountains, surfacing on rare occasions to feed. They crave gems and can detect them from a distance of 60'. They will attack anyone with gems, eating them whole to get at the precious stones.

Due to a rok-or's ability to merge with rock, it surprises anyone, except dwarves and gnomes, on 1-4 on 1d6. The claws of a rok-or are amazingly sharp and powerful; they can easily slash any non-magical metal armour to shreds, completely destroying it. If the victim has a shield, there is a 50% chance that the shield will be destroyed instead of the armour.

The stone-like armour of the rok-or gives it total immunity to any fire-based attacks (eg *fireballs*). It can also resist electrical attacks to a certain degree, taking half damage if failing its saving roll and



Fiend Factory is a regular department featuring readers' monsters for D&D/AD&D, edited by Albie Fiore. This issue, some creatures from the Planes.

High Planes Drifters

taking no damage if it saves successfully. Edged weapons do no damage to the rok-or and have a 50% chance of breaking (-5% for each +1 of the weapon) on striking the creature. Blunt weapons do full damage with no chance of breaking.

Slingstones, giant boulders, etc hurled at a rok-or are simply absorbed into the creature if they strike. Slingstones give the beast 1 extra hit point per stone, while large boulders give it an additional 10 hit points. If a rok-or is not killed in battle, it can regenerate hit points by simply retreating into the rock, regaining 10 hit points for every turn spent in rock.

The treasure of a rok-or is found inside the stomach where 1d100 gems may be found depending on the age (hit points) of the beast.

guards, a few of whom escaped to form small colonies in volcanic regions near active lava flows.

A typical magmite stands 2' tall and resembles a thick-limbed, four-legged spider with broad pad-like feet. It appears to be made of molten rock that glows bright orange-red with yellow and



MAGMITE

by Roger E Moore

No Appearing: 3-10
Armour Class: 3
Movement: 9"
Hit Dice: 4d8+2
Treasure: P,R,Y (special)
Attack: 4d4 touch, plus special
Alignment: Neutral
 (lawful tendencies)
Intelligence: Very

Magmites are very rarely encountered creatures from the *Elemental Plane of Fire*, where they are usually found in lava caves near pools of molten rock or metal. Efreeti brought a few of them to the *Prime Material Plane* as treasure

white streaks and spots. There seems to be no definite front or face to the creature, and it can set off walking in any direction from a standing start. Its excellent heat-sensitive 'vision' (120' radius) is provided by two six-inch antennae which project up from the central body. Other than that, they appear to have no sense of smell, hearing or taste but are known to possess very good tactile senses.

An aura of intense heat surrounds the magmite to a 5' radius; any creature within this aura attacks at -2 to hit due to the heat and will suffer 1 point of heat damage every other round unless they have some magical resistance to heat. There is no saving throw for the heat damage from the aura.

Magmites are immune to most spells, but a few affect them. Any *heat* or *fire* based spells will restore any damage suffered by the magmite on a 1 for 1 basis. Normal non-magical fires and heat sources do not affect them. All *cold* or *frost* based spells or attacks will *slow* magmites for 1 round per hit dice damage of the attack, though no actual damage will be caused to them. Water, either magically produced or natural, will not affect a magmite at all but will be turned immediately into a 10' diameter cloud of steam around the creature. This cloud will last for 2-5 rounds and effectively blinds the magmite and any others within the cloud.

Magmites are unaffected by poison, which their body heat destroys before it can affect the creature. They are also immune to all save magical weapons.

Anything that touches a magmite (ex-

cept living creatures or solid rock) must make a saving throw against magical fire or melt and be destroyed; magical items receive appropriate bonuses, and *flametongue* swords or weapons are immune from destruction. *Frostbrand* swords will do only 1 point of damage per hit. Scrolls or spells that *protect* from enchanted monsters or elementals will keep magmites at bay.

The treasure of these creatures will often consist of several pools of molten precious metals and a few fire-resistant gemstones. Less often, this treasure is in a solid, though extremely hot, condition and is stored in rocky pits or tunnels within the colony's lair.

Magmites possess a limited form of *telepathy* that allows them to communicate mentally with persons within 30' of them and with other magmites. They have no other psionic-type powers.



ICE MEPHIT
by John S Davies

No Appearing: 1
Armour Class: 4
Movement: 12"/24"
Hit Dice: 3d8+1
Treasure: 1d10 platinum pieces
Attack: Two claws for 1d4 each, plus special
Alignment: Variable, usually evil, and mostly lawful evil
Intelligence: Average

Ice mephits are most commonly found on the frozen *Eighth Plane of Hell*. Steam, fire or lava mephits entering these frozen planes are attacked on sight, while smoke mephits are barely tolerated.

Ice mephits are often used as messengers by creatures of the *Lower Planes*. Thus, when encountered on the *Prime Material Plane*, they are usually on some diabolical errand or mission. They share the other mephits' twisted sense of humour and love of the tasteless and vulgar; delighting in tormenting helpless creatures. They also speak the common mephit tongue as well as their alignment tongue.

They are about 5' tall with wings and fangs. They are translucent blue and radiate an intense chill in a 5' radius about themselves. This chill does no damage, but for each round that anyone is within

this area, they must save versus poison or temporarily lose 1 point of strength. Any strength lost will return at the rate of 1 point per turn, once the affected person has withdrawn from the chilled area. If a person's strength drops below 3, then they will lose consciousness until their strength has returned to 3.

Touching an ice mephit with bare flesh causes 1 point of damage per round of contact. Their claws do 1d4 damage plus 1 point of cold damage (2-5 total). They can also breathe forth a cloud of frost (10' diameter), 3 times per day which does 1d8 damage to those within it unless a save versus breath weapon is made in which case half damage is taken. Once per day, an ice mephit can also cast *cool metal*, and, once per hour, they can attempt to *summon* another mephit with a 15% chance of success. There is an 80% chance that the mephit *summoned* will be an ice mephit; 10%, a steam mephit; and 10%, a smoke mephit.

There is an 80% chance that a fire or lava mephit will attack an ice mephit on sight and vice versa.

MIND SHADOW
by A Jewson

No Appearing: 2-8
Armour Class: 3
Movement: 8" (flight)
Hit Dice: 1d8+2
Treasure: Nil
Attack: Special
Alignment: Chaotic/lawful evil
Intelligence: Average to very

These weird creatures exist mainly on the plane of their ruling demon or devil whom they serve. They are often sent by their masters to the *Prime Material Plane* where they appear as small, shadowy bats. While in this form, they can only be hit by +1 or better weapons and can only remain on the *Prime Material Plane* for 10 rounds unless they manage to *possess* some creature.

Though they have no natural attacks, mind shadows have the ability to possess any living creature or any corpse (but *not* undead ones!).

For a mind shadow to take possession of a corpse, the corpse must have been dead for no longer than a week or be extremely well preserved. The mind shadow must then make contact with the corpse for one round after which the mind shadow will fade into the body. The corpse will then become animated under the complete control of the mind shadow. The corpse will have twice its original number of hit dice regardless of any experience level (a corpse of a 12th level fighter for example would only have twice the number of a 1st level fighter, for example). Once the corpse is reduced to zero hit points, it will collapse and the mind shadow will then be forced to vacate the body and resume its bat-like form for a further 10 rounds after which it will disappear back to its plane of origin unless it gains possession of another creature. A cleric can turn a possessed corpse as a shadow. Successfully turning such a possessed corpse

will render it uninhabitable to the mind shadow which will re-emerge and in a flutter of darkness disappear back to its plane of origin.

A mind shadow can also attempt to gain possession of any living creature. To do this it must first remain in contact for 1 round (successful hit against AC10) and during this time attempt to mentally subdue the victim who cannot retaliate in any way during the round. The success of this attempt depends on the 'possession factor' of the individual mind shadow. This factor ranges from 11-30 (1d20+10). The victim must total their intelligence and wisdom (or double their intelligence if a monster) and then add the roll of 1d6. If this total exceeds or equals the mind shadows 'possession factor', they have successfully resisted the subdual attempt. The mind shadow will then disappear to its plane of origin. If however, the victim is unsuccessful in this, the mind shadow will fade into their body and take complete control. A cleric may attempt to turn a live possessed creature but does so as for turning a ghaist. If successful, the effect is as described above.

The mind shadow can only possess a live creature for 2-7 days due to the energy required to keep the creature's mind subdued. After this time limit, the mind shadow must return to its home



plane which it can do at will. A mind shadow can never go from the possession of one live creature to the possession of another live creature without returning to its home plane for a rest. It can, however, possess a corpse after voluntarily leaving either a live creature or a corpse.

If a live possessed creature is killed while still possessed, then it becomes a possessed corpse with attributes as described above.

Any possessed creature, alive or dead, gains the mind shadow's magic resistance of 50% but does not become immune to non-magical weapons unless it was before possession. The *exorcise* spell will, if successful, completely destroy the mind shadow. Usually, the threat of this spell will frighten off a mind shadow. Any possessed creature, whether dead or alive, retains its original Armour Class.

While in possession of any body, the mind shadow cannot be harmed in any way, other than a successful *exorcise*, but can only be driven out and then harmed. □

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MAJIPOOR MONSTERS

by Graham Drysdale

Doubtless the books Lord Valentine's Castle and Majipoor Chronicles by Robert Silverberg are known to many. Here is an adaption of the creatures and races detailed within them.

SEA DRAGON

No Appearing: 10-60
Armour Class: See below
Movement: 18"
Hit Dice: See below
Treasure: Non
Attack: See below
Alignment: N
Intelligence: Animal to Low

The majipoorian sea dragon is a huge creature which can reach lengths of up to 300 feet. The sea dragon is a mammal. Although its young develop in eggs, the eggs hatch inside the mother and the young are consequently born alive.

Sea dragons appear much like standard dragons, having humps along their spines, long thick necks, heavy triangular heads, and small leathery wings, which are used as fins and help them to swim. Dragons are hunted as all of their body parts can be sold for various uses. Those parts especially valued are the unhatched dragon eggs, useful for medicinal means, and dragon milk, which is an expensive luxury. Dragon bones, which are as strong as steel, may be used for building with.

Due to the varying size of dragons, their hit points, armour class and attack strength will differ accordingly. The table below shows such variations:

Length (ft)	6-10	11-40	41-100	101-150	151-200	201-300	301+
AC	10	9	8	7	6	5	4
HD	2	5	8	11	15	22	26
Attack	2-8	3-18	3-24	3-30	4-40	5-50	6-60

Sea dragons only attack once per round and have no lair but dwell in the open sea, migrating to warmer climes. They steer away from boats unless they are attacked, which they may ram. A sea dragon ramming does (HD/2) points of hull damage. Sea dragons communicate ultrasonically (much like whales do).



FOREST-BRETHREN

No Appearing: 10-100
Armour Class: 8
Movement: 12"
Hit Dice: 1
Treasure: None
Attack: 1-2/1-2; see below.
Alignment: Chaotic Neutral
Intelligence: Low

The forest-brethren are small ape-like beings with pale, smooth, blue-grey skin and thin, wiry limbs. Their hairless heads are narrow and long with sloping, flat foreheads, supported by fragile necks, long and thin. Their chests are shallow and bony, and their framework is slight without any spare flesh. They are cunning and instinctively clever, although their intellectual rating is quite low, on a par with monkeys and apes. They live in dense forests and woodlands.

Forest-brethren hunt and move about



in large groups of 10-100. They make use of a thick, red vine, known as Birdnet vine, which is so sticky that it will bond with extreme strength to anything it touches (including flesh). The vine may only be burnt free. The forest-brethren are immune to the glue-like quality of the vine because their skin contains an enzyme which neutralises it. Thus they are quite able to work and weave the vine to produce effective nets or, if it is strung between trees, blockades.

They worship huge, red barked trees, known as Dwickas. The tree trunks are covered in deep, wide fissures, up to about a foot in length. Though not particularly tall, the width of the trees is immense, their great branches spreading out for a few hundred feet or so. From these branches sprout great leathery black leaves that cast dark, foreboding shadows. Also suspended from these limbs are the great dwikka fruit, yellowish and spherically shaped, about ten feet in diameter. The Fruit of Life; without them no forest-brethren would exist.

Forest-brethren usually attack by ambushing. They use bamboo blowpipes, the darts being coated with a toxic poison which kills in ten seconds (save or die, save results in 1-3hp of damage).

They can fire two darts per round. In melee they attack with their hands (though they rarely venture into melee) doing 1-2/1-2 hit points of damage.

The brethren have no use for money or valuables. Persons passing through their territory must pay by other means to gain access. This must either be some service or something edible. Forest-brethren speak only their own tongue. They live for forty years or so.

METAMORPH

No Appearing: 3-18
Armour Class: 5
Movement: 12"
Hit Dice: 2+1
Treasure: Individuals K, L, M, N, Q. A and G in lair.
Attack: 1-8
Alignment: Chaotic Neutral
Intelligence: Exceptional

Metamorphs are a race of shapeshifters, beings able to transform the shape of their body by exerting muscular pressure on their mobile and non-fixed bone structure. This enables them to mimic other forms extremely accurately, enhanced further by the ability of their body cells to change in hue and texture.

In their natural form metamorphs are slim and angular in build. Their skin is an unhealthy pale greenish colour, and their faces show sharp cheekbones, lipless mouths and barely existent noses. Their eyes are without pupils and slant inwards at an angle towards the centre of their face. On the whole, they appear as frail, fragile and shy creatures, but with some concealed latent power.

Metamorphs shun other company other than their own. Sometimes they will have cause to penetrate human society where they are likely to pose as another race. When they travel in natural form they are mostly treated with contempt due to their uncanny nature.

Metamorphs are not a warlike race and travel abroad only in small groups. They rarely employ weapons and will fight only as a last resort. They do, however, have strange psionic powers. Each metamorph has a psionic strength of 101-200 and 2-5 attack and defence modes. Their disciplines are *Clairvoyance*, *Clairaudience* and *Telepathy*. They speak their own language, their alignment language, and the common tongue. They live for hundreds of years.



**SKANDAR**

No Appearing: 2-20
Armour Class: 5
Movement: 9"
Hit Dice: 4
Treasure: Individuals K, L, M.
 B in lair.
Attack: 2-8/2-8/2-8
Alignment: Neutral
Intelligence: Average

Skandars come from the frigid north where their thick hide and coarse grey hair protects them from the harsh conditions. They stand on average, about seven feet tall, being heavy jawed and having narrow, yellow eyes. They have two extra arms, placed below their outer arms and more towards the centre of the chest. These massive extremities enable them to attack four times per round, each arm doing 2-8 points of damage. Sometimes they bear weapons, like swords, battle axes and heavy crossbows, and in this case their strength is considered to be 18/00 for to-hit and damage purposes. However, they cannot use more than two weapons at a time.

Although slow and clumsy in their movement, Skandars have amazing hand-eye co-ordination. Thus, when using this ability, their dexterity is taken to be equal to an 18 score (+3 with bows). For other considerations, their dexterity gives no bonuses.

Skandars have a hot fiery temperament and are quick to anger, although they make their living mostly through trade and not warfare. They are considered tolerable by most humans and demi-humans. They tend to keep themselves to themselves, sometimes seeming rather grumpy and sour to other races, but are generally peaceful.

Skandars speak the common tongue and alignment tongues only, having no racial language of their own. They live up to about 90 years.

VROON

No Appearing: 1-12 in rare tribes.
Armour Class: 10
Movement: 9"
Hit Dice: 1-1
Treasure: Individuals K, M. E in lair.
Attack: 1-3
Alignment: Chaotic Good
Intelligence: Very to Genius

Vroons are tiny creatures, a little over 2

feet tall and have greenish tinted skin that tends to fade with age. They have tentacular limbs, rubbery but strong, and large eyes of golden yellow. They live mostly among humans; few tribes of vroons exist. They rarely fight, being fragile and somewhat easily harmed. They do, however, have a natural understanding of sorcery (both magic-user and illusionist), and about 75% of those encountered will have some knowledge of the subject, if only a smattering. 30% of those spells known will be illusionist and 70% will be magic-user. Those vroons of 17 Intelligence or below are limited to the 9th level of experience; those few with an 18 Intelligence are unlimited in their advancement. They often serve as guides, advisers or protectors of the rich or majestic.

Vroons are cunning and mischevious, but not malignantly so. They are interesting and pleasant to converse with, though any hostilities will frighten them. They use their wavering tentacles to cast spells and those above third level will have mastered the ability to *remove fear* and 'calm anger' with a mere touch (no save). They make use of many of the spells that charm and enchant. They love water, are good swimmers and prefer



temperate, warm climates.

Vroons speak common, vroonish and their alignment tongue. They live for up to 180 years.

HJORT

No Appearing: 2-20
Armour Class: 10
Movement: 9"
Hit Dice: 1
Treasure: Individuals J, K, L.
 B in lair.
Attack: 1-6 or by weapon
Alignment: Neutral
Intelligence: Average

Hjorts are insipid creatures of medium height. They are thick bodied with puffy, warty textured skin and bulging frog-like eyes. Their skin is an ashen-grey colour, often speckled with colours of either orange or green pigment. Other races find them quite obnoxious.

Hjorts tolerate human company and may often be seen in market places, trading their various goods. Most seem to be merchants or traders, though any hjort wishing to adventure may rise to 4th level as a fighter. For any hjort tribe,



there will always be a fighter of level 1-4.

Hjorts speak hjortish, common and their alignment tongue.

GHAYROG

No Appearing: 2-20
Armour Class: 8
Movement: 12"
Hit Dice: 1+1
Treasure: Individuals J, K, L.
 B in lair.
Attack: 1-6
Alignment: Neutral
Intelligence: High

Ghayrogs are reptilian, although warm blooded, with smooth, shiny scales covering their bodies. Their eyes are green and unblinking and their hair is a mass of black curls, which weave and writhe monotonously of their own accord. Their tongues are serpent like, forked and flickering. They sleep for only one season each year, remaining awake for the rest of the time.

Ghayrogs usually live in small colonies and 50% of these will be female with 2-12 young each. They are egg layers and will incubate their young for 2 months before they hatch.

Ghayrogs are a timid race, though intelligent, and live mostly where it is warm and damp, favouring sub-tropical regions. They will congregate quite happily with humans, despite their reptilian appearance, but are peace loving and not particularly adept at fighting. They speak the common and their alignment tongue, having no racial one of their own. They live for about 60 years. □



Fiend Factory is a regular department for new AD&D/D&D monsters, edited by Albie Fiore. This issue, a short mini-scenario.

Chun the Unavoidable

An AD&D Mini-Scenario for Characters of 2nd to 4th Level, based around some new monsters by Oliver Johnson



DM'S INTRODUCTION

The following short adventure is based on one of Jack Vance's excellent fantasy stories from the first *Dying Earth* collection. It provides a basis for introducing some of Vance's creatures to the campaign – particularly appropriate because Vance was one of Gary Gygax's prime sources of inspiration.

Lith the Weaver has entered into an infernal agreement with *Chun the Unavoidable*, a supernatural being who is custodian of the Tapestry of Ariventa in the Palace of Whispers. In exchange for the human eyeballs with which his cloak is embroidered, Chun gives Lith a thread or two of the tapestry. Lith is gradually reweaving the tapestry in her cottage. When it is complete, the tapestry forms a gateway to the magical world of Ariventa, where the process of ageing is arrested and all the fields and orchards are perpetually golden with harvest. The tapestry is now, after many years' work and grisly payment on Lith's part, almost half restored. All passages of text not boxed or labelled DM should be read out to the players, virtually as it is.

PLAYERS' INTRODUCTION

As you are travelling across some moorland close to the Forest of Illimitable Green which is on your left, strange blue scaled and crested humanoids burst from the bushes around you – an ambush!



ARCHVEULTS

No Appearing: 1-20
Armour Class: As worn, usually 5
Movement: 12"
Hit Dice: 1+1
Treasure: Individuals N, S, T
Attack: By weapon type or galvanic impulse
Alignment: Any
Intelligence: Average and up

Archveults are an intelligent species from another world. They have shimmering blue scales, a large black crest over the domed skull, and a hooked beak/snout, but otherwise essentially humanoid in form. Archveults can reach 12th level as fighters and 9th level as assassins or thieves, but are not restricted at all as to level of magic-use. There are no archveult clerics.

All archveults have the special ability to generate an electrical discharge through their bodies which will cause a character touched to pass out for 2-12 rounds if a saving throw vs paralysis is not made. Whether or not the save is successful, the character will take 1-4 points of damage. Once the *galvanic impulse* has been used, an archveult will take 10-60 minutes to build up the electrical charge for a second such attack.

Archveults mine (see *DMG*) *loun Stones*, and any archveult magic-user of 4th level or higher has a 10% chance of having 1-10 *Stones*.

Archveults are only encountered on this world in small adventuring groups of 1-20 individuals. This particular group of bandit archveults consists of:

Xexamedes: 5th level archveult magic-user; AC9; HP15; Move: 12"; Spells: *Friends, jump, magic missile, shield, strength, web, lightning bolt*; six *loun Stones* (types 2, 4, 6, 6, 7, 14); 6 platinum pieces.

Xexamedes' bodyguard – Three 2nd level archveult fighters; AC4; HP11, 9, 10; one attack at 1-8 (longsword); each has 1 platinum piece, one has a *Potion of Healing*.

If Xexamedes is searched, a small map will be found, showing a clearing in the Forest of Illimitable Green. It also mentions the Tapestry of Ariventa, apparently a 'Gate' to another world.

As you are passing through the Forest in search of the Tapestry you eventually come across a cottage in a picturesque clearing. All is not well, however, for a muffled sobbing can be heard within. On closer investigation you find a beautiful woman lying on the floor before a tapestry stretched on a frame. It appears to have been torn in half, the remaining section showing a pleasing panorama of golden fields and meadows where laughing, happy folk cavort and play.

Looking up, the woman blurts out, 'I am Lith. The tapestry you see before you is the last artistic representation of the paradise of Ariventa. It has been rent by the monster Chun the Unavoidable, who but half an hour ago burst in and ravished me before tearing my cherished tapestry in a spirit of gleeful malice. Track him down to his haunt and bring back the half of the tapestry he has taken – he cannot be far hence – and my gratitude will be forever yours.'

DM: Any ranger, and any thief or assassin above 3rd level, will spot the inhuman tracks leading from Lith's cottage. (A ranger of greater than 3rd level will also notice that the tracks have been made on more than one occasion in the last week or so.) Lith will not accompany the party. If anyone attempts to coerce her, she will call on the magical defence which protects her within her cottage: daggers which materialize out of the air. She can call on up to twenty daggers. Each strike as a 6th level fighter. After striking once, a dagger will disappear forever, so Lith will be sparing in their use.

Lith: 3rd level MU; AC10; HP6; Chaotic Neutral.
Spells – *Friends, dancing lights, pyrotechnics.*

The tracks lead out of the woods onto a barren moor. An ancient city must once have stood here; as far as the eye can see are ruined plazas, shattered columns and low, crumbling walls. High above in the sky, you notice what at first seem to be half a dozen hawks, or large bats. They swoop down from an immense height, nearly blacking out the sun with their enormous wings, and for a moment you believe they may be pterodactyls. More closely, you can see the possibility of many antecedents combined in a single nightmarish hybrid – each has a globular belly covered with silvery fur, clawlike hands on dingy leather wings, a horny snout like that of a stag beetle, an array of white fangs like knife blades... They emit almost human cries of pleasure as they swoop down on you.

PELGRANES

No Appearing: 1-12
Armour Class: 6
Movement: 6"/24"
Hit Dice: 2d8+1
Treasure: None
Attack: 1 bite/claw for 1-8
Intelligence: Average

They are about 4' long and have an 8' wingspan. Vicious predators, they will attack anything that appears vaguely edible. They are not stupid, however, and will break off any combat, if necessary.

Passing further into the ruins, you discover a partially ruined grotto. Standing in a recess is a beautiful black statue of a strange being. It is draped with creepers and blotched with patches of moss.



DM: This is a deodand. It will wait until the characters pass before leaping to attack them from the rear. If they do pass, characters should be automatically surprised.

DEODANDS

No Appearing: 1
Armour Class: 3
Movement: 15"
Hit Dice: 6d8+1
Treasure: 30% chance of 1-3 pieces of jewellery
Attack: Two claws for 2-9 each
Alignment: Chaotic Evil
Intelligence: Average to high
Notes: Surprises a party on 1-5; is never itself surprised

Perhaps created by some ancient magician, deodands have the form of a handsomely muscled man with dull sable skin, and slit golden eyes like a cat's. Deodands are able to remain motionless for many hours at a time in order to catch their victims unawares. Their only food is human flesh, which they desire with a constant and terrible craving. They will often taunt people they are pursuing, or implore them to surrender in tones mockingly plaintive. Deodands are about human sized on average.

Further on, the tracks are lost on the edge of a broad plaza bordered by broken pillars. Many long-dead corpses lie around – both of noble fighters and serfs, bound together only by death and the fact that their eyeballs have been gouged out! Ahead of you there is a ruinous temple, its inner recesses lost in shadow. A curious whispering noise seems to come softly from all around, but you cannot make out what is being said.

You approach the temple and enter its pillared hall. On the far wall, above an altar carved to represent thousands of tormented faces, you see the golden radiance of the other half of the tapestry. No sound can be heard now. The susurrations you noticed outside has gone. You cannot see any other entrances to the building apart from the one you have used, but the dust on the floor here has not been disturbed for some time.

DM: By standing on the altar stone, characters can easily reach the tapestry. As they take it down, they uncover a dark recess in the wall behind it. From this leaps Chun the Unavoidable.

CHUN

No Appearing: 1
Armour Class: 1
Movement: 15"
Hit Dice: 8 (HP36)
Treasure: G, H
Attack: Two claws for 2-16 each, surprises on a 1-6

Special Attacks: Surprised characters must save vs fear (at +1) or stand defenceless for 1-3 rounds.
Special Defences: Cannot be surprised.

Chun's face resembles that of a large baboon, the white face patch composed of bare bone, with empty sockets where the nose and eyes should be. The rest of his enormous body is covered with black, glistening fur and there is about him a noxious animal reek. He wears a cloak of human eyeballs laced on silk threads. Chun runs with ferocious speed on all fours after anyone who attempts to escape him. He tears the eyes from his victims and laces these onto his cloak. After slaying any group of adventurers whom Lith dupes into going after him, he detaches some threads from the tapestry and takes them to her cottage as repayment.

Chun is very large – he would stand some 18 feet tall if upright. He takes his soubriquet from a special magic power – once on a victim's trail, he can follow unerringly until the victim is caught. Even travelling to another dimensional plane will not shake off Chun's pursuit.

CONCLUSION

It may seem that Lith cannot lose out in this scenario – if the players defeat Chun, how will they ever know they've been suckered? In order to give them a chance to lay the blame where it belongs and exact revenge on Lith, have Chun speak on himself while he is fighting. 'Ah, Lith, you have sent fine sets of eyes for me this time!' That should give them enough of a clue. The players may take the tapestry back to Lith, and she will indeed be grateful (after her initial shock of seeing the players alive) – unfortunately, she doesn't actually have anything of value to give them as reward! The players may themselves engineer the situation so that they can use the tapestry. In this case, the DM will have to work out the results – perhaps a campaign set in the world of Ariventa. □



Fiend Factory is a regular department for readers' D&D monsters. This issue, the Great Hunt.

THE GREAT HUNT

by Simon Iff

INTRODUCTION

Remember the *Wild Hunt Competition* in *WD53*? Well, we've finally sorted out a winner from the many entries, and here it is, the *Great Hunt* by Simon Iff. The two runners up who won signed copies of Ian Livingstone's *Deathtrap Dungeon* and *Island of the Lizard King*, were David Fincham of Norfolk and J Clark McAbee of Washington, USA.

BACKGROUND

On learning that the Lord Demogorgon had created the 'Death Knights', the Lord Orcus flew into a mighty and prodigious rage, reviling the Prince of Princes for trespass into his own province of sovereignty over the undead. In his fury the Lord Orcus resolved to create a power so formidable, and so mighty withal, that it would thunder through the spheres, hunting down and destroying the Death Knights, wherever they could be found. In passing the Lord Orcus had also created a formidable agency of his own will.

Pamlar Sn'Grasse
'The White Book of Maripoisa'

In his search for the ultimate huntsman, Orcus worked an act of unparalleled necromancy – forging physical form out of the very fabric of the *Negative Material Plane*. Six such forms were created in total, and the spirits of Orcus' six most powerful human clerics compelled to inhabit them. The result was the Reavers.

THE REAVER

No Appearing: 1-6 [See below]
Armour Class: -1/4 [See below]
Movement: 12"
Hit Dice: 90 points
Attack: By weapon
Alignment: Chaotic Evil
Intelligence: Exceptional
Size: M
Magic Resistance: 80%/Standard [See below]

GENERAL

The reavers, as these creatures were named by men, normally roam the *Prime Material Plane* in search of their implacable foes, the Death Knights [see *Fiend Folio*]. They may also be encountered throughout the *Inner Planes* and even in the *Plane of the Abyss*. They usually hunt in pairs, but may try to summon their kin if the need is great. Under exceptional circumstances the reavers may hunt together as *The Great Hunt*, under the sway of Sklavak, Captain General of the Great Hunt and High Reaver. A form of telepathic empathy operates

between the reavers, each being aware of the needs of the others over immeasurable distances, hence their ability to 'call' to each other, even across the Planes. When enclosed by the same *Field* [see below], they are able to telepathically communicate precise information freely and instantaneously.

Unlike true demons, reavers are able to move from their home plane, (the *Negative Material*), into any other *Inner Plane* once a day without aid. They must then remain in that plane for at least one full day before they are able to return home. They are unable to travel directly from one foreign plane to another, or from a location in a foreign plane to another, or from a location in a foreign plane to another location on the same plane. They can only visit the Abyss if summoned there. They can be summoned or dismissed in the normal ways by any brave enough to try. They are not affected by holy water or holy symbols. They can be compelled to service only through the same powerful magic as will bind a type IV demon. Reavers will never bargain service for tribute or sacrifice, nor will they ever be placated by offer of the same. A Reaver will only serve a magic-user if placed under the compulsion of a powerful threat, but will thereafter harbour undying hatred towards the individual concerned.

THE REAVER 'FIELD'

Reavers have the ability to 'tear free' a small portion of the *Negative Material Plane* and cloak themselves in it. They will normally be encountered surrounded by such a field. It is 3" in diameter, completely enveloping the reaver, and moving with it.

From outside of a reaver's field an observer can see only an opaque mist of indefinite quality and colour – a hole that is no hole, obscuring that which waits within. Reavers are able to maintain such fields communally, and will always seek to do so in combat. Thus two reavers in close proximity can support a 4" field, three reavers, a 5" field and so on.

A reaver suffering from more than 50 points of damage is weakened and is unable to support a field, which will collapse doing 1d10 points of damage to all inside *excluding* the reaver. Losing its field will not effect the reaver's ability to *gate*, but will mean that it must remain in its home plane for 1 month before any further travel is possible. Neither will it interfere with the Reaver's empathic ability and, if its field is down, it will normally either *gate* itself out or call to its

kin. If sufficient damage is inflicted on a reaver who is supporting a field in conjunction with other reavers, the field will simply shrink 1" in size – doing damage only in that area through which it has contracted.

Only the physical form of a reaver can be destroyed outside of the *Negative Material Plane*. If this should happen the reaver's spirit will return to its home, where it must remain for one year. It will lose all its previous *marks* in this period [see below]. While 'in-field' a reaver's Armour Class is -1 and its Magic Resistance is 90%. 'Out-of-field' its Armour Class is 4 and Magic Resistance standard. (As 13th level Cleric.)

A reaver has no spell casting ability. It can, however, infallibly recognise its quarry once the quarry has entered the field. It is also able to immediately sense the presence of any creature, even an invisible one, that enters in. Thus it is impossible to 'sneak up on' or 'surprise' a reaver. The reaver can mentally *mark* all intelligent individuals that enter, and can *always* recognise that creature as an individual thereafter.

A reaver can sense marked individuals even beyond the limits of its field. It can feel their presence up to a distance of 10 miles, although it is only aware of direction and not precise position. A reavers mark can be removed by *remove curse* or its equivalent. Anyone entering a reaver field for the first time has to save vs spells or be smitten with *The Reavers Bane*: morale and 'to hit' rolls reduced by 2 while enveloped in the field. Failure to save means that a character will always be effected in this way by reavers. Saving means that a character is never so effected. A *remove curse* or its equivalent will negate the effect, but a new saving throw must be made on any subsequent encounter. Going into a reaver field has the same effect as entering the *Negative Material Plane*. See the *DMs Guide* for details.

Characters who enter the reavers field find themselves on what seems to be a flat and featureless plane that stretches away in every direction. The sky is a dull, overcast grey. Characters who step back outside of the field find themselves back at exactly where they first entered even if the field has since moved.

Inside a field, all objects not personal to a character cease to exist. Outside of it they appear again unchanged and unaffected. For this reason missiles fired into the field from outside prove completely ineffectual. Even if encountered in a narrow corridor the inside of a reavers field will always extend fully. Only the power of the pentagram will contain it.

Once within, a character can clearly see the reaver itself, together with any creature already inside. On the *Prime Material Plane* a reaver will normally be encountered riding a nightmare (see *Monster Manual*). The reaver itself appears as a beautiful and well proportioned young woman – the image of youthful beauty. It wears voluminous dark robes, beneath which black mail may occasionally be glimpsed. Its skin is white and its hair, which falls to its waist, is rich and dark. Only its eyes give away its unearthly origins, for they are entirely black. Each wields a +3 morning star. A reaver attacks twice per round.

THE HOUNDS OF THE REAVER

A reaver is almost totally unaware of what lies beyond the limits of its field, being sensitive only to previously marked individuals. To overcome this limitation a reaver is able to animate and summon to itself the corpses of the dead. It will then use those creature's senses as its own over an area a mile in radius.

Each reaver can call to itself 1-10 'hounds'. The summons will be heard over an area a mile in radius. The animation will take 1 turn and the hounds will arrive in 1-12 turns. The recently slain will be summoned in preference to the long dead. DM's should decide randomly how many dead respond and how quickly. If insufficient respond for the reavers needs, it will simply move a mile hence and try again. A reaver can 'summon' at will whilst 'in-field'.

Any hound encountered while responding to the summons can be treated as a standard zombie. [See MM.] However, they can only be turned as spectres, avoiding combat and concentrating rather on reaching the reaver. The hounds will collect, waiting till all

ally, a reaver may forgoe this insurance, straightway summoning a pack of hounds and moving to the hunt. This will normally happen when a reaver feels its quarry is particularly weak or when the time factor is of great importance.

When hunting quarry not previously 'marked' the reavers will next split-up and send out hounds to search the immediate area. A reaver may, if hardpressed, question other creatures in its search for the victim. Both Sklavak and Barbatos [see below] may also make use of their psionic abilities in such situations.

When a hound makes contact with a creature which the reaver suspects to be its quarry, its first objective is to force the creature to enter its 'field'. It will go to considerable lengths to achieve this, preferring not to kill until it has been accomplished. The reaver may use its hounds to drive or entrap its victim, or may simply seek to outrun it and ride it down. Once this has been done, the reaver can bring the full force of its abilities to bear. It may go for an immediate kill, if such is its purpose, or it

ing logical routes first. Remember – their intelligence is exceptional and they are renowned for their patience. They can also respond with flexibility.

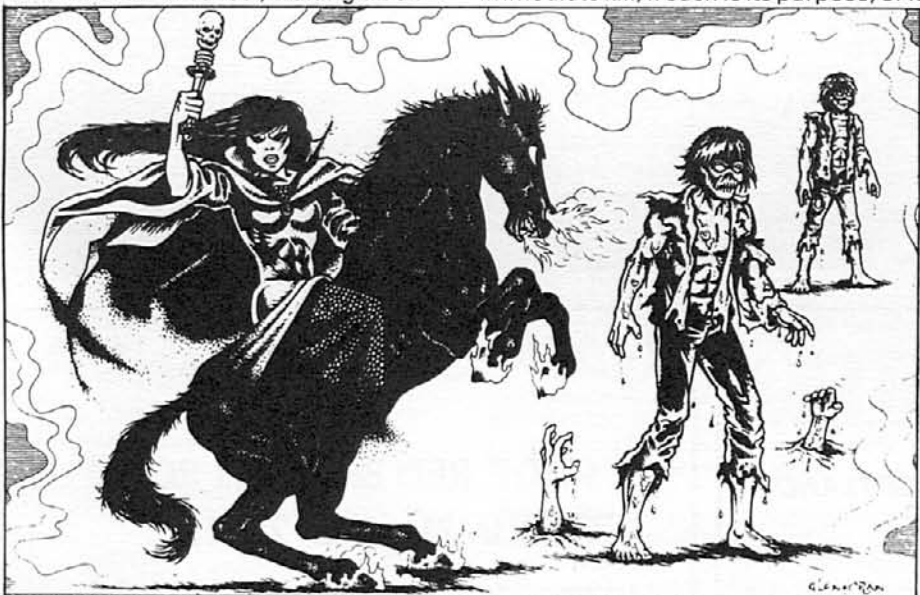
THE HIGH REAVERS

The first of the reavers created was Sklavak, The Slayer – High Reaver and Captain General of the Great Hunt. Sklavak differs from most of the reavers in its ability to use psionics, a power possessed while still human. Its psionic ability is 120. Attack/Defence modes A,E/F,G,H. In addition it can exercise the following disciplines: Minor – *Hypnosis, Empathy*. Major – *Energy Control*.

Sklavak is armed with a *Mace of Life Stealing*, (as *Sword of Life Stealing* – DM's Guide, but functions as a +3 weapon). In all other respects Sklavak resembles its brethren.

The second of the reavers created was Barbatos, High Reaver and Master of Hounds. Barbatos differs from its brethren in that, like Sklavak, it is also able to exercise those psionic abilities it possessed in life. Its psionic ability is 80, Attack/Defence Modes A/G,H. In addition it can exercise the following disciplines: Minor – *Hypnosis, Object Reading*. Major – *Mass Domination*.

When Barbatos' Major psychic science is used in conjunction with the 'summoning' abilities of his field Barbatos is able to dominate and use as hounds, living creatures, even of monster class. Living creatures so summoned are entitled to saving throws as with the standard psionic discipline; but if they fail the domination will last until released. The individual will not 'burn out', but will age 2 years every turn he or she is dominated. Dominated creatures will act as hounds in *all* respects; the same bonuses and restrictions apply and they will unquestioningly perform even actions contrary to their alignment. Barbatos typically uses living hounds as the vanguard of The Great Hunt. It can of course summon the dead to act as hounds, but not while controlling living ones. Sklavak and Barbatos hunt as a pair when not riding with The Great Hunt.



are gathered, and entering the reavers field together. At this point they undergo a number of changes, becoming true *Hounds of the Reaver*.

Hounds act as if under a permanent *haste* spell – attacking twice per round and moving 12" per turn. However, hounds will 'burn out' after 24 turns, crumbling irrevocably to dust. A reaver does not need to remain passive to affect this domination. It can perform all its other functions even while controlling hounds over a distance. True hounds of the reaver cannot be turned at all. Each reaver controls its own hounds, and if it is destroyed or leaves this plane, all its hounds will drop immediately.

REAVER HUNTING TECHNIQUES

When a hunting pair are sent to the *Prime Material Plane*, the reavers will normally first summon a nightmare. There is a 90% chance that a nightmare will respond and serve until dismissed. This summons can only be made once a day. When satisfactorily established, the reaver will normally rest for 24 hours. This enables it to *gate* itself out, if the need should suddenly arise. Occasion-

ally, a reaver may forgoe this insurance, straightway summoning a pack of hounds and moving to the hunt. This will normally happen when a reaver feels its quarry is particularly weak or when the time factor is of great importance.

Should a creature find some way of evading the reaver at this point, or if the reaver should be sent to hunt a creature previously 'marked' by it, the reaver will seek it through its own senses rather than through those of its hounds. Hounds will still be summoned however, as reavers prefer to kill through agents whenever possible.

Both reavers and nightmares can travel at their maximum movement rate indefinitely while 'in-field' – however a hunting party will normally travel at the movement rate of its hounds – stopping to summon new hounds when old ones 'burn out' even if this allows their quarry to increase the distance between them. However they may well hunt on without hounds if stopping would mean losing an important victim. Of course they have no choice but to stop if a victim has not previously been 'marked'.

Reavers hunt in an intelligent fashion. They are typically methodical rather than inspired in their approach, check-

THE LESSER REAVERS

The names of the Lesser Reavers are Vual, Renobe, Lerajie and Glasgalabolas. Vual and Renobe hunt together, as do Lerajie and Glasgalabolas.

THE GREAT HUNT

Frequency:	V Rare
No of Reavers Appearing:	6
No of Nightmares Appearing:	6
No of Hounds Appearing – Living:	0-5
No of Hounds Appearing – Dead:	0-50
Movement with Hounds:	12"
Movement without Hounds:	15"/36" (as Nightmare)
Mounted:	
Movement without Hounds – On Foot:	12"
Size of Field:	8" Radius

The summons to hounds for The Great Hunt will be heard over a full 6 miles, but hounds may take as long as 60 turns to reach the reavers. Even in The Great Hunt hounds can only be controlled over an area 1 mile in radius, and only by the reaver that summoned them. □

Fiend Factory is a regular department for new AD&D monsters, edited by Albie Fiore.

Felines, Fungi and Phantoms

Fiend Factory Poll: Three years have passed since *WD* featured its last Top Ten of new monsters and, with another *Best of WD Articles* due soon, we'd like to know your opinions as to which monsters that have appeared in *WD* (whether they've been in *Fiend Factory*, a scenario or an article) are the best. List up to five monsters in order of preference and send them to: *Fiend Factory Poll*, White Dwarf, 27-29 Sunbeam Road, London NW10 6JP, to arrive no later than February 1st, 1985. We'll also accept entries for the *worst* monsters as well, but make sure you mark the entries clearly!

BUSH CAT by Robin Cameron

	Age 1-5 Years	Age 6-12 Yrs	Age 13-25 Yrs	Age 26 (+4d6)
No Appearing:	1 (10% 1-4)	1 (10% 1-4)	1 (10% 1-4)	1 (10% 1-4)
Armour Class:	3	3	3	3
Movement:	9"	12"	15"	12"
Hit Dice:	1d8+2	2d8+2	3d8+2	4d8+2
Treasure:	Nil	½U	U	Ux2
Attack:	2 claws for 1-3 each plus bite for 1d4			
Alignment:	Chaotic neutral	Chaotic neutral	Chaotic neutral	Chaotic neutral
Intelligence:	Very	Highly	Highly	Exceptional



These small cat-like creatures are found in forested, hilly, mountainous and rough areas. They frequently waylay parties of all sorts, especially gnomes, goblins, halflings and kobolds.

Bush cats usually attack by leaping from trees or ledges, or by their ability to cause *fear* by emitting their terrifying screech from their unseen place of ambush and then silently pursuing and attacking their fleeing victim from

behind (gaining the backstab modifiers as for a thief).

Bush cats live to a maximum age of 50 years (26+4d6). Their statistics and abilities vary with their age. However, all bush cats have the following abilities: track (as a ranger); pass without trace (as druid); *speak with animals*; and lick wounds (as paladin *laying on hands*) at 2 points per age category, once every 6 hours. In addition to common and their alignment tongues, all bush cats can speak the following languages: gnome, goblin, halfling, and kobold.

Bush cats also have other abilities depending on their age as detailed below.

	Age: 1-5	6-12	13-25	26+
Magic Resistance:	10%	20%	30%	40%
DM to Fear Save:	-1	-2	-3	-4
Fall as Monk Lvl:	4th	4th	6th	13th
Damage/Backstab as Thief Level:	1st	5th	9th	13th
Move Silently, Hide in Shadows, Hear Noise as Thief Lvl:	4th	7th	10th	13th

TUNNEL CRAWLER by Mark Simmons and Dougal Dixon

No Appearing:	1 (2-5)
Armour Class:	4 (Back: 0)
Movement:	7"
Hit Dice:	5d8+2
Treasure:	R,V,X
Attack:	4 claws for 1d6 each, poison, spells and special (see below)
Alignment:	Lawful neutral (evil tendency)
Intelligence:	Genius

Tunnel crawlers are a reclusive race of earth dwellers whose main interest lies in works of a literary nature (ie, scrolls, spell books, poems, legends, etc). They stand at about the height of a small horse and blend in with the colours of the stones and earth around them. Although they are basically peaceful creatures, they will attack any party who they think may have written works about them and lust after any scrolls or magic-users' spell books.

Tunnel crawlers usually attack by surprise as they can hide in shadows as a 12th level thief. They prefer to attack with their spells or toxic spray (see below) rather than melee, but will claw if hard pressed. If attacked from behind, they can use their poison sting (save vs death at +3). They take half damage from





edged weapons and are 90% resistant to magic. If severely wounded, they can roll up into a ball (like an armadillo) and are AC0 in this state. They are immune to poison and attacks by acid or fungi.

These creatures feed on stone and fungi from which they produce the toxins for their poison sting. They mine and burrow using a spray that they can squirt from two glands in their forehead. The spray dissolves rock, making it easier for them to remove with their mandibles. If a tunnel crawler chooses to spray any attackers with this excrescence, it acts as a *web* spell as well as causing a fatal skin disease (save vs death at +5 or die in 1-6 months unless a *cure disease* spell is cast on the afflicted character).

All tunnel crawlers can use spells as a 7th level magic user and 2nd level cleric.

Any treasure of an individual creature will be hidden in its lair which is usually a chamber at the end of a long passage-way.

They speak their own language and common, as well as many other languages that they have learned from the various writings that they have collected. They are nicknamed 'Old Grandfather Lizards' by most earth dwellers.

BLOOD SPORE

by Alan Heaven

No Appearing: 1-8
Armour Class: See below
Movement: See below
Hit Dice: 1-5d8
Treasure: None
Attack: See below
Alignment: Neutral
Intelligence: Non

Bloodstones are actually parasitic fungi which have evolved to resemble gemstones so that curious creatures will be attracted by their colours.

At their smallest and youngest stage, they are approximately 2" in diameter and look like a shining multi-faceted crystal. The table below shows the various stages through which they grow:

Size	HD	AC	Colour
2"	1d8	2	Clear crystal
4"	2d8	2	Light emerald
6"	3d8	1	Turquoise
8"	4d8	1	Dark sapphire
10"	5d8	0	Blood-red ruby

These parasites live by drawing off the

blood, marrow and internal organs of any warm-blooded creature that they can become attached to, growing and changing colour according to the amount drained from the host. A fair estimate of the effect on the host is the loss of 1 point of constitution and 1 hit point per day until death is near when the fungus will arrest the process until a fresh victim is near. Equally, it can speed up the process to the rate of 1 constitution and damage point per turn but only if it senses a much greater source of food and reproduction nearby, or if attacked.

Once the fungus has reached the ruby-red stage, it will burst, if potential victims are in range, releasing 5-10 pease-sized spores up to 3" towards the nearest living, warm-blooded creatures with no more than half the spores going to any one source if more than one is in range. The spores strike as a 5 hit dice creature for 2d4 damage and, if they hit, are attached to the creature. They will burrow through cloth into the victim's body in one round, through leather in two, and through metal in four. The spores cannot easily be knocked off, and are treated as AC0 for this purpose. If they fail to reach living flesh in 2 turns, they shrivel and die.

Once the spore has burrowed through any clothing, it anaesthetises its victim and burrows unnoticed into and under the skin. Once there, it begins to grow its fronds through which it feeds, and the only sign of it is a small swelling. Once it has drained 1d8's worth from the victim it will by then have emerged on the victim's flesh in its clear crystal state. Once exposed, it can be removed by acid which will leave its fronds behind to rot inside the victim and will necessitate a *cure disease*; or by a salt solution which will shrivel and kill the entire parasite with no after effects. However, one third of any constitution points that it has drained can never be recovered and the remainder are recuperated at the rate of 1 point per week.

Blood spores are immune to fire. Extreme cold does them no harm, but causes them to hibernate (cease feeding and growing) until the cold has passed.

HELGHOST

by Andrew Baker

No Appearing: 1-6 (2-40 in army)
Armour Class: -2
Movement: 21"
Hit Dice: 9d8+4
Treasure: A
Attack: By weapon, spells and special (see below)
Alignment: Lawful evil
Intelligence: Exceptional-Genius

This extremely rare creature is the inherently corrupt form of a magic-user who was so evil in life that they became an undead personification of that evil. They appear as a skeletal figure (not unlike a lich), with glowing red eyes and are always cloaked in long black robes. They usually wield a huge, ornate two-handed sword (typically +1). They are also exceptionally strong (18⁰⁰).

A helghost can emit a powerful beam of psychic energy (4" long cone, 3"



diameter at end, 1/2" diameter base). Anyone caught in this beam takes 5 points of damage (no save) each round. The helghost can use this *mind blast* as well as attacking with spells or weapons each round.

To become a helghost after death, a magic-user must fulfil the following requirements: they must have been at least 12th level; have been lawful evil consistently throughout their life without any deviation; have more hit points than the helghost they are to become; and their average for strength, intelligence and wisdom must be at least 14. If a magic-user satisfies these requirements and wishes to become a helghost on their death, they must sacrifice at least 5000gp worth of gems and jewelry to their deity. If they do this, they have a 45% base chance of becoming a helghost with an additional 1% for every additional 5000gp worth of jewelry sacrificed to a total maximum chance of 75%. Illusionists can never become helghosts under any circumstance.

A helghost can use spells as a magic-user of one third the level that they were when alive (eg, an 18th level magic-user would become a helghost with 6th level magic powers). If the reverse of a spell is possible, then the helghost must always take the reverse.

A helghost can never actually die. If they are reduced to 0 or less hit points, they lapse into a comatose state indistinguishable from death. However, in 2-24 hours, minus one hour for each 10 hit points the helghost had (to a minimum of 2 hours), they will revive. If, when a helghost is reduced to a comatose state, the spells *exorcise* and then *bles* are used, the helghost will not revive for 1-12 months, minus one month for each 10 hit points the helghost had (to a minimum of one month). Experience points are awarded as normal for reducing a helghost to a coma.

If the comatose creature is dismembered, and the parts scattered, then, once the time for revival has elapsed, each part can *geas* its discoverer to take that part to the others where it can reunite and become whole again.

Helghosts are turned by clerics as vampires.

Helghosts can sometimes be found in large, powerful armies of an evil nature, but this is rare (3%).

If any player character becomes a helghost, they should be removed from the campaign with the helghost becoming an NPC. □

Fiend Factory is a regular department for new AD&D monsters, edited by Albie Fiore. Due to demand, contributions can now be for any system you wish - send yours in now!

ALL CREEPIES GREAT AND SMALL



BUGS
By Russell May

	Armbane Bug	Buzzbug	Stinger	Milead Bug	Gnaw Bug	Giant Mosquito
Frequency:	Common	Uncommon	Uncommon	Common	Common	Common
No Appearing:	1/1-6	1/1-4	1	1-4	1/1-6	1/1-6
Armour Class:	2(5)	1	2(5)	4	2(5)	2(5)
Movement:	9"	9"	9"	9"	9"	9"
Hit Dice:	1/2	1/4	1/2	1/4	1/2	1/4
Treasure:	Nil	Nil	Nil	Nil	Nil	Nil
Attack:	Pincers for 1-3+ disease	Distract	Sting for 1-2+poison & burrow	Mislead	Eat cloth	Blood drain for 1-2 and disease
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
Intelligence:	Non	Non	Non	Non	Non	Non
Size:	S(2")	S(1")	S(1 1/2")	S(2")	S(2")	S(1 1/2")

Bugs are small flying insects. As such they can be found almost anywhere, being able to withstand a wide range of conditions. To an undiscerning eye they appear indistinguishable from each other, all being small, possessing 6 legs and having lace-like wings. However, on closer inspection, various features distinguish each species as separate. They will mostly be found singly as they fly about searching for prey, but occasionally a group may be encountered if in a particularly favourable environment. They do not discriminate between victims, preying upon any suitable targets present, though usually choosing the most noisome.

All have effective 60' infravision.
1/2 HD = 1-4 points, 1/4 HD = 1-2 points.
Magic resistance is standard for all and % in lair is always nil. The armour class is for the bug in flight; the value in brackets is the armour class when landed on a victim. Attacks on bugs on a victim are rolled as normal. All damage done is halved since no one is going to strike an insect with the full force of say a mace. If the blow hits the bug takes the damage - if it misses the victim takes the damage. Bugs may be burnt off with a torch delivering 1-6 damage per application to bug and victim. The movement rates are given above are flying rates, all bugs are manoeuvrability class A for aerial melee.

Armbane Bug

The armbane bug is 2" long and distinguishable by its black colouration and large pincers besides its mouth. It feeds on living creatures and can be found in any location where live creatures may be encountered.

It bites with its pincers for 1-3 damage. There is a 5% chance per wound of contracting a disease unless a saving throw vs poison is made. A cure disease will remove this if infected. Armbanes are quiet and surprise a party 75% of the time. It attacks all as AC10 if it surprises and its presence will be felt once it has attacked. It will attack once per round until dead.

Buzzbug

Distinguished by its dark red colour and the fact that it makes an audible buzzing sound when in flight, it is 1" long. A buzzbug feeds on sweat particles in the air and will attack during periods of physical exertion, usually melee. It can be found nearly anywhere. Its attack is in the form of a buzz.

The method of feeding it employs is to hover about close to the victim's party and selecting one victim just after melee has begun. The chosen victim will be aware of its presence but all others will be oblivious to it. It hovers about making an extremely annoying buzzing sound, and darts about the head of the victim

concentrating on the nose, eyes, mouth and ears. During this time the victim can make no attacks except upon the bug, trying to fend it off, and all attacks against the victim from other opponents negate dexterity bonus and shield and are made at +4 to hit.

The buzzbug will choose the most active person for its victim and will stay until killed or the victim dies when it will move on to another victim.

Stinger Bug

A stinger is distinguished by its dark blue colour and a small sting on its abdomen, it is 1 1/2" long. It feeds on flesh of any sort. Stinger bugs are usually located in temperate to warm conditions.

The stinger is a quiet flyer, surprising victims 75% of the time. If successful it alights, unfelt, on its chosen victim. The next round it will plunge its sting into the flesh for 1-2 damage and the victim must save vs poison. If the saving throw is made the stinger will be detected and may be dealt with swiftly. If the throw was unsuccessful the victim will fall unconscious in one round for 1-4 hours. The stinger will then burrow into the body in 2-5 rounds and will leave a small 1" diameter hole in the flesh of the victim. Thereafter it will do 1 hit point of damage per turn, working its way around the body until the victim is dead (which occurs at 0 hit points as the wounds are internal and can not be found.) If the victim wakes during this period he will be in immense pain and will likely swiftly become unconscious again. When the victim is dead the stinger will lay its eggs which will hatch into 1-10 stingers in 4 days.

Once in the body only a cure disease or amputation will remove it, but if it has burrowed into the neck or abdomen amputation is unadvised!

Milead Bug

This bug is 2" long distinguished by its black body with yellow stripes down its back. It feeds on plants and thus can be found anywhere that they are.

The milead bug is nocturnal and the stripe on its back is luminous. This, combined with the fact that they fly in weaving patterns, often misleads adventurers into believing that they are lanterns, other creatures or even will o' the wisps. They do no physical harm but are good at misleading and confusing adventurers, especially in locations such as dungeons and swamps.

Gnaw Bug

The gnaw bug is 2" long and distinguished by its rusty brown colour with black head. The gnaw bug feeds on dead plant and animal material and can be found in many places, and is often the bane of textile mills.

It always surprises and alights unfelt on one victim on some part of equipment made of cloth or leather. It will gnaw away at belts, backpacks, straps etc making items seem to suddenly break, rip or tear, causing much inconvenience and annoyance. They do no damage to flesh.

Giant Mosquito Bug

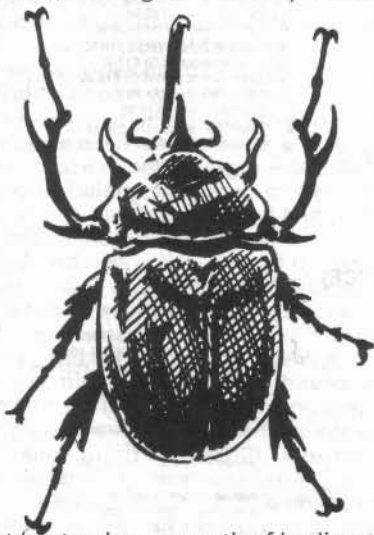
Distinguished by a slim grey body with long proboscis. It feeds on the blood of animals and is in the region of 1½" long.

It makes a quiet buzz while flying and surprises 50% of the time. If it surprises a victim it alights and has one attack before being noticed. If it does not surprise it needs a hit to alight. Once landed it sucks blood for 1-2 damage/round until it or the victim dies. There is a 5% chance per round (cumulative) of contracting a disease unless the victim saves vs poison. This may be cured by a *cure disease* spell.

IGNI BEETLE
Simon Craddock

No Appearing: 4-16
Armour Class: 0(3)
Movement: 3"
Hit Dice: 1d8 + 1
Treasure: none
Attack: Special (see below)
Alignment: Neutral
Intelligence: Non
Size: (S)

The igni beetle is three inches long and one inch wide with a tough (AC0) jet black shell. Underneath the shell are the beetle's vital organs (AC3). The igni beetle is found in the lower regions of dungeons, where the absence of light makes them undetectable, unless they are observed closely. It lives on burnt material, moving towards any source of



heat (eg torches, warmth of bodies etc). On reaching the heat source it clings to it causing 2 points of damage. On the next turn the igni beetle rubs its underbelly, creating a small flame, which causes a further 2 points of damage to any creature in contact with the flame (the beetle is resistant to fire), any flammable objects are also set alight, causing more damage. The igni beetle eats the burnt material, gaining nourishment and one extra hit point per segment up to its maximum of five. To remove a beetle a character needs 13 strength and one point of damage is caused to the character due to ripped flesh. Igni beetles take half damage from bladed weapons, normal damage from blunt weapons, two points of damage per turn if submersed in liquid, except oil (they cannot attack if under water) and double damage if

attacked with cold.

A favourite attack method is to drop from ceilings into hair. Igni beetles communicate with each other by a form of telepathy.

There is also a rare form of igni beetle which attacks using cold instead of fire.

FLAME BEETLES
by F Blades

No Appearing: 2-8
Armour Class: 4(3)
Movement: 12"
Hit Dice: 1 + 1 (2 + 2)
Treasure: none
Attack: 2d4 (2d6)
Defences: Special
Alignment: Neutral
Intelligence: Animal
Size: (S)

These giant hermaphrodite beetles are about 3' long and are covered by a dull red/brown exoskeleton. They are scavengers and are quite common in most areas, although they are rare in most larger settlements since they are regarded as vermin.

The beetle's shell appears to be wet - this is due to the continual secretion of oils from the oil sacs within the body. These oils are a vital part of the beetle's life cycle. They are highly volatile and when the beetle comes into contact with fire, the whole shell becomes covered with flames. In this 'flamed' form the beetle gains the bracketted characteristics above.

The heat given off by the flames affects the eggs within the beetle's body and they start to develop rapidly, hatching in 6 turns.

The beetle is attracted to flames and will attack any creature holding a torch or lantern to attain its flamed form. Once this is achieved the beetle will try to find food (including unconscious or dead characters) for its carnivorous larvae. The beetle will not lay the eggs until it has found a food source, and so if after an hour the eggs have not been laid, they hatch inside the beetle which subsequently dies and is used as food by the larvae. 2 to 8 young will survive and mature within 6 to 8 hours. The larvae have 1 to 3 hit points, AC9 and inflict 1 point of damage on open wounds.

If the beetle is killed in flamed form, all the oil from the oil sacs is expelled caus-

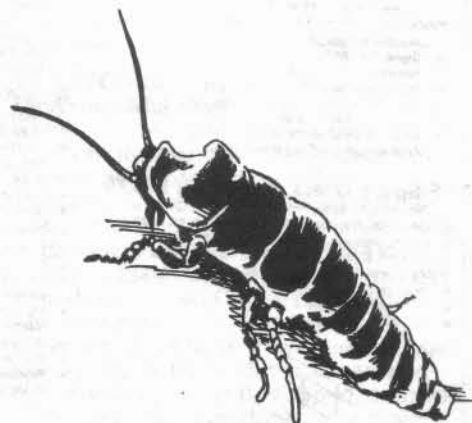


ing an explosion inflicting 2d4 damage within a 10' radius (save results in ½ damage), except for the eggs. The oils are readily soluble in water, even when flaming, and thus can be prevented from exploding.

CARAXE
by Matthew Williams

No Appearing: 3-18
Armour Class: 3
Movement: 6"
Hit Dice: 2d8 + 3
Treasure: F in lair
Attack: 1-4/1-4/2-8
Alignment: Neutral
Intelligence: Animal

These small 2 feet long creatures look totally unaggressive as they scuttle around dungeon corridors in search of food, which to them is anything edible. However, they are covered in extremely hard skin, hence the low armour class, and their teeth can bite through almost anything. They will not attack adventurers unless they enter the territory surrounding the lair, which will be very well hidden. When caraxi attack they leap up at their enemies biting and scratching, and as they do this they squirt their enemy with a special secretion (roll to hit). This smells terrible and cannot be washed off. The party will not be able to surprise anyone who can smell this and they will attract wandering monsters until it wears off after 6 hours.



Caraxi were created many years ago by the evil magic-user Nashtaz, but his spells did not work properly so the caraxi turned out to be too small for his liking. He threw them into the wild before he realised their true potential. Their eggs, if ground up and mixed with different types of acid, produce potions. The potions are randomly made, so roll on the following table to determine type:

- 1 : Dragon control 4 : Animal control
- 2 : Giant control 5 : Plant control
- 3 : Human control 6 : Undead control

Roll for individual type controllable for each potion. From 2-8 eggs will be found in the lair.

Because of this caraxi were hunted down, and their numbers fell and they now live underground. □

Fiend Factory is a regular department for readers' D&D monsters. This issue . . .

O CABER

by John Chapman

BACKGROUND

Many centuries ago upon what was known locally as Pine Isle, the archdruid Lamorstá created the Nyim O Caber. He released the life-spirits of some of the pine trees which adorned his island. They assumed superbly graceful bodies, which are a direct reflection of their souls.

Unfortunately these were mute, mindless servants who could only obey the simplest of commands. He found their calm, peaceful faces comforting but he needed to make them 'live'. This compulsion became an obsession but, after only a couple of decades, he released the Sodger O Caber. These took the form of five males who could think for themselves, but were totally loyal to Lamorstá. They kept him company and gave him great satisfaction and pleasure for many years.

However, as the years passed, Lamorstá began to get restless as he realised that they were not perfect. He gathered his powers together and attempted to release the Great Pine, which had stood next to his home all his life. The life-spirit appeared as a beautiful woman, who possessed a remarkable intelligence and sense of life. He called her Mandryna, Quean O

Caber.

Lamorstá began to teach her the secrets of his work. She quickly acquired knowledge and skills from her studies of his grimoires and tomes. Mandryna knew, however, that he was dying due to old age and illness. When he did eventually die after a few years of confinement to his house, he left all of his belongings and scripts to Mandryna.

She has reached a reasonable level of mastery and she will, of course, continue to improve. Mandryna, the Sodger and the Nyim are all now immortal and ageless. She has improved them to what they are now, and has made the Sodger into her five officers and closest companions. The Nyim and the Sodger are totally loyal to her, by respect and love rather than fear or bribery. The Nyim now number approximately three hundred.

Mandryna has no grudge or evil intent against any race, although the Nyim are sometimes sent abroad to gain or retrieve, without bloodshed, some items or scripts to help Mandryna in her studies. Their lives are based on freedom but, being on their island, this does not affect anyone else. They will never press their ideals upon others, and subsequently they will never be corrupted away from their style of life.



NYIM O CABER

No Appearing:	3 - 18
Armour Class:	2
Movement:	12" - 15"
Hit Dice:	3d8+3 - 6d8+3
Treasure:	See below
Attack:	2 fists for 2 - 5 each or by weapon type.
Alignment:	Neutral good
Intelligence:	Highly

The Nyim, known amongst themselves as pine brothers, are a very rare and extraordinary race.

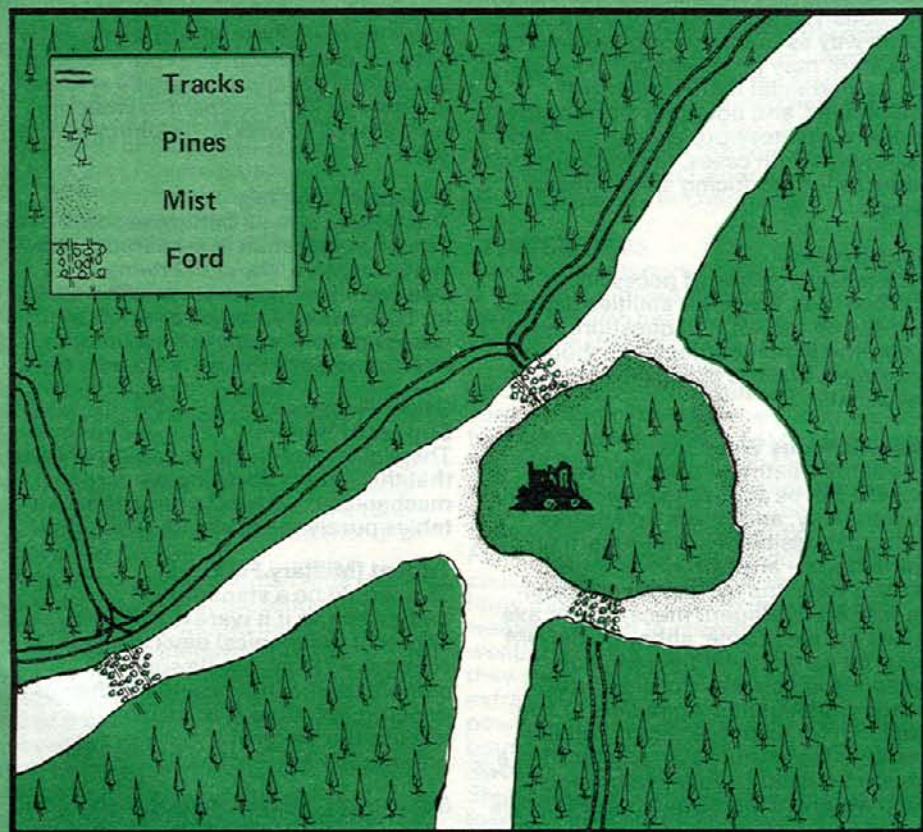
They are quick, graceful demi-humans of a somewhat elven appearance. Standing at 6' tall, their skin has a smooth, sculptured look. This is of a pale green hue which is constant over their bodies. Fine, ivory coloured hair, with a slight tint of green, frames their faces, and their almond-shaped eyes are of a cold, emerald nature which completes their curious elvish mien.

Their bodies are not of flesh but wood with clear sap running through their veins instead of blood. The wood acts like flesh, except that it is harder and smoother but just as supple; and that it absorbs sunlight and oxygen to sustain their energy. They can keep going for a week without either of these two commodities, but from then on they lose one point of Constitution per day.

They should be treated as Constitution 16, and Dexterity 17. Due to their magical background, they gain +2 on all magic based saving throws.

A sleeveless tabard made of a fibrous material is their only item of clothing, but these vary depending on the individual. For weapons they use a long bow and a light sabre. All of these are made from a unique type of hardened wood, which is of some value to alchemists.

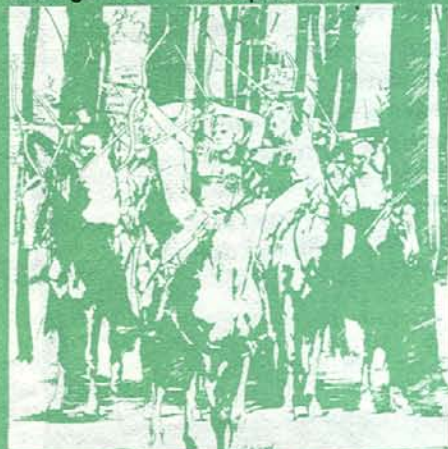
Although the Nyim are basically fighters, they do have the ability to regenerate 5HP/turn, or to regenerate 5HP/round if they are in physical contact with a pine tree; to Hide in Woodland 75%, and add 15% if they are in a pine forest. They do, however, suffer double damage from normal fire (not magical fire), due to their physical composition. Instead of food, they drink a mixture of water and fine loam dust.



They are highly intelligent and very cunning, and they will always try to preserve their life whenever possible, without betraying Mandryna or causing innocents to die. They have, on occasions, shown a dislike for ugly and cruel creatures but this is very rarely acted upon. If it is at all possible, they generally prefer to move unseen rather than to attract attention. To help them do this, all the woodland creatures, especially wood elves, will help them whenever possible.

SODGER O CABER

No Appearing: 1-5
Armour Class: 0
Movement: 17"
Hit Dice: 10d8+3
Treasure: See below
Attack: 2 fists for 1-6 each or by weapon type.
Alignment: Neutral good
Intelligence: Exceptional



The appearance of the Sodger is similar to that of the Nyim, except that they are slightly taller.

Their faces and manner have an air of persuasiveness and are very charming. They should be treated as Charisma 16 and when this is combined with their exceptional intelligence then they can be very convincing. Their other important characteristics are Dexterity 17, Strength 14 and Constitution 17. They gain +4 on magic based saving throws, whilst gaining +2 on all other throws. As per the Nyim, they also suffer double damage from normal fires.

It is extremely rare for a Sodger to be abroad from Pine Island alone, and virtually unheard of that more than one should be encountered in a foreign land. They are usually riding upon a dark green horse, which can be treated as a nightmare in most respects. The longbows which they carry are +1 and they use heavy scimitars (d10) in melee.

As well as their fighting abilities and those mentioned for the Nyim, they also possess a limited spell capability. Apart from those listed on the table, they can cast *protection from fire* twice a day as per 10th level druid, and *affect normal fires* once per day with thrice the normal effect.

The only valuable item which the Sodger own and carry with them, is the 'Isle Star'. It is a large emerald, 2,000gp, which has been enchanted by

Mandryna. The gem allows the Sodger to communicate telepathically with Mandryna at will, but this is not the most important function. If the Sodger are in dire straits and face losing their own or the Nyim's lives then they use the 'Isle Star'. Upon calling out the command, the Sodger and his horse (with his possessions) will lose substance and vanish. In their place will be a thick mass of rapidly expanding fog. This moves outwards until it covers an area of 300 square yards in 5 rounds, and any creature will have their visibility cut to 10'.

The Sodger have actually teleported back to Pine Island, whilst the Nyim are given the fog cover, which lasts for 8 turns, to make their escape. This is definitely a last resort unless they were on their way back home anyway.

MANDRYNA, QUEAN O CABER

No Appearing: 1
Armour Class: -3
Movement: 20"
Hit Dice: 87 hit points
Treasure: See below
Attack: 2 claws for 2-7 each or by weapon or by spell type.
Alignment: Neutral good
Intelligence: Genius

Mandryna is a carefree model of pure feminine beauty. Her skin is of the softest, palest hue of green with full, waist length ivory hair. Her heart shaped elven face curves her mouth into an innocent simile, which is accentuated by her warm green eyes. This youthful body is clad in an emerald satin and sparkle garment. Hung about her shoulders is a shimmering cloak which flows about her as if it possessed an essence of life itself.

However, underneath his beautiful exterior is a tremendously intelligent woman, but one who is possessed by such a sensitivity for life, that many people often forget this when they are in her presence. Due to her appearance and personality she can *charm* to such a degree that the victim saves -6. She does, however, only use this against people who pose a positive threat, rather than just trying to get her own way. This is because she respects the individuals choice to choose.

Intelligence is of course her prime ability, but should she also be treated as 18 in Wisdom and Dexterity, with her Charisma at 19.

She carries with her a long, slender javelin of pine wood. This is the equivalent of a *Javelin of Piercing* [DMG], except that it returns to her hand (only) and is therefore permanently enchanted. The fastening on her cloak is a *Brooch of Shielding* [DMG] which protects her from all magically or non-magically propelled fire.

As well as the spells shown and those of the Sodger, she can cause *neutralize poison* by touch, and is thus immune to poison herself. Her last resort ability is that she can *teleport*, at will, back to Pine Isle or anywhere around the island without error.

	Druidic Spells Magic					Languages
	1	2	3	4	5	
Nyim	-	-	-	-	Standard	Woodland
Sodger	3	2	1	-	Standard	Major Races
Mandryna	5	4	3	2	1 75%	All

NOTES

- 1) The original idea for the physical features of the Nyim came from M Moorcock's 'The Bull and the Spear'.
- 2) If any DM uses these characters as NPC's, then they could never be successfully used in a 'hack and slay' campaign.
- 3) Pine Isle is constantly shrouded in mist and is impossible to find unless Mandryna wants you to.
- 4) The names of the Nyim and the Sodger are the same in the plural and the singular form.

Scenario Ideas

1. The adventurers are engaged by a local timber-merchant to protect his wood-cutters who have been attacked recently in the area of Pine Island. Not surprisingly Mandryna has tried, and failed to scare the wood cutters-off. An unfortunate accident left two of the humans dead. The timber merchant frightened of losing his work force has hired fighters to guard the men while they work. It would be interesting to see the partys reaction when they meet any of the O Caber clan, and realise their peaceful intentions.

2) For some time the river boat men have wished to establish a jetty and warehouse along this stretch of the river. They know vaguely of the legends, but do not pay heed to any warnings, the party could either be employed as river boat guards, or simply be innocent passengers passing through the area.

3) Hired by a notable alchemist the party are engaged to accompany him to rediscover the ruins of the archdruid Lamorsta, where he hopes to find and take any remains of his research.

All of these scenario suggestions will give the party a great crisis of conscience, whether to honour their contract with their employer and so assist in the destruction of this peaceful enclave, or help the O Caber to become 'invisible' again to civilisation.

The fact that Pine Island is shrouded in mist, can be used to advantage. In the river boat scenario the party's vessel could run aground on the island. Otherwise a long and involved systematic search would have to be undertaken to even find the fords. □.



Fiend Factory is a regular department for readers' D&D/AD&D monsters. This issue, some scenario suggestions on . . .

A NOT-SO-LONELY MOUNTAIN

SCENARIO 1

The White Hart

The party are hired by a merchant requiring deer antlers and hides. He tells them of a large herd in the vicinity that heads up into the mountains to winter in the sheltered grazing lands there. The merchant keeps to himself the small fact that the herd is led by an albino stag who appears each winter to protect the herd from predators and hunters.

THE WHITE HART

by Edward J Priestley

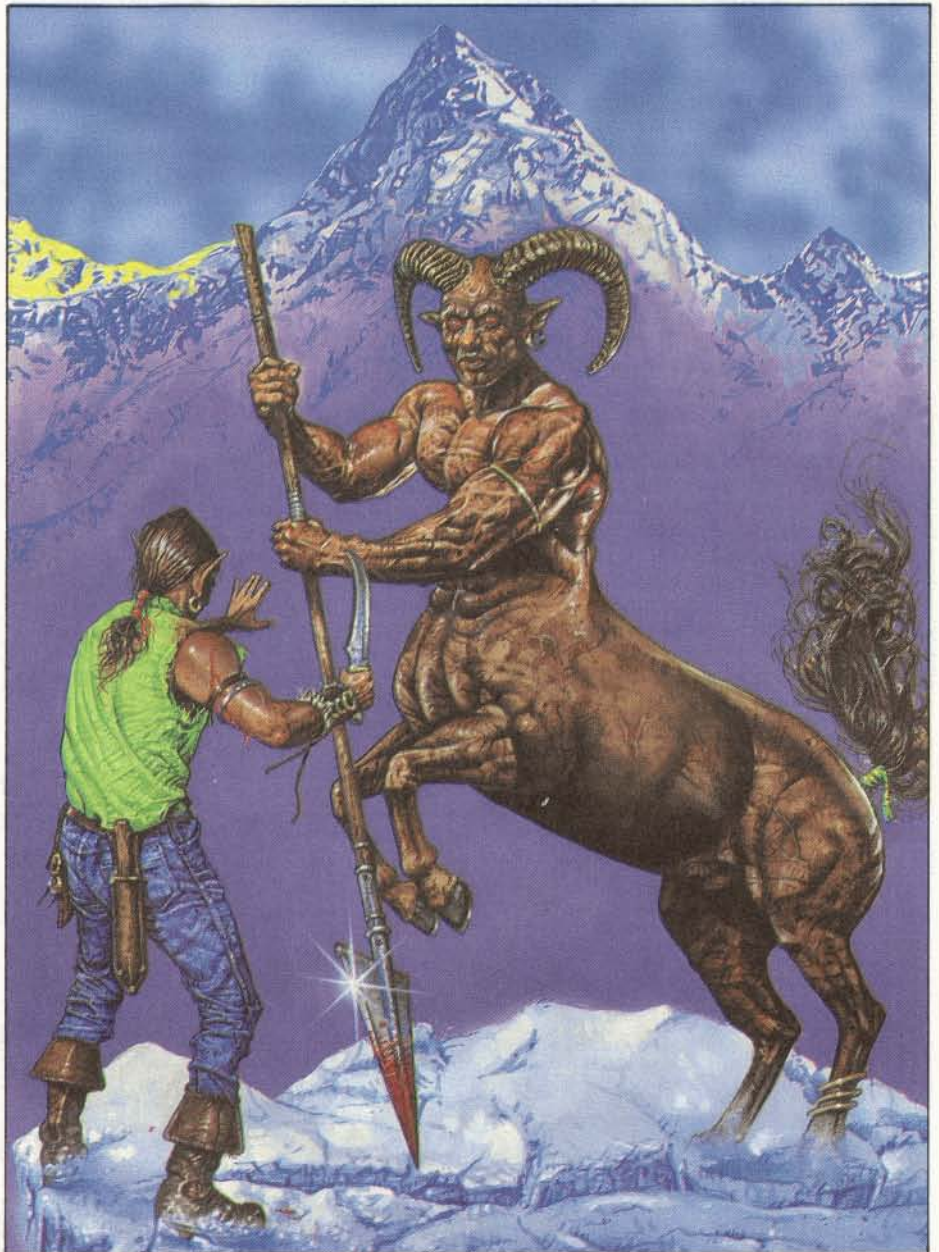
No Appearing: Unique
Armour Class: 7
Movement: 24"
Hit Dice: 7d8+7
Treasure: Nil
Attack: Antlers for 2d6 or two forehooves for 1d4 each
Alignment: Neutral good
Intelligence: Average (normal)

This fabulous, unique creature is a fierce white stag that is easily distinguishable from any mere albino deer. It appears only when a herd of red deer, or one of the herd, is endangered. The danger can be from a being of any alignment which does not naturally prey on deer and is above animal intelligence. Therefore the summoning will usually be caused by violence from humanoids.

Charging from the exact centre of the herd, the white hart will immediately head for the assailant. It always uses its antlers for its first attack and will usually use them throughout, however after 3-6 rounds, if necessary, it may switch to its sharp forehooves.

The likelihood of the hart appearing due to an attack on any red deer is as follows:

No of Red Deer in Herd	% Chance in Appearing	No of Red Deer in Herd	% Chance in Appearing
0-5	1	26-35	30
6-10	2	36-45	45
11-15	7	46-55	60
16-25	15	55+	75



Psionic or spell-casting attacks cannot harm the creature nor can it be destroyed. If its hit points are reduced to zero, it will *teleport* from the Prime Material Plane to appear elsewhere, at a later date, fully recovered. It will also *teleport* away once the danger to the deer has been averted.

The most unmistakable and distinctive mark of the white hart is the plaited gold rope ringing its neck, bestowed by Silvanus the Celtic god of nature and said to be the centre of its powers. Anyone attempting to grasp this rope is immediately *confused* for 14 melee rounds (as 7th level druid spell). During combat, there is a 3% chance that the rope will be struck accidentally by an attacker (5% if they specifically aim at it). Striking the rope will cause the attacker

to sustain a 1d8 magic blast and become *confused* as above. However, the white hart will simultaneously *teleport* away.

SCENARIO 2

Clearing the Way

The main mountain pass has become increasingly dangerous despite agreements with the local tribe of gwillion which have held good for years. Travellers who have got through believe that human females are at the greatest risk.

Local officials charge the party to find the cause of the disruption.

The reason is that the gwillion have had their territories invaded by the

cramesha and are losing the border war. If the adventurers wish normality to return, they must concentrate on the cramesha while watching their backs for any surprise attacks by the gwillion.

GWILLION
by Roger E Moore

No Appearing: 3-12
Armour Class: 3
Movement: 15"
Hit Dice: 2d8
Treasure: C, P
Attacks: By weapon type/spell
Alignment: Neutral evil
Intelligence: Very

These extremely thin, 4' tall humanoids inhabit desolate, rocky mountainous regions. They have long, black, tangled hair framing a narrow face with a wispy goat-like beard and large unblinking eyes that seem to stare at anything of interest. Their skin is greenish-grey.

Any party of gwillion encountered is 30% likely to be riding mountain goats, with 1-4 extra goats as pack animals. Mounted gwillion will carry spears or light lances. Gwillion encountered on foot will use spears and clubs.

Once a day, gwillion may *polymorph* into a goat for 2-8 turns. They may cast the following spells (as a 6th level illusionist) up to twice each per day: *dancing lights*, *darkness*, *wall of fog*, *hypnotism*, and *misdirection*. In any group, there will be a leader with full hit points who cast the above spells and *hallucinatory terrain* once per day and *chaos* once per week (all as a 10th level illusionist). All gwillion are immune to *fear* and *scare* spells.

A successful hit by weapons made from cold iron will always score maximum damage on a gwillion and silvered weapons do only half-damage at best. Other non-magical weapons have no effect but enchanted weapons will harm them. They take only half-damage from cold-based or electrical attacks if they fail to save, a quarter damage if they do.

Gwillion often wait for passers-by on mountain trails, allowing themselves to be seen while they watch from their perches on high rocks or ledges. They enjoy misleading travellers and will attack when their prey appears lost and disorganized. Though immune to fear, gwillion retreat immediately if confronted with cold iron.

CRAMESHA
by Nick Payne

No Appearing: 20-120 (tribe)
2-8 (raiding party)
Armour Class: 8
Movement: 9"
Hit Dice: 3d8+2
Treasure: 5xQ in lair
Attack: By weapon types
Alignment: Chaotic/neutral
Intelligence: Low-average

These primitive, tribal humanoids inhabit hilly or mountainous regions. They are 7' tall, strong, hairy and, most remarkably, have three arms. The single



right arm is extremely muscular (17 strength). They can fight with their right arm and one left arm at no penalty, or with all three arms at -2 to hit. Normally, they hold a large club in the right hand and a crude flint dagger or short spear in one left hand. With the other, they throw sharpened discs of flint or crystal (range as for thrown dagger, damage 1d6+1). They wear no clothes or armour as their tough skin and thick fur provides protection. Due to their strength, extra arm, and preference for mountainous areas, they can climb as 5th level thieves.

Cramesha live in tribes, usually in caves. They are largely herbivorous and cultivate various mushrooms. The tribal priest, who is also the chief, has 2nd-4th level clerical abilities. He can brew a magical drug from special mushrooms which induces a trance lasting 1d6 turns and bestows the powers of *clairaudience* and *clairvoyance*. However, for 2d4 turns after the trance the priest is *slowed*.

Every full moon, the tribe must sacrifice a human female to their deity. Therefore, raiding parties (of 2-8 males) searching for a victim will often be encountered shortly before a full moon. At other times, they avoid contact with other races. They do not trade; hence their primitive weapons and lack of money.

A typical tribe is comprised equally of adult males, females and young. Females are as strong as males and fight in the same way. The young have 1-2 hit dice and do not fight: it is against tribal custom to shed blood before coming of age.



MINI-CAMPAIGN SCENARIOS

For random monsters use the following table:

- 01-49 Refer to appropriate DMG Random Monster Table.
- 50-59 Gwillion patrol on mountain goats (3-12).
- 60-69 Gwillion patrol on foot (3-12).
- 70-75 Gwillion camp (6-24).
- 76-81 Cramesha tribe (20-120) on the move to a larger home.
- 82-90 Cramesha raiding party.
- 91-95 Zirosownee
- 96-00 Zirosownee with Type VI Demon

ZIROSOWNEE (Two-Headed Eagle)
by Anthony Howcroft

No Appearing: 1
Armour Class: 6
Movement: 5"/55"
Hit Dice: 6d8
Treasure: Q(X5), C(magic only)
Attacks: Two bites for 3d4 each and two talons for 1d8 each or special
Alignment: Chaotic evil
Intelligence: High

This malevolent creature lives only in the bleakest mountain crags, cliffs or ridges and often indulges in wanton destruction. It resembles a massive two-headed eagle (25' wingspan). It has pale yellow beaks and piercing scarlet eyes that stand out against its jet black feathers. They are only ever encountered individually.

The zirosownee can *only* be surprised when in its lair during daylight, due to its exceptional vision, and even then, only on a 1 in 8. Darkness does not impair the sight of this ferocious nocturnal hunter.

It prefers to dive to the attack (from 50', or higher, gains +4 to hit and double damage for talons only but precludes a beak attack), grasp its prey in its talons and then climb several hundred feet to drop the victim to its death on the rocks below.

Somehow a zirosownee can control the weather within a 50 mile radius of its lair. It does this to great advantage, covering its tracks and confusing hunters with gales and storms. This power is strong enough to shatter all other weather control spells in the area. It can create a small area of calm around itself yet maintain bad weather in the surrounding area. In combat, it will summon a storm and direct 1 *lightning bolt* at the victim every 10 rounds. Because of this unusual power, it can fly in any weather without restriction.

They speak their own language but can also communicate telepathically. The zirosownee is a favoured steed of type VI demons (10% chance of any bird encountered being ridden by one).

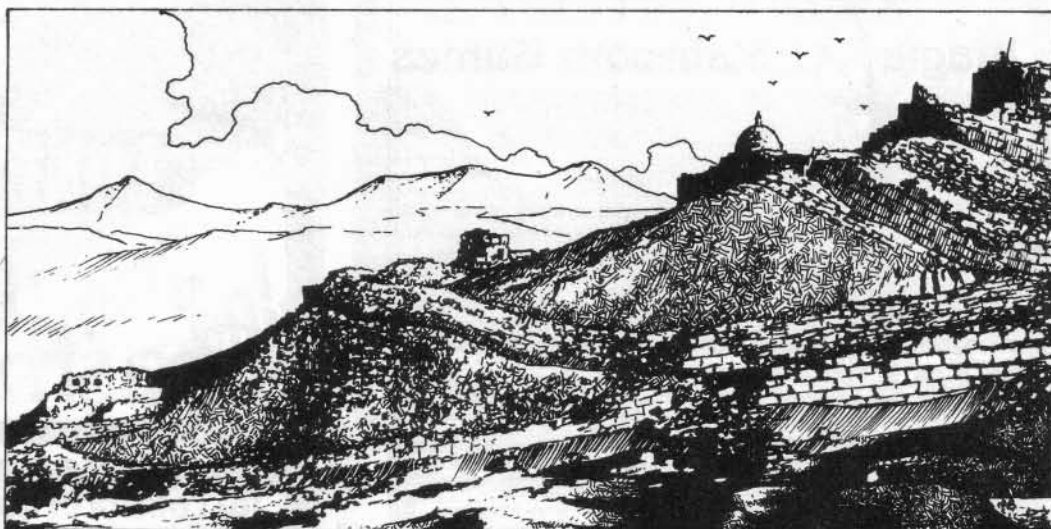
The relationships between the various creatures is obviously up to the DM.

The zirosownee is stronger than normal predators. Its unique properties, in particular, could be coveted by a warlord or wizard. Alternatively, the party could be paid a small sum to kill the large eagle that is preying on the local herdsmen's flocks and deer. The white hart could even come to their aid in such a set up.

In a mini-campaign, the creatures could be used as additional hazards on a wilderness trek, or to construct a reason, such as those above, to entice the party on a foray into the bleak mountains. □

Fiend Factory is a regular department for readers' monsters.

Many hundreds of years ago the prosperous oasis city of Trogaar controlled all trade throughout the desert region. Gradually the sands reclaimed its land, and the people slowly abandoned the city as more fell into disrepair. The High Priest, Desv, died with the city when its final defences were breached by the elements and the increasing numbers of desert marauders. Desv had spent the last desperate months creating a creature to protect the holy places from desecration, the sand golem. In these times they numbered over two hundred, only a handful now remain to carry out their final task; to kill all intruders. Showing no fear, they methodically carry out this task until their foe or they are destroyed.



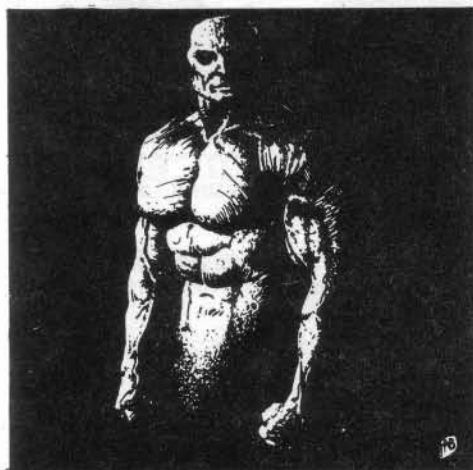
TROGAAR

SAND GOLEM by Ian Alvarri

No Appearing: 1
Armour Class: 7
Movement: 8"
Hit Dice: 50HP
Treasure: Nil
Attack: 2-20 plus special
Intelligence: Low
Alignment: Lawful evil

The sand golem stands over 9' tall and is heavily muscled in build with a strength of 19 with all bonuses. The golems range in colour from a bright yellow to a light brown.

They are immune to weapons under a magical +1 in value. To disguise its approach, the sand golem will create a sandstorm covering an area of three hundred square yards, centred upon the golem. Anyone who is caught within this storm will be blinded from it on a 1-5 on a D6. Within this sandstorm the golem will surprise its opponents 90% of the time. A golem can create such a storm at



will anywhere there is sand. The storm will not radiate any form of magic if magic is detected for inside it. Also within the storm, the golem has a magic resistance of 20% and its foes are at -2 to hit. Each person in the storm must make a save vs magic or become confused from the swirling patterns of sand, the effect lasting for 1-2 rounds. This saving throw must be made at least once every three rounds while within the storm.

Never having to eat or rest, a sand golem can stalk its prey at a steady rate of 15 miles per day or until the prey leaves the desert. The deep black orbs which are its eyes can cause *fear* unless a saving throw is made. A *disintegration* or two *dig* spells cast upon the golem will destroy the sand golem.

The upper levels of the city have been occupied by a large tribe of desert orcs, who have discovered a well still fed by a stream, far below the surface of the city. They do not venture into the lower reaches of the passageways beneath the city, they fear the sand golems as much as the sand snipers which lurk near this, their only source of water. The desert orcs use the city as a base for all their raiding activities.

DESERT ORC by Duncan Gregory

No Appearing: 20-200
Armour Class: 4
Movement: 9"
Hit Dice: 1+6
Treasure: Individuals L, M; D, (x5), S in lair
Attack: 1-8, or by weapon
Intelligence: Low-Average
Alignment: Lawful evil

Desert orcs are mainly sand-brown in colour retaining the pinkish snouts and dark brown hair of their normal cousins. Desert orcs have well developed tusk-like lower canines and some are known to have a short horn based on their foreheads.

Desert orc tribes appear to be just as hateful towards other tribes as they are to the majority of human and demihumankind. Desert orcs principally fight, however, not for tribal respect and honour, nor for greed, but simply because they delight in seeing creatures, other than themselves, in great pain. Like the majority of sadistic bullies, however, desert orcs are great cowards at heart.

Desert orcs are often (60%) encountered riding light war horses and for every 20 encountered there will be a groupmaster of 14HP and 1-2 champions of 13HP. If 80 or more desert orcs are met there will be a sub-chief of 2+2HD, 2 groupmasters and 5-20 champions. Sub-chiefs are armour class 2 and do an additional 2HP of damage. The desert orc lair is above ground 95% of the time and consists of a wooden stockade within which are D10+20 log huts. This stockade will be defended by 3-12 watch towers and 3 heavy and 2 light catapults for every 30 warriors. There is a 30% chance for any lair to have 1-2 ballistae. If the lair is subterranean then there is a 65% chance of the tribe using 1-6 giant scorpions as guards.

The desert orc lair contains the following figures in addition to those previously mentioned: a chief (AC2, HD3, 3-12 (D10+2) damage), a group of 1-4 sub-chiefs, and 5-30 champions selected as bodyguards. Females equal to 150% of the number of males are present and fight as goblins: young equal to 200-300% of males are also present but are non-combatant.



The real difference, however, between the desert orc and his normal cousin is realised in combat. Unlike the normal orc, the desert orc's first choice is not his weapon, but a magical ability to control the sand around him. The desert orc can, with a swaying of his hands, cause dust or sand particles in a 20' radius to rise in a swirling, hypnotic pattern. The effect of this phenomenon is the same as a *confuse* spell, lasting for 2-8 turns, with normal saving throws. Desert orcs can control sand in this way twice every day, each 'casting' taking 2 rounds to perform. The swirling dust disperses after 1-3 rounds and only one saving throw is required during that time. A group of desert orcs typically armed as shown below:

Scimitar and heavy crossbow	50%
Scimitar and dagger	20%
Scimitar and spear (2-6)	15%
Spear and heavy crossbow	10%
Club and spear	5%

Desert orc arms and armour is usually ill-kept; bloodstained, dirty and often rusty. Likewise their horses have been known to collapse in battle and often can only just support the weight of their riders.

The ecology of the area is in a very precarious balance. The arrival of the desert orcs some twenty years ago wiped out the small amount of wild animals in the area with one exception, the cactus cat. The fur of this creature is highly prized by the orcs. It is common for their champions to wear small caps made of this as a sign of their speed and ability.

CACTUS CAT
by Peter Fawcett

No Appearing:	1-2
Armour Class:	5
Movement:	18"
Hit Dice:	2d8
Treasure:	Nil
Attack:	1 bite for 1-3 and 2 claws for 1-4
Alignment:	Neutral
Intelligence:	Animal

These creatures inhabit arid and semi-desert regions where they live on a diet of small rodents and snakes. They are mainly nocturnal and have extremely

good night vision which enables them to see up to 60' or 90' on bright moonlit nights.

The cactus cat is small, being about the size of an ocelot but is covered in jet black fur which consists of small, tightly packed hairs. These are noticeably longer on the ears.

To aid survival in the arid wastes in which they live during drought, they drink the sap of cacti. They have developed bony ridges on their forearms to cut through the tough, leathery skin of all but the biggest cacti. Each cactus cat will have several cacti it will visit. After it has drunk from one plant it will move on to the next before returning to it in a few days or weeks later. During this time the wound will have healed over; contact with the atmosphere sometimes causes the sap to ferment near the wound.

The next time the cat drinks from the plant it becomes mildly intoxicated and in this wild condition these normally timid creatures have been known to raid desert encampments for food. They will try to run off with whatever items they have managed to steal instead of fighting.

These animals are rarely encountered and then usually only where cacti predominate. If two animals are encountered



they will be male and female and there is a 70% chance of them having 2-5 cubs in their lair.

The most dangerous predator near the city is the sand sniper. Their ancient name is buras and they prey almost exclusively on desert orcs. The single well which the orcs control is the life blood of the whole area, and the buras will not stray far from its source. The orcs will organise regular hunts to clear the surroundings.

SAND SNIPER
by Kevin Readman

No Appearing:	1-6
Armour Class:	3
Movement:	4"
Hit Dice:	3-5
Treasure:	C/nil
Attack:	2 tentacles, 2-7/2/7
Alignment:	Neutral
Intelligence:	Low

The sand sniper, or the buras, is only known to inhabit hot, arid regions; this beast is more numerous and common-

place near oases and murky waterholes in sand-swept deserts. Snipers are a hidden terror, waiting in their concealed homes beneath the sand.

The sniper's 5 huge and heavy tentacles lie just out of sight, covered with sand, never hesitating to snatch at any form of life. Generally yellow-tan in colour, the 30 or 40 foot long tentacles stretch out to form the perimeter of the sniper's territory. Unlike the hard, scale, armoured tentacles, the sniper's short cylindrical body is rather soft and leathery in texture. Being well-covered by sand the body is almost never exposed. Two small clawed flippers allow the buras its hidden tortoise-like movement within the sand.

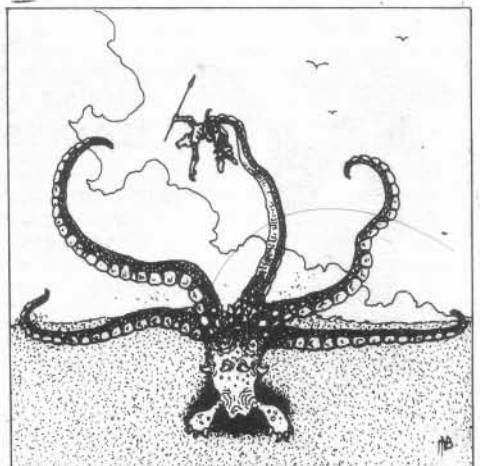
Exploding from beneath the sand, a single tentacle will seek to hit the victim (unless the prey is not surprised the buras will fight the first round at +4 to hit). Then a second tentacle will burst forth. Each hit by a tentacle constricts for 2-7 of damage. There is a 25% chance that the creature struck by a tentacle will have its upper limbs pinned and held. To break free a tentacle must be severed or constriction negated. The sniper is very strong; the chances of breaking free from its grip are the same as Bending Bars.

Once caught the sniper will drag the victim toward its mouth. Every round the monster will drag the prey 10' closer; within four melee rounds the helpless victim will be drawn under the sand, to suffocate and finally meet the sniper's craving mouth. The area around the sniper's mouth and body is very treacherous; the ground is soft and shifting, which in itself will draw any unsuspecting creature to its death, like quicksand (3-18 melee rounds).

Snipers are particularly vulnerable to cold attacks (double damage), but they take half damage from fire. When hurt or if 2 or more tentacles are severed the buras will withdraw, blowing a cloud of fine sand into the air. It will attempt to dig down burying itself in the sand. Anyone caught inside the 30' diameter by 8' high cloud will lose his eyesight for 1-6 turns (no save).

The buras has no treasure of its own, but if found in its lair, lying just beneath the sand is the wealth of past adventurers who were not so fortunate.

The city and its new inhabitants suffer the same problems of survival that others endured in the past, time has gone full circle. □



Fiend Factory is a regular department featuring readers' monsters.

THE NOEGYTH NIBIN

by Steven Prizeman

A new creature and an encounter for the AD&D game from JRR Tolkien's *Silmarillion*

NOEGYTH NIBIN (PETTY-DWARFS)

No Appearing: 1-8
Armour Class: 3
Movement: 10"
Hit Dice: 1-1
Treasure: Individuals K, M; H, Q, R in lair
Attack: By weapon or 2-7
Alignment: Chaotic neutral
Intelligence: Average to very

The noegyth nibin, or petty-dwarfs, are a dying race. Originally outcasts from dwarfish cities these once normal dwarfs regressed and changed – both physically and culturally.

When the elves first encountered this strange new race they hunted and killed them until they learnt better. The petty-dwarfs care for no one but themselves and have dealings with no others. They gain the same attack and defence bonuses as ordinary dwarfs when fighting orcs, trolls, etc, whom they hate, but against elves, the race they hate the most, they gain a bonus of +2 to hit. Although they will not attack elves on sight, it requires only the slightest provocation to cause conflict.

Petty-dwarfs are more dextrous and stealthy above ground than their underground brethren and surprise enemies one-third of the time. They are usually armed with short bows, axes and spears. Having lost their mining skills, petty-dwarfs cannot detect old/new, dangerous/safe stonework as true dwarfs do, but they retain infravision to a distance of 60'. Similarly, their resistance to magic and poison has decreased to the extent that they save against such attacks at only 2 levels higher than they actually are.

Noegyth nibin live in small family groups or clans. Any given community will never contain more than two-dozen members. The leader of any such group will be a fifth level fighter who will have 1-3 bodyguards of third or fourth level.

Noegyth nibin player characters may become fighters, thieves or multi-classed fighter/thieves and are unlimited in level progression in any of these. They must, however, subtract 1 from their Constitution and 2 from their Charisma (with regard to other races). They may also add 1 to their Strength and Dexterity, although they have a maximum Strength of 18/50. Petty-dwarfs speak their own language, that of other dwarfs, their

alignment tongue and the common tongue.

THE HOUSE OF THE NOEGYTH NIBIN

(Based on the encounter between Turin and Mim the dwarf from the *Silmarillion*).

The players should find the house by either encountering some of the noegyth nibin and by being led by/pursuing them there. In any case the noegyth nibin will be hostile if threatened or if there are any elves in the party. If the party is not of a significantly larger size than the noegyth nibin and is hostile it will be attacked. If the noegyth nibin are clearly outnumbered or if the battle goes badly against them they will flee: if this is impossible they will surrender.

The entrance to their 'house' should be located at the back of a cave or in another similarly well-concealed place. Behind a strongly locked and/or secret door lies their living quarters. The house itself will be a fairly non-descript complex of living rooms, store rooms, kitchen and a communal room.

If the relations between the players and the noegyth nibin are cordial, they will be quite receptive to suggestions such as assisting the players on their quest, provided that sizeable amounts of treasure are promised. They will not countenance having to deal with their enemies.

The noegyth nibin will always stick together; there are few of them left, and most will be related to each other. The members of this community number nine souls.

DRURM: male; age 305; S:17; I:15; W:16; D:16; CON:10; CH:12(14); CN; Fighter/Thief; HTK38; AC1; 5th/6th level.
Personality: Proud, brave, determined.
Physical Appearance: Wizenod but imposing.

Carries: Leather armour, shield, hand axe, dagger with scabbard, 2 darts, thieves' tools, 8gp, 10sp.

Notes: +1 to hit, +1 damage, +1 reaction/attacking adjustment.

Drurm led his small group of followers here many years ago. They have kept themselves to themselves, and know little or nothing concerning the surroundings that could help the players. If the players talk to the noegyth nibin they will only learn of their origins. Drurm has the following thievish abilities:

PP: 55%; OL: 52%; F/RT: 45%; MS: 47%; HinS: 37%; HN: 20%; CW: 92%; RL: 20%.

(Noegyth nibin thieves suffer a 10% penalty on their ability to read languages.)

RHIM: male, age 192; S:15; I:13; W:15; D:10; CON:13; CH:11(13); CN; Fighter; HTK 21; AC2; 3rd level.

Personality: Loyal, arrogant, foolhardy.

Physical Appearance: Ordinary.

Carries: Studded leather armour, shield, hammer, short bow, quiver of 10 arrows, throwing dagger, 5gp, 9sp.

Notes: Rhim is the eldest son of Drurm and is the third in command in this particular clan. He will be very suspicious of outsiders, fearing that they will take over their territory.



DRURM



RHIM



FJOR

FIEND FACTORY



RORVEN

FJOR: male, age 125; S:12; I:16; W:11; D:17; CON:13; CH:9(11); N; Thief; HTK7; AC1; 2nd level.
Personality: Sly, cautious, perceptive.
Physical Appearance: Thin.
Carries: Leather armour, dagger and scabbard, short bow and quiver of 9 arrows, 2 darts, thieves' tools, 4gp, 17sp.
Notes: +2 reaction/attacking adjustment. PP:40%; OL:39%; F/RT:25%; MS:26%; HinS:20%; HN:10%; CW:86%; RL:0%.

Fjor is Drurm's second son. He is more likely to join in on any profitable mission suggested by the players than any of the others.

RORVEN: male, age 274; S:13; I:13; W:8; D:10; CON:11; CH:15(17); LN; Fighter; HTK36; AC1; 4th level.
Personality: Hasty, brave, honest.
Physical Appearance: Smart.
Carries: Chainmail armour, shield, hammer, morning star, dagger and scabbard, 7gp, 9sp.

Notes: Rorven is the brother of Drurm and is second in command of this clan.

The other noegyth nibin have no special skills other than those possessed by all such creatures.

GROTEN: male, age 79; N; HTK3; AC3.
Personality: Introverted, calm, practical.
Physical Appearance: Good looking (for a dwarf!)
Carries: Leather armour, spear, 5 darts, hammer, 2gp, 8sp.
Notes: Groten is the son of Rorven. He will have little to do with strangers.

TRAUN: male, age 187; CN; HTK5; AC3.
Personality: Rude, barbaric, callous.
Physical Appearance: Scruffy.
Carries: Spear, 5sp.
Notes: Traun is the brother of Vurn.

VURN: male, age 95; NE; HTK7; AC2.
Personality: Callous, vicious, malevolent.
Physical Appearance: Ordinary.
Carries: Studded leather armour, spear, hammer, 1gp, 4sp.
Notes: Vurn is the brother of Traun. He will be most hostile to strangers.

GRUTHÉ: male, age 97; CG; HTK4; AC3.
Personality: Good-natured, kind, brave.
Physical Appearance: Ordinary.
Carries: Dagger, spear, 5sp.
Notes: Gruthé is the husband of Yera.

YERA: female, age 89; CG; HTK3; AC3.
Personality: Honest, helpful, industrious.
Physical Appearance: Ordinary.
Carries: Dagger, 4sp.
Notes: Yera is the wife of Gruthé. She is the only female of the clan; the others having been killed or lost on the journey to this home.

The hoard of this clan consists of 1000 platinum pieces, 3000 gold pieces, 8000 silver pieces, and 15 pieces of jewellery worth a total of 900gp. The noegyth nibin will always seek vengeance on those who wrong them, unless this would cause greater losses, in which case they will merely hold a bitter grudge. □



VURN



GROTEN



TRAUN



VURN



YERA

Fiend Factory is a regular department for readers' monsters. This issue the environs of . . .

THE SILENT HATER

Monsters and a Short Scenario for AD&D

The adventure ideas in this *Fiend Factory* would be ideally suited for operations based in a marsh-side village such as *Blackmarsh* (detailed in *Dungeon Planner II*).

The outer reaches of any empire are always the most dangerous places to be; a village on the banks of a river which borders a vast uninhabited swamp doubly so. The balance between man and nature continually hangs by a thread, the slightest alteration to the ecology of the area can mean disaster.

The village that the adventurers find themselves in is on the verge of such a disaster. Notable extraordinary denizens that are now under control are the gachragi and the strong toad, both of which still present a slight danger to the fishermen.

GACHRAGAR by Anthony Howcroft

No Appearing: 2-8
Armour Class: 5
Movement: 16"
Hit Dice: 4+4
Treasure: J,K,L,M,N,Q,V
Attack: 4-16
Alignment: Lawful evil
Intelligence: Semi-intelligent



Gachragi (plural of gachragar) are a ferocious species of fresh water snake. They are found in tarns, lakes, rivers, and occasionally in large, deep wells or pools. Mauve in colour, except for a turquoise fin on the rear of the head and luminous red eyes, they present a foreboding visage. Gachragi group together in small, supportive family groups. However, in times of hardship they will have no scruples about devouring each other.

When in combat a gachragar will begin the fight by using its gaze weapon, a *ray of enfeeblement*, unless it has already exhausted this power (10% chance). The ray has the effect of reducing the strength of the victim by 50% with all consummate results, unless the victim saves by rolling under its wisdom on a d20. The weakness lasts for 5 hours, but the gachragar can only use this gaze

weapon once an hour. Following the attack with the *ray of enfeeblement* the gachragar attacks with a savage bite from its many-toothed jaw.

Gachragi are territorial animals and defend their waters with ferocity. Beyond the boundaries of its territory a gachragar will withdraw if seriously wounded, whereas in its domain the creature will fight to the death.

STRONG TOAD by Phil Masters

No Appearing: 1
Armour Class: 0
Movement: 6"
Hit Dice: 1+1
Treasure: Nil
Attack: Gaze, special
Alignment: Neutral
Intelligence: Animal

The strong toad is a large toad which bears a tortoise-like shell of incredible toughness. It radiates a strange, shimmering glow that makes it extremely difficult to focus on its exact position, as well as negating *faerie fire* and *darkness* spells; after each four rounds spent in melee with the strong toad, opponents will become dazzled and confused, attacking at -2 to hit for 3-12 turns subsequently; this effect is cumulative. This glow, combined with the toughness of the creature's shell and its high level of agility, give it +3 on all saves vs attacks that cause physical damage or death. In any case, the strong toad can regenerate up to 2 points of damage per round, even when dead, unless the wounds were caused by fire or heat.



The strong toad's oddest power, however, is its ability to project a beam of attractive or repelling force from its eyes. Mirror surfaces do *not* deflect this beam, which moves its target at a 5" movement rate, and does 1-3 points of damage per round to anything that attempts resistance, or 1-6 points per round to anything that is trapped against a solid surface. The gaze has the equiva-

lent of 18 strength; beings fighting it need 17 strength to make any headway against it (1/4" move), 18 to achieve 1" movement and exceptional strength to move at any significant rate - add 1" to a 1" base rate for every 10% points; giant (20+) strength allows virtually free movement, although damage is still taken.

The strong toad is omnivorous, aggressive, highly territorial, and naturally very bold.

Sporadic hunts have forced these creatures further away from the settlement, and recently, therefore, the village has become relatively prosperous. Green salamanders, the latest creatures to rise to dominance across the river, have not as yet presented any problems for the village.



GREEN SALAMANDER by Trevor M French

No Appearing: 2-20
Armour Class: 7
Movement: 9"/9"
Hit Dice: 3d8
Treasure: Q
Attack: 1 bite (1-6) and 2 claws (1-4, 1-4) plus special
Alignment: Neutral evil
Intelligence: Average

Green salamanders are humanoid lizard-like creatures, whose slimy blue-black skin is covered in purple spots. They are amphibious and are usually found in swamps or large lakes.

In combat the green salamander will become enraged and secrete acid through its skin-pores. Its whole body will be affected and thus anyone bitten or struck with its claws will also suffer 1-4 additional points of damage and are 50% likely to have the area affected made useless in 1-4 rounds; it will last until *healed*. Once a green salamander has been killed the acid will remain on the skin-surface for 1-4 rounds afterwards and can be extracted at a rate of two flasks per round.

Green salamanders are relatives of

FIEND FACTORY

the normal red salamanders and are believed to come from the Elemental Plane of Earth.

Some three days before the party arrived a series of attacks on fishing boats began. The first attack left few clues save huge claw marks on the remains of the hull. The second encounter left one man alive who described the creatures responsible; since then they have been called swamp lurkers.

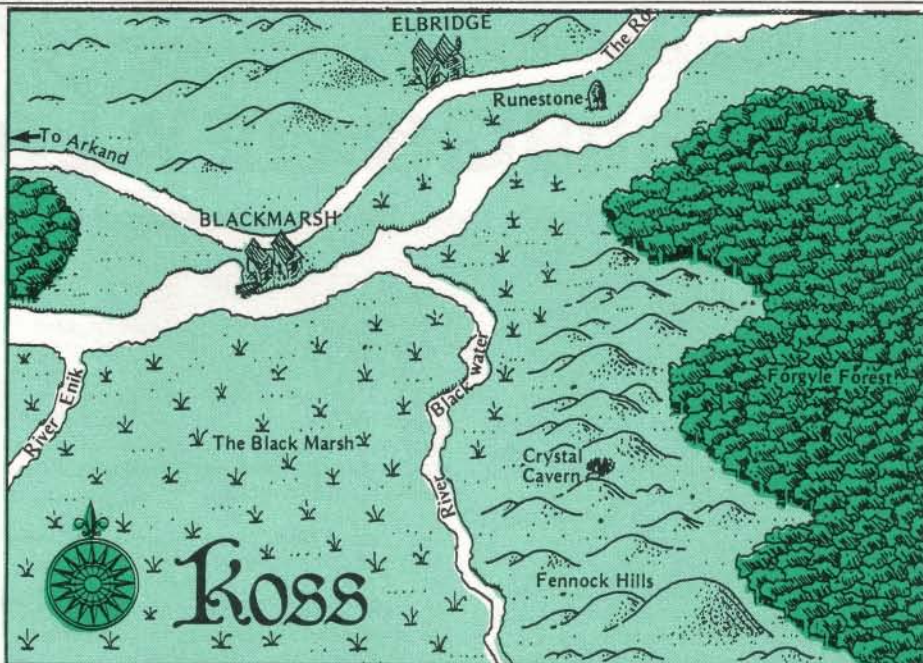
SWAMP LURKER by Stuart Burch

No Appearing: 1-4/10-20
Armour Class: 7
Movement: 9"
Hit Dice: Depends on age (see below)
Treasure: Nil
Attacks: 2 claws 2-12 each, paralysis
Alignment: Neutral
Intelligence: Animal

Swamp lurkers are mainly found in swamps but sometimes at night they wander on to drier ground. It has been known that sometimes these creatures raid farms attacking livestock for food.

Swamp lurkers are humanoid in shape and about 9-10 feet tall. They are covered in a mass of slimy green hair. Females are about 7-8 feet tall. Young are born from giant frog-like spawn, and are serpent-like in shape, green in colour. Their hit dice depends on their age; 1 year 1d8+1; 2 years 2d8+2; 3 years 3d8+3; 4 years 4d8+4; 5 years 5d8+4.

Swamp lurkers will live together as a small tribe of about 10-20 creatures. Although they are of animal intelligence, communicating in grunts and howls, characters of 16+ intelligence could try and communicate using sign language with a 60% chance of success. When encountered as wandering monsters they will usually be a hunting party. A common habitat is caves especially if they are near a swamp. When attacking prey, they first use their claws. The poison is made by an organ in their body which after 1-6 uses takes 12 turns to replenish. A saving throw will show that a character is either immune to the poison or will die in 1-6 turns. The paralyzing stare is caused by their 2 red eyes which will hold still any victim unless a saving throw is made. If the vic-



tim fails its saving throws it will be held still but will be able to see and hear what's going on around him. For every point of constitution there is a 2% chance per turn to look away. Any victims can be bought back to normal when the lurker has been killed.

Because of their colour and likelihood of rising out of the swamp suddenly (able to breathe underwater as well as on land) they surprise on 1-4. The strength of these creatures is 16 plus. When travelling through swamps it is possible to see a small current of water and air bubbles indicating these creatures walking along the bottom of the swamp.

As yet the the motive for these attacks is still unknown. The reason behind the lurkers' actions are twofold, but both are a result of one creature's arrival in the area. The silent hater has driven off the more stupid lurkers by preying on their young and killing the natural food of the creatures. The lurkers are simply responding to it by migrating and finding new sources of food – the villagers.

SILENT HATER by John R Gordon

No Appearing: 1-8
Armour Class: 8
Movement: 12"
Hit Dice: 1+1
Treasure: Variable
Attack: 1-3, 1-3, sting 1-4 plus paralysis
Alignment: Chaotic evil
Intelligence: Low-average

Silent haters inhabit dark, dank places. They hate all light and goodness, and despise all life. They seek to ambush and kill creatures, and then to suck their corpses dry of blood. The hater has a point on the tip of its tail containing a weak paralyzing potion which is effective for 1-12 turns. Haters are small, being only 3' tall, and are revolting in appearance. Their bodies are thin and seem emaciated, their skin is pallid and virtually transparent. The head is lumpy

and bald with sharp, pointed ears and large white, watery eyes. Haters have lipless, shrivelled mouths, containing a single hollow tooth with which they suck blood. All have 120' infravision and a keen sense of smell. Hands and feet are webbed, which allows the hater to cross impassable marshes at only half speed.

If three or more haters concentrate together for 3 rounds, then a *fear* spell will be spontaneously generated.

Haters can cast a *silence* spell at will, in one segment, which will endure for as long as the creature desires, or until it is killed. *Dispel magic* breaks the silence for at least 1 round, (after which time it can be resumed). Haters can 'talk' telepathically to each other, as well as using the common tongue. *Silence* prevents the casting of most spells and obviously prevents speech.

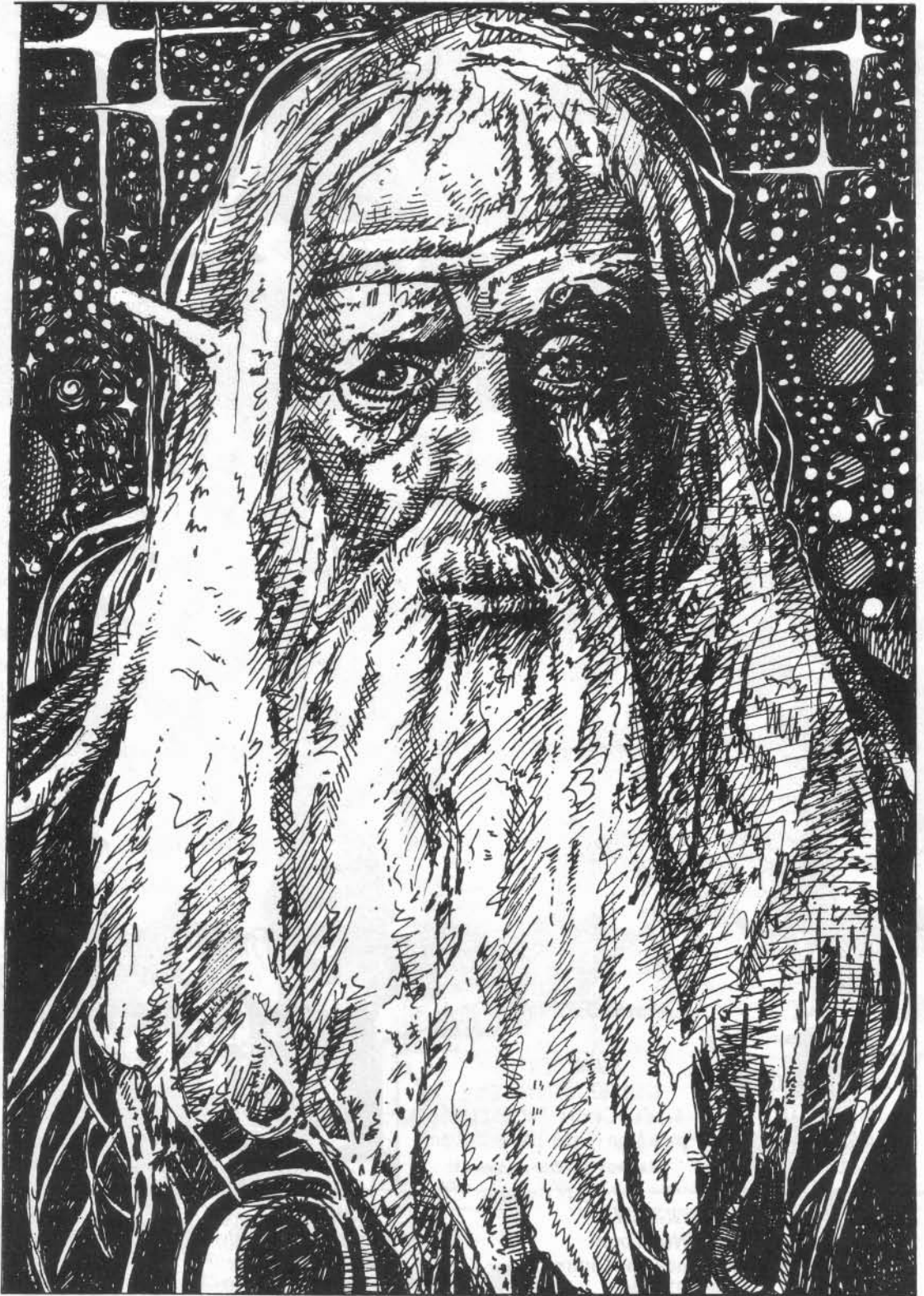


The adventurers may wish to assist the villagers, but if they do the reward in cash will be small. The solutions could be to either eliminate the swamp lurkers, or to attempt communication with them (see under swamp lurker) and act in concert with them. The party should not know of the existence of the silent hater unless the lurkers tell them or they encounter one. The other inhabitants of the swamp will take a gastronomic interest in humans entering their domain. □

Fiend Factory is a bi-monthly department for readers' new creatures.

THE VIVIMANCER

Spiritual Helpers for AD&D by Steve Palmer



Vivimancers are created from high level characters at the time of their death by a patron deity on the NG plane of Elysium. Their prime object is to aid goodly characters in their struggle against evil. They can operate on all planes except the Prime Material Plane, which is forever barred to them. The nature of the Vivimancer ensures an inimical attitude to undead, devils and demons, but especially Necromancers. Vivimancers are spiritual forms but retain physical appearance, characteristic scores (of which INT must be 17+ and WIS 15+) and weapon proficiency from their original incarnation, but start at first level. For

every fifty years of existence they increase one level, to a maximum of fifteen. After 750 years, or if they are killed, the spirit leaves the body and goes to the plane it would have when the original incarnation died. Each patron deity may only have one Vivimancer at a time.

In combat and for saving throws, Vivimancers are equivalent to Clerics. They are NG, have eleven hit dice, a natural armour class of two (DEX can modify) and may only be hit by +1 or better weapons. Additionally, they have a 50% magic resistance and a detect invisibility chance of 50% +1% per level. The only magic items they may use are weapons

and *Roses* (qv). The moon is of special significance; Vivimancer abilities are tied in to its phase and the crescent moon is their personal symbol.

Most Vivimancers undertake their work as discreetly as possible. Favoured characters (especially those worshipping the patron deity) may receive a *Rose*. In the Elysium home of a Vivimancer it is usual to find a well-stocked library, for they are hoarders of information. These homes are typically large, temple-like structures, surrounded by gardens full of the scent of roses. Within the boundaries of the garden, it will always appear be summer, and the

therapeutic properties *triple* the usual rate of healing of characters staying there.

Abilities

All Vivimancers have the following innate abilities:

1. Immunity to all the powers of undead creatures.
2. Telepathic communication with the patron deity.
3. Automatic recognition of other Vivimancers.
4. Knowledge of a creature's or object's alignment unless masked by magic, etc.
5. Turn undead as the following table:

Level of Vivimancer	Equivalent Clerical Level
1-3	6
4-6	7
7-9	8
10-12	9-13
13-15	14+

6. Morphetic Counsel. The ability to give a prophetic or advisory dream to any character on the Prime Material Plane during the period of a crescent moon. The dream is typically accompanied by an overpowering fragrance of roses.

7. Manufacture Rose. A *Rose* is a special magical gem, roseate in shape and about three centimetres in diameter. It glows with a strong light which varies in colour according to the moon's phase – pink at the new moon, through to yellow at the full moon. A *Rose* is usually implanted into the upper arm of the chosen person so that the glow is faintly visible, although especially favoured characters may be allowed to wear a *Rose* on their forehead – this increases CHA by 1d4 (to 18 maximum). A Vivimancer may make one *Rose* for every fifty years of his existence. There are six types:

Rose of Reincarnation. Automatically *reincarnates* its wearer three times before losing its magic. Once the initial reincarnation has been made (as acquired ability), the subsequent ones will be exactly the same.

Rose of Raising. Automatically *raises* its owner up to three times before losing its magic. One point of CON is lost after the first raising.

Rose of Plane Locking. The bearer can resist any non-deitic plane shifting up to five times. Voluntary plane travelling is still permitted.

Rose of Healing. This will *heal* its possessor five times, as desired, before losing its potency.

Rose of Mind Reading. Duplicates the Vivimancer ability of Mind Reading for five one-hour periods, at the owner's wish.

Rose of Restoration. Restores energy levels lost by its owner. The level returns 1-4 hours later and protection is given for five such attacks.

A *Rose* used to its full extent becomes a gem of 4-7000gp value.

Acquired Abilities

The following abilities can be selected by a Vivimancer each time he attains a new level. Each one is usable once per day and can be selected only once. They require the patron deity's holy symbol and a crescent moon symbol on the Vivimancer's person in order to be performed.

Table 1: Number of Abilities per Level

Level Of Vivimancer	1	2	3	4
1	1	–	–	–
2	2	–	–	–
3	3	–	–	–
4	3	1	–	–
5	3	2	–	–
6	4	2	–	–
7	4	2	1	–
8	5	3	1	–
9	5	3	2	–
10	5	3	2	1
11	6	4	2	1
12	6	4	3	2
13	6	5	4	2
14	7	6	4	3
15	7	7	5	3

Level 1 Abilities

Charm Undead. Allows the Vivimancer to charm undead (as *charm person*) for 2-12 turns (1-4 turns if a vampire or ghost, 1-8 rounds if a lich).

Communication. Enables the Vivimancer to speak and understand any language, no matter how obscure, for one turn per level.

Cure Disease. The Vivimancer can cure any form of disease, even leprosy. The patient can resume normal activities after one hour's rest.

Curing Touch. By laying his hands on the injured person, 3-12 points of damage can be cured by the Vivimancer.

Mind Reading. Similar to ESP, but allows deeper, hidden thoughts to become available to the Vivimancer. Communication must also be used to understand unknown languages. Psionics with *mind bar* can avoid this, and the inherent alignment knowledge of the Vivimancer.

Return to Adjacent Plane. Enables one person per level of the Vivimancer, plus the Vivimancer, to travel instantaneously to any adjacent plane bar the Astral, Ethereal and Prime Material planes. The point of arrival can be chosen by the Vivimancer.

Return to Elysium. Allows the Vivimancer (only) to return to any point on Elysium.

Teleport Self. The Vivimancer may teleport himself, no error, to any point on the plane he is currently on.

Level 2 Abilities

Charm Dead. Enables dead spirits, animated bodies, etc, to be charmed as the charm person spell. From 1-10 such dead can be charmed, although each is entitled to a save vs magic.

Cure Blindness. By touching the victim's eyes, the Vivimancer can cure any blindness, however caused.

Neutralise Poison. At a touch, the Vivimancer can neutralise all forms of poison or remove harmful or addictive drugs from a victim's system.

Polymorph Self. As the MU spell, except that the form is still spiritual and the Vivimancer keeps special abilities.

Renewing Touch. Cures 4-24 points of damage when the Vivimancer lays his hands on the victim.

Return to Inner Plane. The Vivimancer, plus one person per level, may travel instantaneously to any of the inner planes, except the Astral, Ethereal and Prime Material planes, from any other plane. The arrival point is at the

DM's discretion.

Return to Outer Plane. As for the above ability, except any outer plane can be the destination.

Teleport Other. As Teleport Self except others may be teleported. One extra person can be teleported for each additional level of the Vivimancer above fourth.

Level 3 Abilities

Cure Insanity. The Vivimancer may cure any form of insanity, but cannot alter personality traits (greed, ruthlessness, etc). Psionically induced insanity is only cured temporarily.

Healing Touch. Touching the wounded person restores all but 1d6 hit points in 3-6 rounds.

Polymorph Others. As the 4th level MU spell.

Raise Undead. Similar to the Clerical spell; the recipient can have been dead for a number of days equal to twice the Vivimancer's level. 1-2 days complete rest are required of the raised person.

Return to Astral Plane. One recipient plus the Vivimancer can enter the Astral plane from any other at a selected point. Each level above seventh allows the Vivimancer to take one extra person.

Return to Ethereal Plane. As above, except that the Ethereal plane can be entered. The Ether Cyclone is always avoided by this method.

Level 4 Abilities

Deitic Word. On uttering this word, the Vivimancer may cause one of four effects:

- (a) Waves of pain, preventing the victim from performing anything arduous for 1-10 turns, or
- (b) *Slow* (as spell) for 1-8 turns, or
- (c) Paralysis for 1-4 turns, or
- (d) Unconsciousness for 1-2 turns.

There is no save against Deitic Word, and it affects everyone within hearing range: Vivimancers and deities are immune.

Reincarnate. As the spell of the same name, but the following table is used to determine the outcome (roll d100):

01-05	Gnome
06-10	Dwarf
11-15	Halfling
16-20	Raven
21-25	Owl (25% giant owl)
26-30	Eagle
31-40	Human
41-50	Half elf
51-60	Elf
61-70	Centaur
71-80	Horse
81-85	Fox
86-90	Good Dragon (4HD)
91-100	Patron deity's animal (if none, roll again)

Resurrection. As the Clerical spell, except there is an additional 10% survival chance. The subject can have been dead for a number of years equal to the Vivimancer's level x 20.

Return to Prime Material Plane. Enables the Vivimancer to send one person per level to any desired place on the Prime Material Plane, although the Vivimancer may never himself venture onto this plane.

Note. The scent of roses typically accompanies the curative and healing powers outlined above. □

Fiend Factory is a bimonthly department for readers' new monsters. This issue, for Golden Heroes, creatures of the night who stand for light; creatures that call themselves...

THE STARLIGHT PACT

by Pete Haines and David Smith

Presented here are the characters to be used in this year's official Golden Heroes competition at Games Day – potential entrants take note and study well. Each one is based on one of the Citadel Golden Heroes range of figures.

BALTHAZAEL (Joshua X)

EGO: 14	Move: 9m
STR: 20	DC: 5
DEX: 15	Dodge: 0
VIG: 16	
HTC: 63	Divider: 1
HTK: 55	Divider: 3

Powers: *Advantageous Background 5 (Training 4, Position of Power – worshipped by a coven); Magic 2 [23 points: Enhancement (Calling forth the Hellgift), Hypnosis (The Gaze of Blood), Conjuring (The Summoning), Divination]; Health 1 (Regeneration).*

Notes: *Divination* is a spell allowing limited prediction of major events: it requires extensive preparation. Due to his somewhat shaky position in the infernal hierarchy, only one *Summoning* is actually safe for Balthazael: a Hellhound, 10 pts, hits 4d10, claws, fangs, individual IQ, DC6.

Figure: Balthazael is based on the strongman figure in the Heroes set.

Late one dark and stormy night, a woman, exhausted, heavy with child and obviously terrified, staggered into a nunnery. She went into labour shortly after, but died in the rigours of childbirth. The gentle nuns fought on to save the child and at the stroke of midnight he struggled into the world. He was as black as sin, with hair like flame and eyes the colour of warm blood.

Any feelings of evil about him were soon forgotten as the boy seemed to be a strong, healthy, normal child. In time, even his unusual looks did not seem so strange. The nuns named him Joshua, but some accident always prevented the registration of his birth.

On the night of his thirteenth birthday, a man who he had never seen, but somehow knew, approached his bed. He was black as deepest ebon and when he spoke, it was with the sweetness of death.

'I am Dis,' he said. 'I am your father, a demon of the highest rank. You are Balthazael. You have followed the human side of your heritage long enough. Now I shall awaken the demon



that sleeps within you.'

The boy knew the truth in this, for he could not deny the link he felt with his name nor the sorcerous knowledge he had suddenly gained. Dark passions rose in his mind – to which he almost surrendered, but he fought on until his human side eventually gained sway. When he looked around his father had gone.

For ten more years he denied the demonic side of his nature, trying to live as a normal man. He had no official existence and he couldn't bring himself to enter a holy place again. When he was 23 he heard rumours of a coven devoted to his father which he located and fought. In the midst of battle Dis himself took a hand and Balthazael was forced to draw on his magical powers. With the help of the coven's latest victim, he defeated the covenmaster and banished Dis from this plane. In doing so he learnt that using his powers for good weakened the demonic side of his personality.

Balthazael is constantly troubled by evil thoughts and knows that he must never give way to them or he will be lost. The remnants of the broken coven, despite his protests, have turned their worship to him.

GRIMALKIN (Serina Hernshaw)

EGO: 9	Move: 6m
STR: 9	DC: 6
DEX: 16	Dodge: 6
VIG: 8	
HTC: 28	Divider: –
HTK: 30	Divider: –

Powers: *Agility 2; Martial Arts 2; (Oriental); Reactions; Personal Force Shield (9 hits); Energy Attack 1 (Force Bolts); Heightened Senses 2 (Radar, Animal).*

Figure: Grimalkin is based on the cat-girl figure in the Golden Heroes blister packs.

Ever since she was a small girl Serina knew she would be a witch. It came as no surprise to her, therefore, when she found herself able to move things on mental command on reaching her mid-teens. At once she went out and bought herself a cat and she was delighted to find that she could read its simple thoughts. Leaving home as soon as she could, she began a career as a white witch, finding and breaking covens up

and down the country. She was disappointed, however, to find that most covens had no answer to her force bolts and mystic shield. She had become quite blasé by the time she encountered the coven to Dis and for the first time, she lost.

Her punishment was as simple as it was grotesque. Calling on the power of Dis, the covenmaster mystically combined Serina and her familiar into one body, part cat, part woman. What else might have happened is conjecture for Balthazael burst in to confront the cult. In the fight that followed, Serina discovered she had lost her mental control of objects, but had gained the natural reflexes and abilities of a cat, only greatly enhanced. With her force bolts and shield she was suddenly a dynamic fighter.

Serina stayed with Balthazael, taking the name of Grimalkin and together they formed the Starlight Pact.

Grimalkin is still quite young: she is inexperienced, naïve and idealistic. For the most part she is playful and vivacious, though she can become melancholy if she remembers her lost humanity.

MOONBLADE (Vel'Rathis)

EGO: 11	Move: 6m
STR: 12	DC: 6
DEX: 13	Dodge: 1
VIG: 12	
HTC: 49	Divider: –
HTK: 47	Divider: –

Powers: *Advantageous Background 1 (Immortal); Weapon Skill 1 (sword); Special Weapon; Spacial Projection; Health 2 (No need to Breathe, Regeneration); Energy Attack 3 (Force Fan, 16 dice, area blasts (iv) and (v)).*

Notes: The *Special Weapon* may be used as a 2-H penetrative or concussive weapon. It carries energy as a shield and adds 15 damage to parry values. *Spacial Projection* is a special teleport power. It has a 10m maximum range and cannot work through solid matter, but it costs no HTC.

Figure: Moonblade is based on the ninja figure in the GH blister packs. Shuriken were removed from the figure.

In the days of old, before the ice age, was another era. A time when the men of Albion struggled valiantly against the evils of the sorcerer-scientists from ancient Mu.



Great among the heroes of Albion was Vel'Rathis, wielder of the Moonblade. And great was the hatred of Mu for Val'Rathis, though their rage was impotent for they had prophesied that Vel'Rathis would not die whilst Mu lived.

So they caught Vel'Rathis using treachery and made him immortal; thus there would be no limit on their dark city. They also imprisoned him within his sword, never to see release until the full moon's light struck the blade. Then they took the blade and hurled it into the deepest ocean.

Time passed and Mu and Albion met their respective destinies. The sword remained hidden until the day Balthazael unearthed it beneath the full moon. The enchantment broken, Vel'Rathis stood sword in hand, confronted by a demon. Despite Balthazael's protestations, Vel'Rathis attacked, quickly gaining the upper hand. Standing victorious, blade poised over his opponent, he was struck down from behind.

When he awoke, two monsters stood over him; the demon and another, part woman, part cat. It took him several moments to realise that they wanted to help him. So it was that Moonblade joined the Starlight Pact.

The Moonblade is a strange and magical weapon. A force field surrounds its edge so it can never be damaged. Its greatest power is to send forth waves of force at a flourish of the blade. Vel'Rathis is now a projection from the sword and cannot truly be separated from it.

Vel'Rathis has no scruples about killing an enemy. He is a man of honour who lives by his own code. Unfortunately he does not understand the workings of the modern world.

EX-MAN (Neil Baldwin)

EGO: 9 **Move:** 5m
STR: 9 (23) **DC:** 6
DEX: 8 **Dodge:** 1
VIG: 12
HTC: 41 **Divider:** -
HTK: 42 **Divider:** -

Powers: *Cybernetics 2 (Bionic right arm - STR:23, Computer Brain); Stunner (Type 2 in left hand); Energy Attack 4 (Atomic, 24 Dice, Reduced Dividers, Quick Blast from right hand); Heightened Senses 1 (IR Vision); Health 2 (Immune to Toxins, Functions at low oxygen levels).*

Figure: Ex-man is based on the



cyborg figure in the *Heroes* set.

Neil Baldwin was a happily married man with two children and a job at the local chemical works. Everything changed, however, on the day he fell into the vat of liquid oxygen. He died instantly, frozen solid. This unusual death made him the target for an unusual crime: his body was stolen whilst it was still frozen.

Carla Lundquist was a cybernetics genius - the field was her undying passion. Her greatest problem, as always, was lack of funding. Super-powered criminals, however, tend to be more free with their money than medical organisations and she decided to create a sample product to demonstrate her skill. Her aim was to entice a master criminal, Warlord, into contracting her to build him a unit of cyborgs. She needed a body, fresh and preferably dead. Her agents brought her Neil Baldwin.

Baldwin was perfect for the job. Working through the night she completed her work and then, thoroughly exhausted, went to bed.

Neil Baldwin woke up. This came as a surprise since his last thought had been that he was going to die. He felt terrible: he didn't feel any better knowing that he was now linked to a highly complex biocomputer, the memory banks of which obligingly filled in all the missing details.

Carla Lundquist awoke to have her hopes dashed by two disturbing facts: firstly, Warlord had been captured and secondly her newly created cyborg had gone, leaving holes blasted everywhere.

What do you do if you are a corpse kept alive by machines, with no one you can turn to for help? If you then meet demons and witches and they give you purpose, is there any reason why you should not join the Starlight Pact?

PARAGON (Roley Day)

EGO: 14 **Move:** 4m/20m
STR: 7 **DC:** 3
DEX: 7 **Dodge:** -
VIG: 8
HTC: 32 **Divider:** 4
HTK: 34 **Divider:** 5

Powers: *Advantageous Background 1 (Contacts - Criminal); Intuition; Flight 2; Strength 2; Tough Skin 2; Health 1 (Environment Survival - Airless); Shapechange (Freeform - only the Paragon form has powers other than Intui-*



tion: only Roley Day has criminal contacts).

Figure: Paragon is based on the caped hero leaping into flight in the *Heroes* set.

Roley Day didn't think of himself as a down and out; he was just unlucky and had been all his life. Like everyone else he had bad dreams, but in his case they came true. He took to drink and to this day he's grateful for it. It cost him his job, his home and a large slice of self-respect, but at least when he slept he didn't have dreams.

Living rough wasn't an ideal life but Roley was past caring. At times he took to thinking that life wasn't that kind. He worried about the young and those worse off than himself and decided it wasn't right. Someone ought to stand up for them.

He was in a mission hall the day a minister said that the whole point about faith was that it gave you something better to look to, a paragon to model yourself on. Roley asked what he meant by paragon. He was pleased with the answer - it matched up with his idea. He mulled the idea over and that night he forgot to get drunk and had a dream.

In his dream he saw what he meant. All the details he hadn't thought about were filled in and he was dressed like a hero. The hero explained that Roley wasn't limited like other people - he could do things with his mind to change or even create things, the only limit was his imagination. Roley laughed, but this Paragon kept coming back in his dreams, speaking about the world and all that was wrong with it. Roley was soon agreeing with him and wished there was a real person like this. Paragon asked him to dream of himself as this person and, taken by Paragon's serious tone, Roley agreed. Next morning he woke up and found himself wearing a black jumpsuit and purple cloak - just like the Paragon. He could fly, he was strong and maybe he could set an example. He concentrated and once more he was Roley Day.

His life changed; he didn't sleep any more and he daydreamed so many things. As Roley Day he shows people how to laugh at life and at themselves; as Paragon he opposes those who abuse life. In his latest daydream he met four very unusual people. In came as no surprise therefore when he met them that night: he was surprised when the dawn came and he was a member of the Starlight Pact. □

JUST GOOD FIENDS

What Makes an Interesting Monster, by Ian Marsh

Designing new monsters and creatures for adventurers to encounter is a long-established practice in the world of role-playing games. Many thousands of new monsters have been created for these games, especially for AD&D, and yet relatively few of them see publication. *Fiend Factory* has covered AD&D monsters since *White Dwarf 6* and columns such as *RuneRites* and *Starbase* feature them from time to time for *RuneQuest* and *Traveller* respectively. Yet very few guidelines have been given by any of these as to what makes a good monster that the magazine considers is worth the attention of its readers? Given that *Fiend Factory* now includes submissions for all role-playing systems, it seems to be a good time to expound on the points that

are considered when deciding the make-up of each *Fiend Factory*.

A brief look at the monsters that have appeared in the relevant games rulebooks and in the pages of *White Dwarf* should serve to illustrate roughly what a good monster is. This isn't to say, of course, that all the monsters to have appeared in print are necessarily the pinnacle of monsterdom. The obligations of regular columns and the demands of the readership and games players take their toll on the overall quality of new creatures, and can only result in the inclusion of less exceptional monsters from time to time. As a guide to the sort and amount of information required to detail a particular creature, references to established monsters are a great help.



Firstly, however, the various roles that monsters are required for should be examined. The companion article in this issue, *Monsters Have Feelings Too Two*, illustrates how monsters can be used in different ways to provide more variety; potential monster designers are advised to note its sentiments. Depending on the style of game you play, creatures may be designed as 'ripping machines', sword-fodder, distinct sentient races, 'harmless' natural animals or curios; each of these having their own good reasons for existing in game terms. Not all of these are desirable as far as *Fiend Factory* is concerned, unless there is some unique quality that sets them apart from run of the mill creations. The most commonly rejected monster from *Fiend Factory* is one that pays scant attention to the appearance and habits of the creature, but instead details armour class, attacks, damage and special abilities: a creative GM should recognise the fact that there is more to a monster than its details in terms of game mechanics. Such a creature lacks much of the information required to integrate it into the game and seldom provides interesting reading.

One surprising fault is the description of a new creature – or rather the lack of one. Those of you who can remember the *All the World's Monsters* volumes will be all too aware of this lack and how frustrating it is in play. Being able to visualise the fantastic creatures is part of the atmosphere of rolegames. Random creation tables are often the root cause of this – either creating ludicrous looking monsters or concentrating on the mechanics. It is very rare for a monster generated on these tables to fit in anything like as well as a creature especially designed with a game world in mind. Although fantastic, mythical creatures are often a little strange themselves, it's a good idea to try envisaging the creature and asking the vital question 'Would I laugh if I saw it?' If yes, then it's back to the drawing board. A monster's appearance should evoke emotions such as fear, loathing, admiration or sympathy. Oddballs tend to be designed to fit in with the feel of a game – such as the *RuneQuest* ducks – and limit the amount of comic relief a new monster can give: not all games have room for 'were-bananas'.

New creatures should also be 'complete' for the game they are designed for. Although the idea behind a monster is more important than its absolute quantification in games mechanics, to give a uniform interpretation of the creature, all its quirks should be expressed in the game's terminology. For example, describing special powers in terms of spells, psionics or whatever rather than inventing a new system for them or not describing them at all! Way back in *White Dwarf 6*, Don Turnbull made the point that 'a monster should either be killable or, if effectively immortal, should have a specific purpose other than slaughtering player-characters'. This is still true seven years later and monster statistics should therefore be reasonable, in line with those of their peers.

Both appearance and statistics are relatively minor concerns when it comes to designing an interesting monster –

they are useful but not necessarily vital elements in committing a creature to paper. Rather it is the *raison d'être* of the monster and its unique qualities and peculiarities that are of most importance. It is here that the creative abilities of the games master come into play. By giving an original rationale to a creature, be it weak and timorous or strong and fearsome, it is possible to give a two-dimensional creature of paper a tangible, three-dimensional existence.

Background information on a creature is largely dependent on the setting of the game the creature is intended for. Ravenous Bug-Blatter Beasts would be unsuitable for inclusion in an Arthurian fantasy setting, yet would be more than at home in a *Toon* or a *Paranoia* environment. How 'straight' the setting is determines the effect a new creature would have on it. Even if we only consider the range of fantasy role-playing games there are notable differences in style – ranging from the wacky, zany environment encouraged for *Warhammer*, through the polyglot settings of the *AD&D* universe, to the straight, society-tied worlds of *Bushido* and *Pendragon* and the almost straight *RuneQuest* mythos. Anything that doesn't fit in with the setting, through being inconsistent with the other monsters and creatures, will only destroy the illusion of the game's reality. Therefore, any new monster should be considered in light of the effect it has on the game world it is to be fitted into.

For some games this is easy to define – these are the rolegames whose background is already largely fixed: *Call of Cthulhu*, *Middle-earth Role Playing* and even *Toon*. All these games have a unique character: *Cthulhu* creatures should instil terror and revulsion in those encountering them, even if the creatures are themselves weak; new *MERP* creatures should tie into the works of Tolkien without disrupting the unique flavour of Middle-earth; whilst in stark contrast, *Toon* creatures are the wild, unbelievable beasts which would disrupt such a serious setting. Tied settings encourage 'thinking in tune with the environment'. Monsters and creatures evolving in such an atmosphere are much more believable, and much easier to envisage for both games master and players due to the element of common knowledge. Conversely, it becomes much harder to think of new, suitable creatures! Polyglot systems would appear to have an advantage, therefore, in that, 'anything goes' – straight or humorous, probable or improbable. Yet it is this diversity of options which provides a stumbling block for creative new ideas. Many of the monsters created for *AD&D*, for example, are very similar – the tribal monsters are a good case in point, not being orcs but being orcs (if you follow my logic). Despite background, behavioural notes, intricate details of societies and habits, such monsters are unsuccessful and unnecessary because their role in the world is already filled.

The exception to this is in the introduction of several unique tribal monsters, all of whom are engaged in some great counter-play. The most familiar example is the relationship between men,

elves, dwarfs and orcs in *Lord of the Rings* and which is easily extended to other races in different settings. The set up is familiar in other literary works – Thomas Covenant, to name but one – as a common plot element, and creatures taken from literature of this nature always tend to work best together, restricting their coverage to adaptations from the books. Whilst *White Dwarf* does cover such adaptations occasionally, they are relatively simple constructs and provoke much argument as to the individual interpretation. Although, therefore, this area of development is not forbidden to the budding monster designer, something that is a little more original usually finds its way into *Fiend Factory*.

Which brings me to the final elements in monster creation – subject and originality. Most new monsters are of the individual or small group kind once the tribal creatures have been set to one side. Their mythical equivalents are the beasts of legend and it is to creatures such as the griffin, the pegasus and harpies that a monster designer should look. Each of these has a particular feature that makes it special – the element that should, if possible be present in new monsters. This element of originality is the one that is hardest to advise about since, by definition, it is unique! (Anyone who could invent 'Originality Potions' would corner the market!) In most cases, the element is sparked off by unusual influences as part of the creative capacity of the GM. Fantasy and science fiction novels are a rich source not only for the monsters the author has already thought of but for the subtle influences they leave behind. These tend to resurface at a later date, with all trace of the original source of inspiration forgotten. A varied diet of fantasy and SF is best since it will create a pleasing blend of diverse elements. Superstitions and old beliefs can also provide ideas: players of *AD&D* will undoubtedly be acquainted with the guardian familiar in the *Fiend Folio*. This originally appeared in *Fiend Factory* and was based on the concept of a cat having nine lives – in the context of *AD&D* adventures it was a good monster.

Essentially, therefore, there are only a few points to bear in mind when designing a new monster. Firstly it should belong to the game or game world it is designed for, being relatively believable (given that the games have an imaginary setting). Secondly, the monster should show sign of creativity on the part of its designer, being more than something extra to kill or ensnare the characters. Finally, the designer should consider the effects of humour and/or quirkiness on game balance and atmosphere.

By way of example, I would like to present an *AD&D* monster from *WD61* which appeared in a scenario of mine. Due to space requirements, the creature was poorly detailed and gave little impression as to its exact capabilities and powers. Bear with me!

The basis behind the psychic vampire (*WD61*: woods vampire) was a need for an 'innocent' plot device that would allow itself to be manipulated by others yet be perfectly capable of resisting if it so chose. Thus was born this thought-

stealing creature that acted altruistically – yet who would ever believe in or trust a good vampire?

PSYCHIC VAMPIRE

No Appearing: 1
Armour Class: 5
Movement: 12"
Hit Dice: 4
Treasure: Nil
Attack: By spells only
Alignment: NG
Intelligence: High

Psychic vampires are peaceable creatures that feed off the thought patterns of other beings. They are native to woodlands and are often friendly with other residents of the forest, particularly dryads. They appear as youths of indeterminate sex, although both sexes exist. If it were not for their more human features they could easily be mistaken for elves. This point is heightened by their dress, which is simple in design and of woodland hues.

Their role in the forest is very much as a comforter to other woodland beasts. As a result, psychic vampires have a special affinity for these animals and can rely on them for protection and companionship. Stray travellers forced to spend a night alone in the forest are also likely to encounter psychic vampires, although being asleep it is doubtful that they will remember the experience. Adventurers usually provide an interesting, different source of experiences for the vampire. Victims who are widely travelled or who have had interesting experiences in their past may well induce a psychic vampire to mingle with human society and overcome its retiring nature.

Its primary source of defence and offence are its magical abilities – with which the psychic vampire can ensnare or calm its victims. Twice per day it may use the abilities of *remove fear*, *resist cold*, *invisibility*, *speak with animals* and *cure light wounds*. In woodlands, the psychic vampire moves as if using the druidic spell *pass without trace* – it also has the abilities of a 4th level thief in other terrain. Its special power is a powerful *charm* spell which may be used twice per day, but acts as the druidic spell *charm person or mammal*: it can also provide a link between the vampire and the victim enabling memories and emotions to be absorbed by the psychic vampire. The victim also suffers a temporary memory loss for a period equal to 21-INT hours. Such contact also relieves the victim of any anxieties he/she may have been suffering from – the vampire effectively absorbs the problem.

Being a woodland creature, it also has some limited knowledge of herbalism, and it uses extracts of suitable herbs to relax and soothe its victims; the tinctures of these herbs are usually burnt in the form of a candle. If it uses herbs and its *charm* ability, the saving throw is made at -2.

Given its rich source of material – ideas, adventures and experiences – and its natural charm, a psychic vampire makes a good orator, forcing even the most reluctant listener to stop and be entertained. □

Fiend Factory is a bimonthly column for readers' new creatures and monsters.

JUNGLE JUMBLE

Rain-forest monsters for AD&D, by Geoffrey Carr

The tropical rain-forest is only rarely used as a setting for adventuring in AD&D. This seems rather surprising since, besides the tales of lost tribes, secret cities and overgrown temples associated with such areas, the diversity of life in the jungle allows the DM's imagination to run riot. Monsters that are not ecologically credible in more temperate climes seem entirely natural in the rain-forest. The uncanny sounds of unknown perils all around should also be enough to scare the wits out of the average adventurer before he has gone two miles!

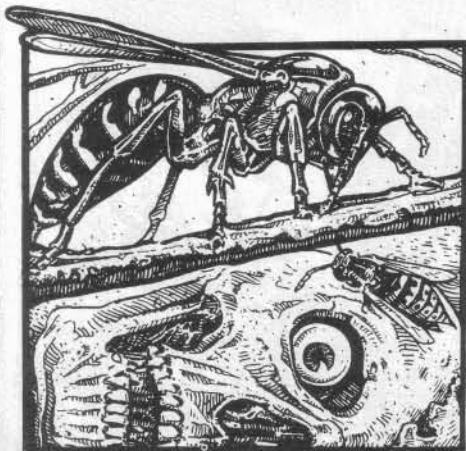
rate of 1-10 per round against each individual until all the party are dead, or all the wasps have exhausted their poison. Shields and dexterity bonuses do not add to armour class, though magical armour bonuses do apply. Each wasp



ARMY WASPS

No Appearing: See below
Armour Class: See below
Movement: 12"
Hit Dice: 1HP
Treasure: Nil
Attack: 1 or 1-3
Intelligence: Animal
Alignment: Neutral

Army wasps are a very dangerous menace indeed. The first sign of their presence is usually the arrival of two or three large and rather persistent wasps. These are colony scouts and will buzz about for a round or two without attacking, and then disappear. The scouts are out looking for prey – typically large animals. The scouts will return to the main colony and perform a dance indicating the distance, direction, size and number of the prey, in the same manner as a honeybee would dance to show the location of a rich flower patch. Within



5-20 rounds, depending on the distance between the party and the colony, a hunting swarm will arrive. This will consist of $d20+40$ wasps for each large animal (human, demi-human, pack animal, etc) in the party. Wasps will attack at the

attacking is assumed to use up its sting, whether or not it succeeds in beating its opponent's armour class, an unsuccessful attack being absorbed in armour or clothing. Any character stung must save against poison once, to see if the poison is effective against him. If he saves, each wasp successfully attacking will cause 1HP of damage; if he fails, 1-3HP. A wasp may sting only once, although it does not die after doing so.

Fighting the wasps, once the swarm has arrived, is virtually impossible without magical means. However, characters with high dexterity may attempt to swat wasps which land on them. If they win initiative in a round, they may kill one wasp per point of their dexterity above 14 before it stings them.

When a creature has been killed, wasps which have already used their stings will start to dismember it, cutting away small pieces of flesh and carrying them to the colony site where they are fed to the larvae. It will take about 12 daylight hours to strip a human carcass to the bone (the wasps do not fly at night), but it will be beyond the reach of a *raise dead* spell within one hour.

The best defence against army wasps is to kill the scouts (assuming that someone realises what they are). Certain magical attacks will be useful, but striking weapons and missiles are completely useless until the wasps have settled. Characters may try to pluck scouts out of the air (throw DEX or under on a $d20$ to catch one) allowing the insect a 'free hit' before it is crushed. This does not apply against swarms, when sufficient concentration is impossible.

The next best defence is to be a long way away when the swarm arrives, not as easy as it might seem in dense jungle. If the party are within 200 yards of the point where they were first located when the hunters come for them, they will be found automatically. If within 400 yards the wasps have a 1 in 4 chance and within 800 yards a 1 in 8 chance. Above 800 yards away, the party are safe unless they have been moving towards the nest (ie the direction in which the scouts go off).

An active wasp colony consists of 500-5000 workers, a similar number of larvae and a queen. Their life cycle is 4 weeks, and at the end of this time the whole colony, having exhausted the prey in one area, flies off to another, several miles distant.

Other than the arrival of the scouts, the only warning that a party is likely to receive are the skeletal remains of previous victims; a still visible victim usually indicates that the colony has not yet migrated. If adventurers are active in the area, such past victims might have worthwhile treasure on them, assuming that the party hang around to pick it up.

VAMPIRE BATS

No Appearing: 1 (20-50)
Armour Class: 8 (0)
Movement: 3"/24"
Hit Dice: 1
Treasure: Nil
Attack: 1-4 plus special
Intelligence: Animal
Alignment: Neutral

Vampire bats are fairly common in the tropical rain-forest. They do not travel as groups, but where one is found, others will almost certainly appear along later. The bats attack at night, always choosing a sleeping victim. Any large mammal will do; they have no particular preference for humans, so pack animals may suffer their attentions as well.

The bat lands close to its victim and crawls the last few feet up to it. It makes a small bite, usually in a limb, and laps up the blood as it flows out. Since the bat's saliva contains an anaesthetic, a sleeping victim will not wake. The bat will feed for between 1 and 4 rounds, each round draining one hit point, and then fly off. Victims are not normally attacked by more than one bat per night, since they wish to conserve their food supply.

In the morning, the victim will find that he has an itchy cut, but unless he has special knowledge, he will probably not realise from what. He will not notice the missing hit points unless they exceed 25% of his full total. Each time a character is attacked by a bat, he must make a saving throw vs poison to see if there is an allergic reaction to the bat saliva (the DM should do this if the victim is ignorant of the attack). If there is, he loses a constitution point (which he will notice) and makes throws for subsequent nights at -1 (-2 after the second failure and loss of constitution etc). Untreated, constitution points are recovered at the rate of 1 for each complete week that the victim is free from the bats' attentions. If, however, a *neutralise poison* spell is cast over the victim, they will be reco-

vered at one per day until the bats attack again.

Finally, the bats can act as carriers of lycanthropy if this is endemic in the area. In this case, from 0-5% of the bats will be carriers, and a victim will contract the disease as if bitten by a lycanthrope. If more than one form of lycanthropy is present in an area, and an unlucky victim is infected with two different sorts, he or she will become permanently insane at the next full moon.

Vampire bats are purely nocturnal, and difficult to detect due to their habit of landing away from the victim and creeping up on him. Someone on nocturnal guard duty would have to make a 'secret door' roll in order to notice the arrival of a bat unless all his attention was focused on his sleeping comrades, in which case he might miss the arrival of other threats.

Vampire bats are very difficult to hit in the air (AC0), but make easy targets on the ground (AC8). They will not attempt to defend themselves, but will fly off immediately if detected, leaving their assailants only one round in which to try to kill them. They live in colonies and patrol a radius about 3 miles around a colony, defending it against intruding bats. They will not attempt to follow a party beyond this range.



QUETZL

No Appearing: 1-2
Armour Class: 3
Movement: 3"/12"
Hit Dice: 2+2 (5HD vs magic)
Treasure: Nil
Attack: 1-2 plus special
Intelligence: Semi
Alignment: Neutral

The quetzl is an enchanted bird which lives in the deepest parts of the rain-forest. Rarely seen by men, it is still more rarely captured. A flash of spectacularly beautiful iridescent colour is all that is usually visible as the bird travels through the canopy.

Quetzls are poor fliers, but have certain magical protections which make them difficult to catch. Their plumage acts as the illusionist spell *colour spray* on anyone approaching within 20 feet if the bird chooses to display its feathers to this end, and there is a 10% chance that the effect (unconsciousness, blindness, stunning) will be permanent. They are able to

dimension door once per day, and to become *invisible* likewise; thus it may not be clear whether an empty cage, for example, is really empty. Their beak attack, however, is only for 1-2 points of



damage, and is used as a last resort. They prefer to try to escape.

The reason that anyone persecutes these beautiful creatures, is that they are valuable. Live birds are esteemed as status symbols by wealthy personages, particularly magicians and illusionists. The young, if hand-reared, can become quite tame and will not attempt to escape from an attentive owner, although they have not been known to breed in captivity. Adult birds cannot be tamed, but their plumage is used to make intricate head dresses by rich women, and, in the hands of a skilled magician, can form the basis of a *Robe of Scintillating Colours*, though the feathers of at least 8 adults are required for this.

A quetzl nest, if it can be found, will contain 2-5 eggs (25%), nestlings (50%) or fledglings (25%). Eggs cannot be hatched artificially, though they might have some value as curiosities. Nestlings and fledglings may be hand-reared, their principal food being the large, highly coloured butterflies of the forest canopy. Nestlings require at least 5 of these per day, and fledglings, 10, otherwise they will die. The balance of their diet may be composed of ordinary meat. Young birds acquire their full plumage and magical powers at one year of age.

Nestlings are valued at 500gp, well grown fledglings at 750gp and the intact adult plumage at 1000gp.

APHRODITE'S NEMESIS

No Appearing: 1
Armour Class: 3
Movement: Nil
Hit Dice: 5-10
Treasure: Nil
Attack: Special
Intelligence: Non
Alignment: Neutral

Aphrodite's nemesis is a very attractive tree. It stands some 15 feet high and bears globular silver and blue fruit of exquisite beauty, from 2 to 8 being mature at most times. The fruit secrete substances which mimic human sex pheromones, and adult humans of either sex will be drawn to them almost

irresistibly, although they will not be able to understand quite why. Each character so drawn must then save vs intelligence (d20, throw INT or below to save) or eat one of the fruit. He or she will find it the most delicious food they ever tasted, and will not require anything else (even another fruit) to eat for the rest of the day. No apparent harm will occur at the time, nor, if party members of only one sex have partaken, will further effects be noticed. If characters of both sexes and compatible races have eaten the fruit, however, they will begin to pair off in order of charisma, the most attractive man with the most attractive woman and so on, unless established couples already exist, in which case these will be maintained.

As the party camps down for the night, each affected individual must save against wisdom. Characters saving successfully will realise that they are acting under the influence of the fruit and will be able to restrain and control their passions, having some idea of the consequences if they don't. If only one member of a couple makes the saving throw, the other will grow more and more passionate through the night, regardless of rebuttal or explanation and, before the dawn, must make a final saving throw vs petrification or become insane. On passing this, they will recover their senses and be completely normal.

If both members of a pair fail to save against wisdom, nature will take its course. The couple will be locked together in ecstasy as the magic of the fruit takes control of both. Their bodies will begin to merge and lignify, and roots will start to grow. They will never realise their fate, but the green shoots blossoming in the morning will one day form a new tree . . .



The effects of the fruit can be counteracted as follows: after eating and before transformation, the character can be rescued by *cure disease*, *heal* or *remove curse*. Once metamorphosis has begun, only *heal* or *turn wood* will save the unfortunate victim. Of course, a wish might work even after transmutation was complete.

The fruit of the tree is much sought after as it can be used as the basis of love potions (*Philtre of Love*), one fruit per potion, within 10 days of being picked. Alchemists will pay between 150 and 200gp per ripe fruit, although some of the more unscrupulous have been known to use them to create their own trees. □