

ANNOUNCING THE RETURN OF AN OLD  
AND MUCH-REQUESTED COLUMN. . .

# Dragon's Bestiary

(formerly Featured Creature)

## BARGHEST

FREQUENCY: *Very rare*  
NO. APPEARING: 1-2 (1)  
ARMOR CLASS: 2 to -4  
MOVE: 15"  
HIT DICE: 6 +6 to 12 +12  
% IN LAIR: *Nil*  
TREASURE TYPE: *See below*  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 2-8 + *no. of HD as h.p.*  
SPECIAL ATTACKS: *See below*  
SPECIAL DEFENSES: *See below*  
MAGIC RESISTANCE: 5%/HD (*ignore plusses*)  
INTELLIGENCE: *High to genius*  
ALIGNMENT: *Evil (lawful)*  
SIZE: *M to L*  
PSIONIC ABILITY: *Nil*  
Attack/Defense Modes: *Nil*  
LEVEL/X.P. VALUE: *See below*

Of the various members of the *deodands* inhabiting the rifts of the Planes of Gehenna, the barghest is certainly the most common and one of the worst. These beings tend to live in isolation from one another, each having its own stronghold and force of servitors, ruling a smoking rift despotically. At times, however, a barghest will spawn, and its litter of six will be sent to the Prime Material Plane to feed and grow. Those which survive will eventually return to Gehenna, but while they are yet young they must needs feed upon the lives of men. Barghest whelps will be found singly or in pairs on the Prime Material Plane, generally living near isolated communities of humans or with bands of goblins.

Barghests are able to assume the form of a large (war or wild) dog at will (thus they are at times known as devil-dogs, a misnomer). Their natural shape is very much the same as that of a large goblin, and when barghests dwell amongst goblins, they will retain their normal form. While goblins recognize and worship barghests, other races find them to be virtually indistinguishable from these humanoids. Their hosts fear and serve these monsters when they dwell in a goblin community, going to great lengths to bring human sacrifices to the barghests. The barghests, in turn, slay the powerful enemies of the goblins and generally enrich the treasure possessed by their hosts.

When barghest whelps first come to the Prime Material Plane they are relatively weak, having but 6 (d8) + 6 hit dice. For each energy level of human life they slay and devour, they gain 1 hit point; 8 such levels effectively giving them another hit die and additional hit point per die. (0 level humans gain them only one-half an energy level, so they are less desirable prey than are exceptional persons.) Likewise, as hit dice are gained, the barghest also becomes more powerful, armor class increasing by one place with each additional hit die, and strength growing from an initial 18/00 to eventually become equal to that of a storm giant — and damage increasing accordingly also. In like manner, so too does the magic resistance and intelligence of these monsters increase by the unholy vampirism attendant upon the slaughter of humanity. When a barghest eventually attains full growth and power, it is able to *shift* itself

to the Planes of Gehenna, where it will search out its own reeking valley rift.

What treasure barghests gather into their own strongholds upon the Planes of Gehenna is not known, although it is rumored to be great. Whilst dwelling here, however, they possess none personally.

Barghests are able to perform the following spell-like magic, one operation per round, at will: *shapechange* to canine/goblin-like form, *change self*, *levitation*, *mis-direction*, *projected image*. Once per day the following spell like powers can be employed: *charm*, (*person or monster*), *dimension door*, *emotion*.

When in its canine form, a barghest is able to move at double its normal movement rate (30" maximum), *pass without trace*, and can become 75% likely to be unnoticed when motionless, so that it can surprise opponents 50% of the time (3 in 6).

These creatures are hit only by +1 or better magic weapons. Barghests are not particularly vulnerable to any attack form, but if in their canine shape they do take the risk of failing to save versus a magical fire attack such as a *fireball*, *flame strike*, or *meteor* swarm. Fire does absolutely no damage to barghests, but if they fail to save against such an attack while in canine form they are hurled back to their own plane. Weaker barghests returning thus are most likely to be slain or enslaved by their more powerful fellows. Even if they are not so treated, they cannot return to the Prime Material Plane without some form of outside assistance.

*Description:* As already noted, the barghest in its whelp stages appears much the same as a goblin of large size, although as they grow larger and stronger, there is a darkening of skin from yellow towards a bluish red, eventually terminating in a deep blue skin color in adult form. The eyes of the barghest are glowing orange when excited, otherwise indistinguishable from those of a goblin. The canine form can be of any typical large dog, and in this form it is almost (95%) impossible to tell from a normal dog, except that other dogs will fear and hate it, attacking at every opportunity.

*Level and Experience Points:* Each stage of a barghest is shown below:

Hit Dice	Level	Experience Point Value
6 + 6	VII	1,275 + 10/h.p.
7 + 7	VII	2,000 + 12/h.p.
8 + 8	VIII	3,450 + 14/h.p.
9 + 9	VIII	3,600 + 14/h.p.
10 + 10	IX	6,100 + 16/h.p.
11 + 11	IX	6,250 + 16/h.p.
12 + 12	IX	7,300 + 18/h.p.

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(formerly *Featured Creature*)

## The Horast

Created by Mary Lynn Skirvin

FREQUENCY: *Very rare*

NUMBER APPEARING: *1-2*

ARMOR CLASS: *6*

MOVE: *6"*

HIT DICE: *5+1*

% IN LAIR: *Nil*

TREASURE TYPE: *Nil*

NUMBER OF ATTACKS: *3*

DAMAGE/ATTACK: *1-4/1-4/4-32*

SPECIAL ATTACKS: *20% chance of double stroke with tail*

SPECIAL DEFENSES: *Excellent senses, and near total camouflage*

MAGIC DEFENSES: *Standard*

INTELLIGENCE: *See below*

ALIGNMENT: *Neutral/chaotic*

SIZE: *6 to 9 feet from nose to rump with 5-11 foot tail*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

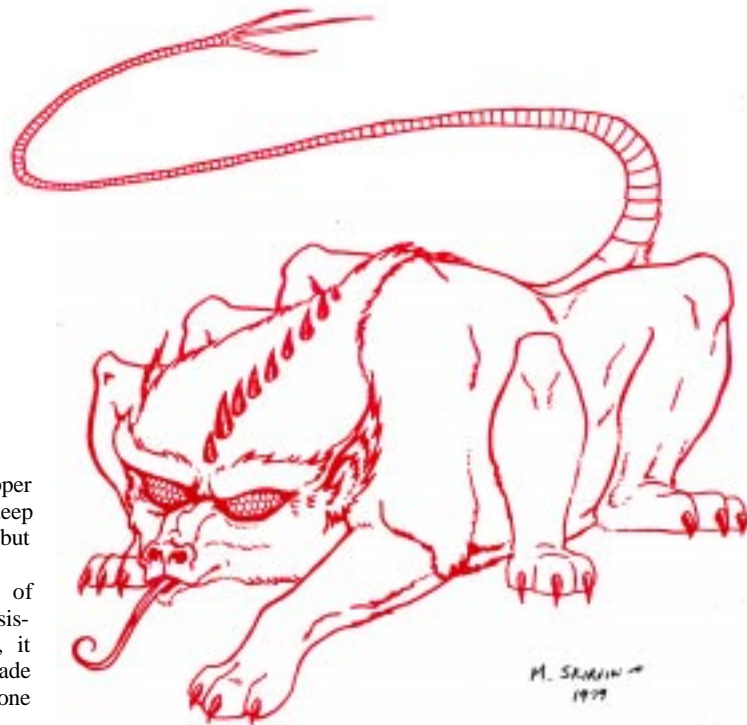
This beast is commonly known as a "whipper beast." The whipper beast is found in most subterranean dungeons or caves, as well as deep forested areas where very little light filters in. It seems to prefer dark, but will not hesitate to enter light in pursuit of prey.

Being somewhat mammalian creed, the whipper is possessed of many self-preserving features. Its fur is stiff and thick, having a consistency like that of a mountain bear. Generally steel-grey in color, it blends very well with the colors common in the average stone-made dungeon. Its pelt is valueless, since it never comes away or stays in one piece.

The Horast's round flat body is muscular and compact for a maximum maneuverability. The six thick legs permit devastating slashes with its claws, and speed in the manipulation of its deadly tail. And, speaking of that feature, the tail is about 5 to 11 feet in length, and is composed of horny segments that move together like a living bullwhip. When thrown forward, this tail can cut through plate armor or thin stone walls. The three barbs at the end are sharp and daggerlike and are treated like slashing claws or stabbing knives. To utilize its tail, the Horast has only to tilt its body forward and whip the daylights out of its opponent.

The whipper's head is low to the ground for maximum safety; the nostrils flared and accented for greater sense of smell. Large, ribbed ears provided excellent hearing, and it also has keen, many-faceted eyes that glow a little in darkness.

A whipper beast has marvelous dexterity: a natural, inborn trait because of its tail. Its mouth and tongue indicate a primarily liquid diet . . . quite probably blood that it would suck up through the funnel-like lower lip. A whipper beast can be befriended, though it generally requires a very high charisma, and a certain element of madness to travel with one.



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# Dragon's Bestiary

(formerly Featured Creature)

## SLINGER

Created by Jake Jaquet

FREQUENCY: *Rare*

NUMBER APPEARING: 6-20

ARMOR CLASS: 3

MOVE: 50"

HIT DICE: 3

% IN LAIR: 100%

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 1

MAGE/ATTACK: 1-4/spine, *save vs. poison*

SPECIAL ATTACKS: *Can throw spines with tail*

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Low*

ALIGNMENT: *Neutral*

SIZE: 16" long

PSIONIC ABILITY: *Nil*

TACK/DEFENSE MODES: *Nil*

The slinger is a reptilian creature somewhat like an iguana lizard. It is a small creature, about 16 inches long (about 10 inches of which is a long whip-like tail) and weighs only about five pounds. The slinger is extremely dangerous, though, for several reasons.

- 1) The slinger is covered by hard, overlapping scales like that of an armadillo. The scales cover even the belly, and only the tiny (but sharp) eyes are vulnerable. No weapon short of a crossbow can penetrate the scales (i.e. swords, arrows, thrown daggers, and the like).
- 2) The slinger has a row of barbed spines (about 15 or 20) growing out of its backbone and another tuft of spines at the tip of its long tail (5 or 6). At the base of each spine is a gland which secretes a lethal poison. The spines are hollow and the poison is drawn into the spine by a capillary action. The spines are loose at their base and any touch will cause them to be pulled out (like a porcupine). The spines are barbed and also very brittle, and once pushed into something soft (like a body) are impossible to remove without breaking-leaving the barb (with its poison) still imbedded. In addition, the slinger can throw the barbs on its tail by flicking it sharply towards the target. (Once the spines have been cast from its tail, it takes several months to grow back new ones, however.) The slinger is very accurate with this cast, if the target is within 20 feet.
- 3) In addition, slingers are always in colonies of at least six (but no more than 20).

Slingers feed on various fungi, but especially prefer the varieties that grow in the lower levels of the dungeons. Also, since their diet is mainly soft and mushy, they have no teeth, only a bony ridge inside the mouth (no need to worry about slinger bites!).

Slingers are extremely territorial and will move to attack anything that comes within 50 feet. If one slinger is roused to attack, it emits a musk-like scent that will cause the other slingers in the colony to attack. Slingers can see equally well in dim or bright light (although not at all in total darkness—thus relying on feel—hence their fungi diet).

Defense against the slinger:

- 1) Don't touch! (But if you're close enough to touch a live one, it will be attacking anyway.)
- 2) Upon encountering a colony of slingers and being armed only with conventional (non-magical) weapons, remain at least 50 feet away and try to pick them off with something like a cross bow.
- 3) A live captive creature (or disliked expedition member) could be thrown into the midst of a slinger colony and while they are in their attacking frenzy, there is a chance to circle around, retreat, etc.

- 4) Slingers are very susceptible to fire. Tossing a few glass vials of oil into their midst followed by a lit torch is very effective.
- 5) Any magical spell producing heat or fire is effective.
- 6) A fully armored character with a protective facemask (conventional or fashioned from C ration cans or whatever) *can* wade in among them with a mace and try his luck—a sound blow from a mace will not crack the slinger's scales, but will do enough internal damage to kill the slinger.
- 7) Eyes are vulnerable, but the chances of hitting such a tiny spot is only 10% of that of hitting a normal target.
- 8) Possibility of acquiring slinger musk—exposing to slinger colony would create an attack frenzy and slingers would attack each other.

Slinger attacks:

- 1) Slingers are extremely quick and agile. They also have clawed feet which allow them to cling to walls, ceilings, people, etc. They can move, when aroused, 50 feet per turn, and thus will always have the advantage in hand-to-hand combat unless a haste spell has been used.
- 2) A slinger that has gotten close enough to leap (max. 10 feet) upon a character will always press his back and tail against the character hard enough to leave its spine unless the character is fully armored (chain mail has enough gaps for the spines to pass through).
- 3) A slinger will cast its spines whenever it comes within 15 or 20 feet of a target, and there is a 50% possibility it will cast at over that range. A cast within 20 feet will have a 90% chance of hitting a man-size figure at that range, and a 50% chance of hitting the facial area. At a range of over 20 feet, the chance of hitting a man-sized figure is only 50% and the chance of hitting the facial area is only 20%.
- 4) If a character is hit by a slinger spine, he must make a saving throw for poison within the next two turns.

Other aspects of slingers:

- 1) Live slingers bring a great price in the outside world, about 200 g.p., as they can be milked for their poison (there is no antidote for slinger poison, thus making it *very* effective for tipping arrows, etc.).
- 2) Dead slingers bring a somewhat less price, about 50 g.p., but can be sold for their scales which can be made into armor nearly as strong as iron and much more flexible and lighter.

Other aspects to consider:

If slinger scale armor is allowed in a game, the protection is the same as plate armor, but is 50% lighter, i.e., it will weigh only 375 units as opposed to the 750 units of regular plate armor. It will take 20-25 slingers to use their scales to make a dwarf-sized hauberk.

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## Whiz-bang Beetles

(*Coleoptera Conflagratio Amotensia*)

Created by John Hageman

FREQUENCY: *Rare*

NO. APPEARING: 5-50

ARMOR CLASS: 2

MOVE: 60"

HIT DICE: 1 hp

% IN LAIR: 50%

TREASURE TYPE: (see below)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1 hit point

SPECIAL ATTACKS/DEFENSES: *Nil* (see below)

MAGIC RESISTANCE: (see below)

INTELLIGENCE: *Very low*

ALIGNMENT: *Neutral*

SIZE: 1" to 2" (beetle size)

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

His shield held in front of him with one hand, a torch raised aloft in his other, Murphy proceeded cautiously around the corner. "This stretch of corridor seems too quiet," he thought to himself, however he could think of nothing else to do but push forward.

A faint whining sound came up the corridor and an instant later something whizzed by his head, followed by another and another. Suddenly the air was full of speeding projectiles. Two or three hit his torch and tore it from his fingers. One struck his arm a stinging blow, numbing his hand. Then they were hitting him all over. Protecting his face he reeled back around the corner.

"What the hell," he muttered under his breath, "was that?"

\* \* \*

Murphy has just encountered the dreaded *Coleoptera Conflagratio Amotensia*, colloquially known as the whiz-bang for the noise of its airborne attack.

Unusually speedy dungeon creatures, whiz-bang beetles love fire and smoke. It's this attraction that makes them dangerous to run into, as they will be compelled to throw themselves at the source of a flame. Whiz-bang beetles will attack fire sources at a range from their hive that is determined by the size of the fire source. Some of these ranges are given below:

SIZE OF FIRE	RANGE FROM HIVE
5' diameter pool of oil	200'
Torch or lantern	70'
Candle	30'
Pipe or cigarette	10'

The larger the fire, the more beetles it is likely to attract. When beetles are drawn, a roll is made to determine the number appearing. Each beetle then rolls to hit. All successful hits automatically do 1 point of damage. Most beetles will hit near the area of the fire but some will be as far as 5' off course randomly striking surrounding objects.

Burrowing into dungeon walls by repeatedly throwing themselves at it, whiz-bang beetles form hives, usually at the end of a corridor stretch (so they can get a run at it), although they have been known to dig into pillars with an entrance on either side. The entrance hole is usually 3" to 4" in diameter.

Inside the hive there is a 75% chance of finding 1 to 6 ounces of whiz-bang "honey". This honey has some very unusual properties. Roll percentile dice to determine its effect.

01 to 25	No effect
26 to 75	1 oz. will give one person double speed for 1 turn.
76 to 90	1 oz. will give one person double speed for 1 turn plus 1 side effect for the next turn*
91 to 100	1 oz. will give one person 1 side effect for 1 turn with no increase in speed.

\*side effects can include such things as half-speed, alignment change, explosive indigestion, food poisoning, etc.

Whiz-bang beetles can usually (75%) be subdued if found in their hive and kept from seeing light. In order to keep them alive outside the hive they must be fed 1 oz. of Whiz-bang honey per 50 beetles per day. In this manner they can be kept for up to two weeks. Queens cannot be removed from the hive without killing them.

### MAGIC

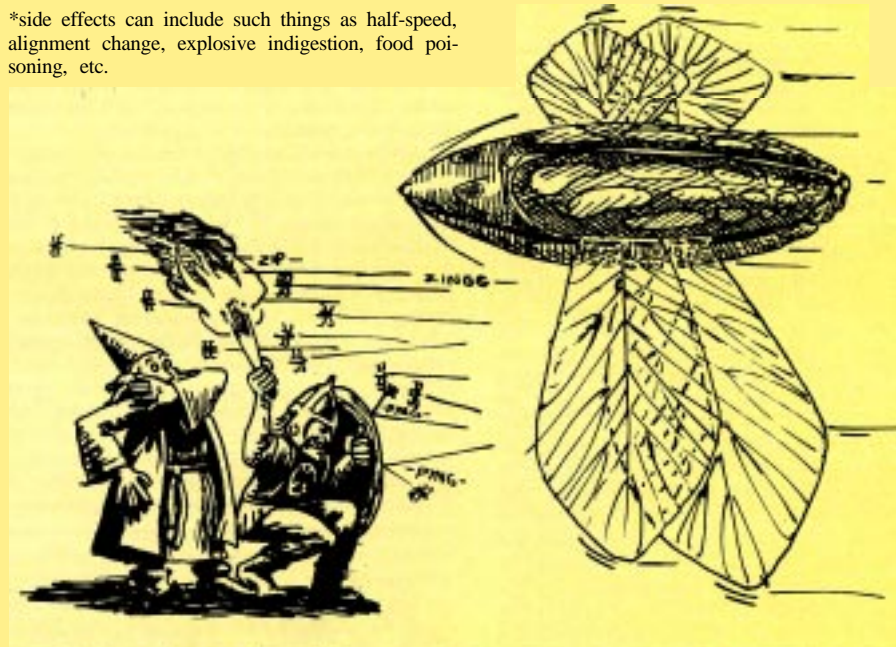
Whiz-bang beetles will attack magic fire sources only 25% of the time. Magic attacks upon them will also be successful only 25% of the time, plus 5% per level of magic user.

### DESCRIPTION

Whiz-bang beetles are 1" to 2" in length with two transparent wings on either side of their bony, bullet-shaped body. Their dark color (grey to black) makes them hard to spot in a dimly lit dungeon. Queen beetles are twice that size and light grey or white in color.

### EXPERIENCE POINTS

Being fairly low level creatures, Whiz-bang beetles are worth 1 point of experience each for all avoided or captured beetles. Whiz-bang honey is worth up to 100 G.P. per oz. to Alchemists if it is to be sold.



# Dragon's Bestiary

(formerly *Featured Creature*)

## CURST

*Created by Ed Greenwood*

FREQUENCY: Uncommon  
 NO. APPEARING: 2-11  
 ARMOUR CLASS: As clothed (usually 7)  
 MOVE: 12"  
 HIT DICE 1-10+ (As prior to curse)  
 % IN LAIR: Nil  
 TREASURE TYPE: All possible, usually nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: See below  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 85%  
 INTELLIGENCE: See below  
 SIZE: M (rarely, L or S)  
 PSIONIC ABILITY: Nil  
 ATTACK DEFENSE MODES: Nil

Curst are unfortunate creatures who have been placed under a curse that will not let them die. They are of humanoid race, almost invariably (98%) of pure human stock. In the process of becoming Curst they lose any magical or psionic abilities they may have possessed, although other abilities (such as strength bonuses or thieving skills) are unimpaired. Alignment becomes Chaotic Neutral, and their skin becomes very white; their eyes glitter. They gain the power of superior infravision (90') and prefer darkness to light, although the latter has no adverse affect upon them. Thus they frequent subterranean regions. They apparently retain no sense of smell, and (although they retain prior linguistic knowledge) tend not to speak.

The horrible existence of these beings usually destroys their minds (if not their cunning). Curst retain their original intelligence only 11% of the time, and there is an 05% chance every turn (*not* cumulative) that any Curst will act irrationally — i.e. breaking off a fight to caper, sing, draw with a finger on a nearby wall, or merely stare at something.

Curst can only be destroyed by removing the curse that binds them to their hateful existence (cf. Remove Curse). They are immune to psionic attack and mind-related spells (such as Charm, Sleep, Hold, and ESP) and are similarly unaffected by cold- and fire-based attacks and the life-energy draining effects of various creatures. They can be struck by all weapons, and (save for weapons which do additional damage due to heat or cold) these have normal effect. When Curst are reduced to zero HP, they fall to the ground, paralyzed, and lie there until their wounds have healed (at the rate of 1 HP per day, unless magically healed, i.e. by a kindly/foolish cleric). If Curst are dismembered or mutilated, they will regenerate new limbs, organs, etc. with no additional loss of time — so that when they reach full HP, they will be whole once again. Curst are not, strictly speaking, Undead, and thus cannot be turned. Holy water does them no damage. Curst do not age.

Curst fight with normal weapons, and in battle will often snatch up weapons from the fallen if these are superior to their



own. However, they never make use of missile or thrown weapons (save as crude clubs), fire, or magical rods, staves, rings, or artifacts. Often (46%) they will be armed with magical Swords of Cold, faintly glowing blades which do 1D6+3 damage and radiate a 5' radius chill that inhibits fire, prevents oil from igniting, etc. If weaponless, Curst can bite, kick and claw savagely, doing 1-2 HP of damage per attack.

Curst tend to favour leather armor, and usually wear cloaks and boots. Their garb is always of a dark color. Occasionally (15%) the bodies of Curst are infested with Rot Grubs (q.v.) and when so afflicted they will have 1D6 fewer HP, although fighting skills will be unaffected. Note that the grubs will be seeking a better meal.

Creation of a Curst is accomplished (by an evil magic user or cleric of sufficient power) by means of a Bestow Curse spell and a full Wish spell. The spell caster must physically touch the victim, successfully casting the Bestow Curse as he or she does so, and within four rounds commence casting the Wish spell. The DM must determine the necessary wording, which may well be learned only through costly research. Curst are in no way under the control of their creator, nor will they serve that person unless it will enable them to find the mercy of death through removal of the curse. Often, coming to know their cruel doom, they will attack their creator, hoping that he or she will be forced to destroy them in self-defense. In rare cases they may cooperate with party members to this end. Once destroyed, Curst cannot be resurrected or animated to become Undead. Their bodies crumble rapidly into dust, which may be of value to magic users or alchemists.

# Dragon's Bestiary

## Ukuyatangi The Jungle Hydra

FREQUENCY: *rare*  
 NUMBER APPEARING: 1  
 ARMOR CLASS: 5  
 MOVE: ¼"  
 HIT DICE 7-9  
 % IN LAIR: 100%  
 TREASURE TYPE: *special*  
 NUMBER OF ATTACKS: 2 tentacles per target, up to 4 per turn  
 DAMAGE/ATTACK: 2-8 (constriction)  
 SPECIAL ATTACKS: *bite*  
 MAGICAL DEFENSES: *standard*  
 INTELLIGENCE: *animal*  
 ALIGNMENT: *neutral*  
 SIZE: L (6-10 feet tall; with eight 20'-40' tentacles)  
 PSIONIC ABILITY: *nil*  
 Attack/Defense modes: *nil*



The ukuyatangi inhabits hot, wet, forests such as the tropical rain forests of Africa and South America. The creature usually situates itself in a large, flat area of the forest, its main trunk in a small clearing, with its eight tentacles spread out through the trees and undergrowth of the surrounding forest.

The ukuyatangi bears some resemblance to its microscopic cousin, the hydra. It has a tough, leathery hide of mottled green and brown coloration. The central trunk stands erect, about six to ten feet high, and is topped with an extendable tube-like mouth two or three feet in diameter. The tentacles extend from the edges of the mouth in all directions, blending into the trees and undergrowth of the forest. Two long eyestalks permit the ukuyatangi 360° vision within the confines of the clearing; however, it is somewhat nearsighted and cannot see well into the forested areas.

The ukuyatangi is capable of limited movement, which is accomplished by dint of pure strength—the creature hoists itself up on its tentacles and slides its trunk along, a yard or two at a time. Generally, a ukuyatangi moves only if it needs to find a new feeding location. The creature does not hunt *per se*: instead it waits until a victim brushes up against one of its tentacles. The tentacles, which are enormously strong, seize the victim and drag him to the clearing. Even large creatures can be devoured, as the ukuyatangi constricts the body of the victim for several minutes until it is sufficiently pulpy to permit the ukuyatangi to squeeze it into its mouth tube to be devoured. (The tentacles of the creature can be imagined as long, constrictor-type snakes).

Once the ukuyatangi has devoured the equivalent of two man-sized creatures it will not immediately try to consume others, although it will certainly kill off any other available creatures for later consumption. A ukuyatangi will normally consume only one man-sized creature each day, or an equivalent number of smaller creatures.

Due to the creature's excellent camouflage, there is a 90% chance for each person in a party to accidentally touch a tentacle. The touched

tentacle will immediately try to grasp the person who touched it, and other nearby tentacles will move in to assist. If these tentacles are touched, they too will try to grab those they touch. The tentacles are sensitive only to warmblooded creatures, and will not attempt to grasp if poked at with branches, etc. If seriously damaged, tentacles will retract toward the central trunk. If no tentacles are touched, an exploring party may move close enough to see the clearing and the creature's central trunk.

The ukuyatangi regurgitates any undigestible material, and the clearing will be littered with bones, weapons, armor, etc. of any former victims. Remember, the creature has eyestalks that can see in the clearing, and any of the party venturing into the clearing will be detected and the ukuyatangi will pull in its tentacles and attempt to snare whatever it can see.

While a ukuyatangi will normally consume only one man-sized creature each day, or an equivalent number of smaller creatures, if the food supply is plentiful it will consume up to two man-sized creatures per day. Any other creatures venturing into its reach will be snared by the tentacles and constricted to death, but not consumed.

The ukuyatangi is reptilian in nature, and is therefore susceptible to cold. If the temperature of the air should drop below 10° C, the creature will coil its tentacles about its trunk and will remain dormant until the temperature rises again. All forms of cold attack do double damage to a ukuyatangi. The ukuyatangi's dexterity is to be considered to be 16 at 20° C or higher, with a decrease of one dexterity point for each degree drop in temperature.

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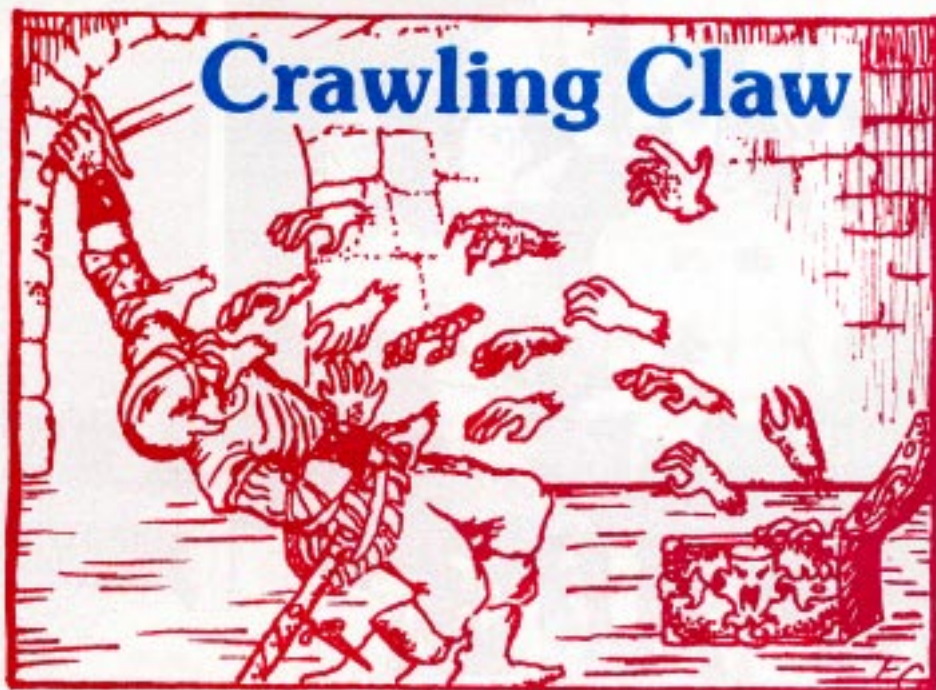
Created by Ed Greenwood

FREQUENCY: Rare  
 NO. APPEARING: 1-20  
 ARMOR CLASS: 7  
 MOVE: 10"  
 HIT DICE: 2-4 Hit Points  
 % IN LAIR: Nil  
 TREASURE TYPE: All possible (guardians)  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-4 blow, 1-6 grip (on unarmored target only)  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Magic weapons have only normal weapon effects  
 MAGIC RESISTANCE: Immune to all mind-related and polymorph spells  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: S (e.g. human hand)  
 PSIONIC ABILITY: Nil  
 ATTACK/DEFENSE MODES: Nil

Crawling Claws are said to have been the invention of the necromancer Nulathoe, who devised a series of spells whereby small parts of once-living bodies could be almost perfectly preserved, and (once animated) controlled. Nulathoe's arts were too crude to be practical in controlling organs of any complexity, and at his death only their most useful application—the control of hands or paws—survived, through his two apprentices.

Creation of a claw requires an intact human hand, or a claw (which must be from a creature existing entirely upon the Prime Material Plane), either freshly severed or in skeletal form. Creation is usually a cooperative effort, and is begun with application of Nulathoe's Ninemen (a 5th-level Magic-User spell involving the fresh blood of an animal of the same biological class as that of the claw and the destruction of a moonstone of not less than 77 gp value, which is powdered and sprinkled over the claw) or a similar spell researched by the magic user concerned. This serves to preserve the claw, protect it against decay and corrosion, and strengthen its joints with magical bonds. Within four turns after casting the Ninemen, an Animate Dead spell must be cast upon the claw.

Claws are controlled either directly or



by 'programming' (see below) and cannot be changed from one method of control to the other after the final incantation is made. This spell either names the controller, who must be a Magic User or Cleric involved in the creation, or (in the case of 'programming') contains a command stating (in 24 words or less) what action the claws are to take. This operates in the same way that a Magic Mouth spell can be set to speak when a certain condition is met—i.e. "a bearded man in black and silver approaches the altar."

Direct control, on the other hand, is enacted by concentrated force of the will. This cannot be maintained for more than three consecutive turns without a 1-turn rest, and must be exercised within a (1" + 1/2"/level of controller) range. It is imperfect, precluding actions requiring manual precision. Ongoing control obviously prohibits spellcasting on the controller's part, although control can be maintained by an individual who suffers injury unless unconsciousness or loss of over half total HP occurs. Claws will continue to enact their last command if their (direct) controller withdraws control or is slain.

Claws move in the manner their name describes, scuttling upon their fingertips. They can grip with crushing force, and leap for short distances (up to 1 1/2") to strike or clutch. They may be commanded to seek specific targets (e.g. jewelry, throat, eyes) and can drag small objects (or in groups, larger items such as spears or swords), but cannot lift or wield them. Large numbers of Claws are needed to shift objects of any weight.

Claws cannot be turned, but a Resurrection spell will render them immobile. Note that neither Death nor Raise Dead spells have any effect. Edged weapons do them half damage; magical weapons have only normal weapon effects. Cold makes Claws more brittle, so that one pip is added to each die of damage they take.

Claws are commonly used as guardians, lying within chests, atop or amidst the treasure. They can sense vibrations and temperature differences, and locate targets accordingly when not under direct control. Claws created together have a (very) limited form of intercommunication; when one Claw has located a target, all of the other Claws will move towards its location.

# Dragon's Bestiary

Created by Roger Moore

FREQUENCY: *Rare*  
 NUMBER APPEARING: 1-6  
 ARMOR CLASS: 5  
 MOVE: 6"/24"  
 HITDICE: ½  
 % IN LAIR: 15%  
 TREASURE TYPE: *Q*  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-3  
 SPECIAL ATTACKS: *Spells*  
 SPECIAL DEFENSES: *Invisibility; immune to cold*  
 MAGIC RESISTANCE: 30%  
 INTELLIGENCE: *High*  
 ALIGNMENT: *Neutral (good)*  
 SIZE: *S (1' tall)*  
 PSIONIC ABILITY: *Nil*  
 ATTACK/DEFENSE MODES: *Nil*

Often called "snow fairies" or "snow pixies," these small, mischievous beings inhabit forests and fields during the winter, migrating northward in the spring to the far ice and snow. They may go *invisible* at will, but cannot attack invisibly.

Frosts may use a *Cone of Cold* of 3d8 value once per day (same dimensions as Cold Wand), *Control Temperature* within a 10' radius (12th-level ability) as desired. When invisible, they may use *Frost Fingers* twice per day (as *Burning Hands* in all respects except it causes frostbite, freezes liquids; 12th-level ability), and one creature in six may use *Otiluke's Freezing Sphere* once per day, at 18th-level ability.

Frosts rarely attack any being except patently evil beings like trolls and orcs, and gain much enjoyment from playing tricks of a harmless nature on wanderers in the woods (dropping snow from above, creating patches of ice, changing the temperature abruptly, etc.)

If carefully approached, they may render help to passers-by and give directions. If encountered and only one is present, it will be of the most powerful sort and have maximum (4) hit points.

Frosts appear as diminutive elven-like creatures with whirring, bee-like wings. They have white or silvery hair and eyes, pale skin, and dress in green or silver garments. They speak their own language, Common, Pixie, Sprite, and Sylvan Elven, as well as their alignment tongue.





# Dragon's Bestiary

## Vilkonnar

**Created by Charles Carson**

FREQUENCY: *Rare*

NUMBER APPEARING: 2-12

ARMOR CLASS: 5

MOVE: 12"

HIT DICE: 4

% IN LAIR: 40%

TREASURE TYPE: *B, Y*

DAMAGE/ATTACK 1-6/1-6

SPECIAL ATTACKS: *Energy Absorption,*

*Energy Blast (see below)*

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *High*

ALIGNMENT: *Neutral Evil (Neutral)*

SIZE: *M*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

The Vilkonnar are bizarre, humanoid creatures who dwell in caverns and dungeons. True Vilkonnar are Neutral Evil in alignment and are usually found in temperate or colder climes. In these areas they may also be encountered outside in hills, forests, etc., during the hours of darkness only, as they dislike daylight or very bright light of any sort. They will fight at -1 to hit in the presence of a Continual Light spell or comparable illumination. Vilkonnar have 60' infravision.

The Vilkonnar have broad hands with three spatulate fingers on each. Their palms and fingers are covered with tiny, sucker-like discs and, in combat, they strike with each hand, trying to hit with these discs. Each hit by a hand drains 1-6 h.p. from the adversary, and these points are immediately absorbed by the Vilkonnar and added to the monster's hit point total; in effect, h.p. are sucked from the victim into the Vilkonnar. Also, in any round where the Vilkonnar hits with both hands, it has attached itself to its victim and will automatically drain 2-12 h.p. per round into itself without having to roll dice to hit. (This assumes, of course, that both hands are attached to the same victim.) The monster will continue draining hit points in this fashion until the victim is dead, the Vilkonnar is satiated, or the monster is killed or forcibly removed from its victim.

The Vilkonnar will use the hit points it drains to replace any h.p. it has itself lost in combat: using an opponent's own strength against him, so to speak. In addition, these creatures are able to store within themselves excess energy above their normal h.p. total for limited periods of time, up to a maximum of twice their normal h.p. total. (A Vilkonnar with 20 h.p. normally could raise itself to a total of 40 h.p. by draining them from its victims.) This is called "supercharging," and a Vilkonnar who achieves its maximum possible total is said to be "fully supercharged." Note that no h.p. in excess of a "full charge" can be drained from a victim. (In the above example, a Vilkonnar with 37 h.p. that scored a hit could drain only 3 hit points from its victim even if the die roll called for 4 or more, since 40 would be its maximum. The victim of the attack would only lose the 3 points that the monster could absorb.)

Supercharged Vilkonnar are highly dangerous, as any hits they take will be deducted from their excess or extra h.p. before they can be reduced below their normal h.p. total. Also, any supercharged Vilkonnar becomes more powerful as a fighter, and will get +1 to hit on each attack, although damage remains the same.

A Vilkonnar that becomes fully supercharged is more deadly still; it will enter a state of berserk ecstasy that causes it to attack as an 8 HD monster. Any hit made by a fully supercharged Vilkonnar will enable the monster to release some of its excess energy into the body of its opponent as an energy blast, half the excess energy being released by each hand that strikes successfully. (Thus, all the excess energy would be released if both attacks are successful.) The victim of this attack will suffer the appropriate damage in h.p. lost. (Using the example again, the Vilkonnar with 20 h.p. normally and 40 h.p. supercharged would cause 10 hits damage with each hand if it hit an opponent while supercharged.) After the attack, the monster will no longer be supercharged and will again begin draining energy from adversaries. No hit points are drained from the victim of an energy blast; victims take only the damage from the blast. Energy blast attacks may only be made by a Vilkonnar that is supercharged



when it is its turn to attack; if it is hit and loses h.p. at the beginning of a round, it must absorb energy again before he can attempt a blast.

A Vilkonnar can retain a full charge for only 3 melee rounds. If it does not score a hit within that time to release its excess energy, the energy automatically dissipates at the end of the third round, reducing the monster to its normal h.p. total. This dissipation is in the nature of an implosion, and the shock to the creature's system is such that the Vilkonnar will be stunned for 1-3 rounds afterward. Vilkonnar that survive a combat and finish with excess h.p. but are not fully supercharged will begin losing the excess h.p. at a rate of 1 per round until the normal total is reached. They cannot maintain themselves at a higher than normal h.p. total unless they are in combat or have helpless victims to use as an energy source.

Although they cannot maintain the state for long, Vilkonnar relish the sensation of being supercharged, and being fully supercharged is, to them, the ultimate state of rapture. They constantly seek the victims necessary to the achievement of this ecstasy, and they will attack any party that they feel they have a reasonable chance of defect

They have no great desire for treasure per se, but they can use it to purchase slaves or captives from other creatures to use as energy sources. As a result, Vilkonnar will keep on hand whatever treasure they obtain. They will also hire their services out to other creatures or even men of evil alignment in return for a supply of victims, and so can be found as guards or servants of other monsters or men on occasion. If encountered in their lair, there is a 20% chance that Vilkonnar will have 1-3 captives to be drained of their life energy. These monsters are able to drain energy from any creature, but they seem to prefer humans and other humanoids

#### The Kailiff

The Kailiff is a cousin of the Vilkonnar, differing from it slightly. It is generally found in hot, arid regions and is not averse to light; it does not suffer a penalty for fighting in daylight or the equivalent. Kailiffs also differ from true Vilkonnar in that Kailiffs are strict Neutrals in alignment. They travel in small bands and will generally bargain or negotiate with any party they encounter unless they are confident of being able to decimate the party with almost no risk to themselves. They

will serve for hire any who care to hire them, but they are concerned solely with their own best interests and will turn on their employers as soon as it benefits them to do so, which tends to make them rather treacherous and untrustworthy as followers or companions. Unlike true Vilkonnar, Kailiffs are also cannibalistic and different bands will prey on each other if an opportunity presents itself. In all other respects, Kailiffs are identical to Vilkonnar.

#### Description

Vilkonnar have muddy-brown hides and a thatch of moss-like, greenish hair on top of their heads. They are otherwise hairless and almost never wear any sort of clothing or ornamentation. Their eyes are yellow, set deep within large, concave sockets, and their ears are merely slits in the sides of the head. Their mouths are fanged but small, and they never use their fangs for fighting. Feet, like the hands, are broad with three spatulate toes.

Kailiffs are identical in form, but their hide is tan in color and their eyes are green or greenish-yellow. The Vilkonnar and Kailiff share a common language, and they are 75% likely to also speak Common Tongue.

## Dragon's Augury

(From page 47)

carefully to create the "terror" element of the novel. He likewise personifies these beasts so that the reader can, at times, relate to their desires, but then he quickly wipes away all traces of sympathy with brutal strokes. Thus, as the plot develops and the characters take on life, the horror mounts, ebbs, then climbs again to a higher peak. The climax is late in the book, the anticlimax satisfying—perhaps.

*THE WOLFEN* does require a suspension of disbelief, for despite the author's excellent efforts to create plausible predators, and regardless of his efforts to explain how they have managed to remain undetected for many decades (werewolf legends explain mankind's former knowledge of the wolfen, and Strieber handles this well indeed), the creatures must be super-powerful indeed to retain this anonymity. Having seen film of an old man fending off, then slaying a man-eating jaguar with a six-foot spear and the aid of a small dog, it is rather difficult for me to accept the reactions attributed to these canine murderers by the author. However, as there are at best only a handful of fantasy novels which do not have such a ring to them somewhere, it does not detract from the overall enjoyment of the work.

I read the 275 pages of *THE WOLFEN* in only a few hours, broken by the need to get some sleep. It is a good, very exciting book. After you have read it, I'm sure that you'll be pleased. I'm also sure that you will spend a bit of time thinking about how you would have handled the situation in terms of D&D and in terms of real life.

Perhaps the most interesting reflection of all is how the aftermath would be reflected in human and wolfen life styles. I certainly urge you to read this novel, for it is enjoyable and worthwhile. And if you happen to be out walking in the twilight and see a stray dog nearby, don't worry! After all, wolfen are just the creation of Mr. Strieber's imagination. Unsolved disappearances are probably work of flying saucers. —E. Gary Gyax

#### Book review

## Spacefarers Guide to Alien Monsters

Published by: Phoenix Games

Retail price:

This 64-page softbound book is a collection of monsters which are, according to the blurb on the cover, "usable with SF role playing games such as Traveller, Space Patrol (and) Space Quest." It contains 350 monsters and an introduction and explanation.

The introduction starts out well, giving a sketchy background for an SFRP galaxy in which many monsters are duplicated from world to world. It is interesting and mostly quite imaginative, but the reasoning falls down here and there, mostly when explaining or justifying the mechanics of using the monsters in a game. The system used to denote relative speed of the monsters is particularly lame—a scale of from 1 to 100 is used, 50 being normal human speed. Minimum, maximum, and the distance between points on the scale are not defined; a measurement with only one reference point measures nothing.

The system for determining on what types of planets the various creatures can be found is also extremely limited, and its use is apparently random. Worst of all, it makes no sense. A creature such as "Cawthorn's Deer" (which is basically just a deer) can be found on Earth-type worlds; low-grav, low-atmosphere cool worlds (such as Mars); and gas giants! Some creatures, such as the "Parass," a type of squirrel, appear on every type of planet!

The Encounter Tables provided with the book (which do not key into the planetary types where monsters may be found, and in fact often contradict them) contain a good idea in that the typical

initial attack form accompanies each creature listing, such as attack by herd, sneak attack, etc. This should be useful to the GM in determining the immediate form of a hostile encounter

Beyond the introductory material we come to the meat of the book, the 350 alien monsters. Here is where the book really falls flat on its face. The majority of the monsters are merely blown up or slightly altered common earth creatures that you can see in any zoo. Other types are dinosaurs or normal animals with a psionic power or two. Truly "alien" creatures are rare. Occasional original monsters contain a germ of an interesting idea, but often the same idea is repeated in other monsters.

Most descriptions are three to five sentences. A typical description is that of the "Otexi": "Much like a crocodile, but with eight legs and colored brown. It has twelve eyes, along its spine on stalks. Its jaws are capable of cutting steel."

The latter ability is not at all uncommon to the creatures in this book, most of whom could have been made up by randomizer. There is a heavy reliance on poison; fully 15% of the monsters are poisonous, venomous or toxic, and that's not even counting acid-users. The drawings of the monsters (about one per six creatures) don't always match the descriptions. Highlighting the lack of originality is the inclusion of a monster most readers of *The Dragon* will surely recognize, the "Purple Worm," a huge, 50-ft. worm with a venomous stinger in its tail.

To top this all off, the creatures suffer from a serious case of Dumb Name Syndrome. Having a series of people attempt to pronounce them while keeping a straight face would make a pretty good party game. It's also a bad idea to have monsters with names as similar as "Covaln" and "Covalen," thereby inviting endless confusion.

*THE SPACEFARERS GUIDE TO ALIEN MONSTERS* is a shoddy and carelessly-produced product that has no place in any intelligent science fiction role playing campaign. No price is listed anywhere on the book, but whatever they're asking, it's too much. —Lawrence Schick

# Dragon's Bestiary

## KROLLI

Created by Todd Lockwood

FREQUENCY: *Rare*

NO. APPEARING: 1-20

ARMOR CLASS: 3

MOVE: 10"/18"

HIT DICE: 2-6 + 2/die

% IN LAIR: 10%

TREASURE TYPE: *A in lair, Q individual*

NO. ATTACKS: 3 (4)

DAMAGE/ATTACK: *Bite: 2-7, rear claw 2-9, hand 1-8 or by weapon (+4 damage w/weapon)*

SPECIAL ATTACKS: *High dexterity, multiple attacks*

SPECIAL DEFENSES: *Acute senses: surprised only on a 1*

MAGIC RESISTANCE: 25%

INTELLIGENCE: *Average to very*

ALIGNMENT: *See below*

SIZE: *Average; (7-8' tall, 17-20' wingspan)*

PSIONIC ATTACK/DEFENSE MODES: *Nil*

Remote, less traveled parts of the world, away from humans, are inhabited by Krolli, a strong race of warm-blooded flying reptilians. They form solitary communities, or eyries, (3-60 in lair, 25% women and young, with 2-3 and ½ hit die each, respectively, and 1-8 7 + 2-hit-die chieftains) which are greatly self-supportive. Krolli live to about 125 years of age.

The Krolli, however, are seldom met at home. While they don't relish the company of humans (and their cousins), they appreciate the wealth to be had in dealing with men, and venture forward to ply their trades.

Krolli encountered among men are generally mercenaries or slavers, when the price is right, though they have been seen as bodyguards or even military officers. Some Neutral and Evil clans use slaves to work fields and mine gems for profit. In short, if profit is to be had among men, Krolli are not averse to investigating the possibilities—but they never intentionally build their eyries within the general sphere of human influence.

Krolli have a high natural dexterity (18/00), 18/89 strength, and extremely acute senses. Rigorous training from youth enhances these qualities, enabling them to attack with a vicious 3/1 (hand, hand, bite) ratio when standing, or a 4/1 (combo of hand, claw, bite) when airborne. They fight at 3/1 in the air when employing weapons, and there is a 70% chance that no weapon will be used. Krolli can melee with a standing opponent from the air. Note that with a shield, their armor class becomes 2.

Krolli cannot fly for long periods of time, but are easily capable of overtaking a fast horse and rider.

Krolli may be of almost any class, though 95% will be Fighters. Of the remaining 5%, 70% will be Clerics. They can wear no armor, though they often (50%) carry shields. Krolli are almost never Thieves or Assassins.

Krolli are aligned as follows: 60% Neutral, 20% Lawful, and 20% Chaotic (each with 20% chance good, 10% evil).

Krolli eggs have no value on the open market



# Dragon's Bestiary

## Vulturehounds

Created by Chris Chalmers and Dan Pollak

FREQUENCY: *Rare*  
 NO. APPEARING: 4-24  
 ARMOR CLASS: 5  
 MOVE: 18"/10"  
 HIT DICE: 2  
 % IN LAIR: 40%  
 TREASURE TYPE: *J(x10)*  
*K(x10), L(x5), M,N*  
 NO. OF ATTACKS: 1(3)  
 DAMAGE/ATTACK: (1-3/1 -3)/1 -6  
 SPECIAL ATTACKS: *Nil*  
 SPECIAL DEFENSES: *Nil*  
 INTELLIGENCE: *Animal*  
 ALIGNMENT: *Neutral*  
 SIZE: *S (4' Long)*  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*

Vulturehounds are a bizarre combination of vulture and wild dog. They have long, grayish, shaggy hair, and dog-like legs ending in sharp, curved talons. Protruding from their sides are a pair of small wings, and they have a sharp beak in place of a muzzle.

These voracious carnivores foray out from their dens in hunting packs in search of food, which they drag back to their lair to devour. The scant treasure found there will be from their previous victims.

In battle, Vulturehounds will rear up on their hind legs by flapping their wings, thus being able to attack with the two front talons and the beak. If unable to rear up in this fashion, they can only employ their beaks. These creatures gain their high Armor Class rating because of their speed and dexterity.

If Vulturehounds are found in their lair, there is a 50% chance of there being 3-12 pups. Pups have 1-4 hit points, cannot fly, and bite for 1-2 or 1-3 depending on size. Pups bring 500-1,000 g.p. on the open market; they can be trained for war, or hunting, because these animals have a keen sense of smell.

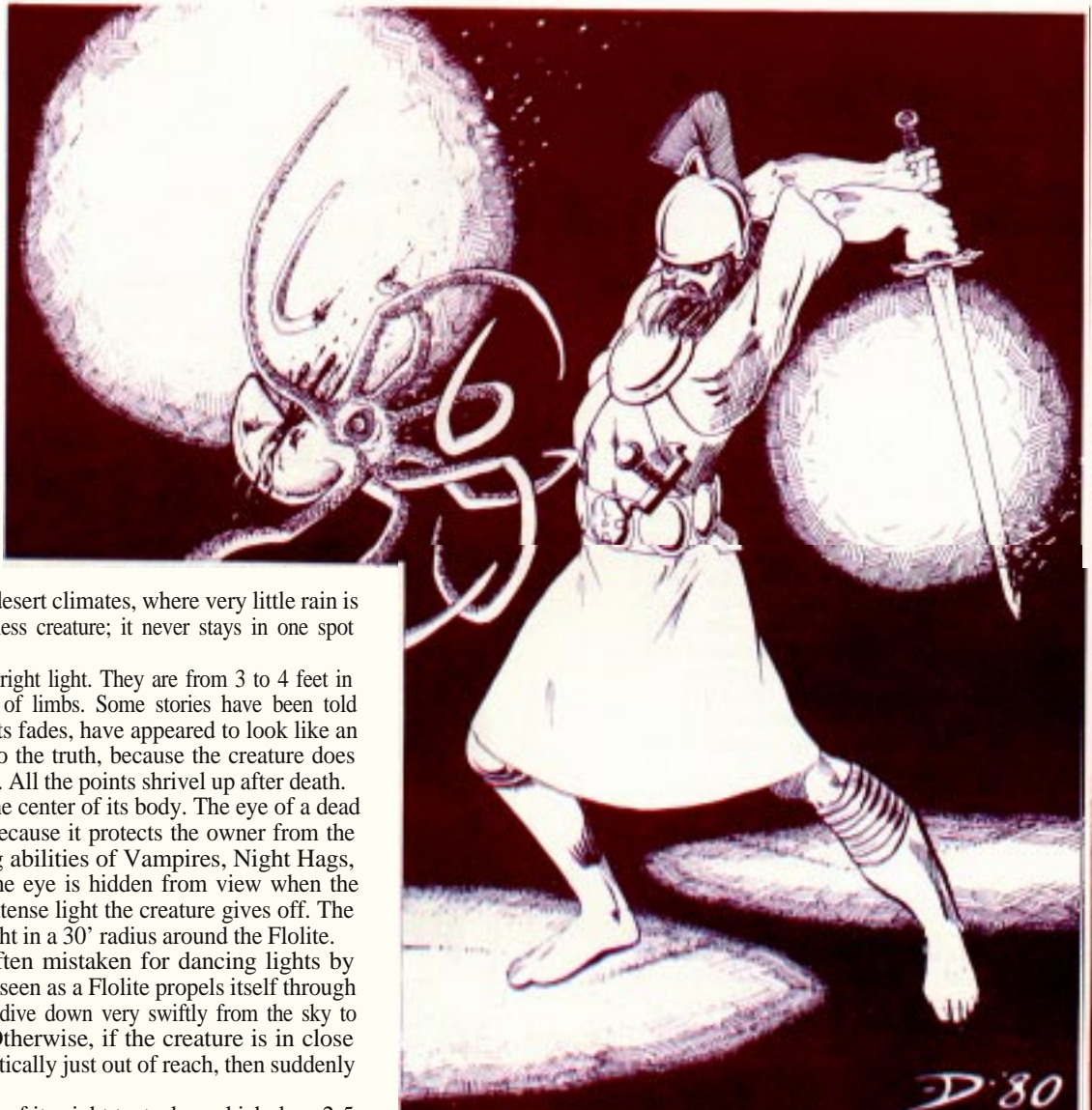


# Dragon's Bestiary

## The Flolite

Created by Kevin Readman

FREQUENCY: *Very rare*  
 NO. APPEARING: 1-3  
 ARMOR CLASS: 5  
 MOVE: 12" (*Flying*)  
 HIT DICE: 5 + 1  
 % IN LAIR: *Nil*  
 TREASURE TYPE: *Nil*  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-5  
 SPECIAL ATTACKS: 1 *Point of strength drained*  
 SPECIAL DEFENSES: *Excellent sight and hearing*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *High*  
 ALIGNMENT: *Neutral*  
 SIZE: 3 to 4 feet diameter, 6" long  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*



The Flolite is found solely in desert climates, where very little rain is received. The Flolite is a very restless creature; it never stays in one spot for very long.

All Flolites look like a ball of bright light. They are from 3 to 4 feet in diameter, with no visible evidence of limbs. Some stories have been told where dying Flolites, as their lights fades, have appeared to look like an eight-pronged star; that is close to the truth, because the creature does have eight long and thin tentacles. All the points shrivel up after death.

A Flolite has a single eye in the center of its body. The eye of a dead Flolite is prized by adventurers because it protects the owner from the level or prime requisite draining abilities of Vampires, Night Hags, Wights, and similar creatures. The eye is hidden from view when the creature is alive because of the intense light the creature gives off. The intensity of the light equals daylight in a 30' radius around the Flolite.

In a dungeon Flolites are often mistaken for dancing lights by adventurers. A tail of light can be seen as a Flolite propels itself through the air. When it can, a Flolite will dive down very swiftly from the sky to attempt to surprise its victim. Otherwise, if the creature is in close confines, it will dance around erratically just out of reach, then suddenly strike.

This creature attacks with one of its eight tentacles, which does 2-5 points damage. Every time the Flolite does 5 points damage in a single round, it drains 1 strength point from its victim. With every strength point it drains the Flolite gains 1-8 hit points. At 3 strength, when the opponent is totally defenseless, the Flolite will simply fly away to find better game. Any opponent able to survive an encounter with a Flolite needs one day of complete rest to regain each strength point lost.

All Flolites go into a frenzy when attacking flying creatures. In

combat in the air, Flolites gain +1 on hit probability and +3 to the damage they cause.

The Flolite has a keen eye which can pick out anything moving on the ground, even from a high altitude. It has no sense of smell, but has excellent hearing (surprised on a 1). Flolites are immune to stinking clouds but otherwise have standard magical resistance. Flolites take double damage from all magical cold and ice attacks.

# Dragon's Bestiary

## GROUNDSQUID

Created by Larry DiTillio

FREQUENCY: Uncommon

NO. APPEARING: 1-10

ARMOR CLASS: Tentacles 3,  
Maw 10

MOVE: 6"

HIT DICE: 5-10 (Plus 4 h.p. per  
tentacle over 4; see below)

NO. OF ATTACKS: 5-10

DAMAGE PER ATTACK: 1-2  
per tentacle/4-32 maw

SPECIAL ATTACKS: Surprise  
on 1-5, jells ground.

SPECIAL DEFENSES: Regen-  
erates tentacles, 2 h.p. per  
round, Only vulnerable spot  
buried below earth.

MAGIC RESISTANCE:

Standard

INTELLIGENCE: Low

ALIGNMENT: Neutral

SIZE: Body 5-10 feet diameter,  
tentacles 10-20 feet long.

PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil

Groundsquids are a horrid form of mutation, akin to seasquids but developed by a mad wizard to be used on land. They are generally found in the most isolated and dire wilderlands, however, they are sometimes encountered in dirt-floored rooms, usually "seeded" there to protect some vulnerable area.

The Groundsquid has a soft, squishy, mottled green body in which its sucking maw is located, and 5-10 tentacles which are greenish-brown and rubbery. At the tip of each tentacle there is a green, blade-shaped and in which a tiny eye is set. These tentacle ends protrude slightly above the ground and look almost exactly like blades of grass. The number of tentacles is a function of the Groundsquid's size and maturity, and the progression is in one-foot increments; i.e. a 6-die squid has 6 tentacles and a body 6 feet in diameter, a 7-die squid has 7 tentacles and 3 seven-foot-diameter body, and so on.

Groundsquids attack with tentacles only, each single tentacle hitting as a monster with the same hit dice as the overall squid, i.e. the tentacles of a 5-die squid EACH hit as a 5-die monster. Tentacles take a full 8 h.p. each; if damage in excess of this is done, they are severed. Blunt weapons do one-half damage to tentacles; fire does not harm them.

The maw itself has 4 h.p., for each tentacle over 4; i.e. the maw of a 5-tentacle squid has 4 h.p., that of a 10-die squid has 24 h.p. Severing tentacles does not harm the squid; only a hit directly in the maw will kill it.

Any severed tentacle will be pulled back beneath the earth, where it regenerates at a rate of 2 h.p. per round. If the maw of a Groundsquid is exposed, it is easily aimed at since its location is obvious. However, players should state when they are directing attacks against the maw, since the entire body itself is just casing for the vulnerable maw and hitting it has no effect.

Groundsquids attack in this fashion: The eyes in the tentacle tips spot a likely-looking meal for the maw (which is buried anywhere from 6 to 10 feet below the ground). The Groundsquid will then wait until its intended victim is in the center of its tentacles, which are arranged in a circular fashion to form an area as large as its body proportion. The tentacles will then rise out of the ground with alarming swiftness and try to fasten onto the victim. At the same time, the buried maw secretes a strange fluid which turns the ground above it into a green, jelly-like substance that has the effect of quicksand. The radius of this jelly from the maw is the same as that of the squid's body, 2.5 feet for a 5 ft diameter



squid etc. The jelling takes 3 rounds for a 5-6 die squid, 2 for 7-8 die varieties, and but 1 melee round for a 9-10 die Groundsquid.

Once the ground becomes jelly, the tentacles drag the victim down into it at a rate of 3 feet per melee round, while other characters within the jell sink at a rate of 1 foot a round (faster for heavily-loaded or armored characters, or mounts). Once a victim is in over his or her head, suffocation follows in 1-3 rounds (a magic device such as a *Helm of Underwater Action* or *Necklace of Adaptation* will prevent this).

The character snared by tentacles also takes 1-2 pts. crushing damage per round from their grip. Strength of at least 18 is required to break the grip of a tentacle, at the same percentage chance as bending bars. Roll randomly for where characters are grabbed by tentacles (arm, leg, neck, etc.); however, any natural 20 will mean the tentacle wraps around arms and torso, making weapon or spell use impossible, and

more than 3 tentacles hitting will also definitely indicate such helplessness. Once the tentacles have a victim, they will drag him down to the maw, which will engulf him whole, then secrete a powerful acid doing 4-32 pts. of damage per round until the victim is digested.

If a chosen victim does not enter the jellied area, the Groundsquid will still strike at it when it is in range of the tentacles (approximately 4 feet for smaller squids, 6 feet for medium squids, and 10 feet for large squids). Groundsquids generally hide amidst patches of grass, and the earth covering them has a greenish, grassy look so as to cause them to surprise on a 1-5. This surprise factor would probably be modified if the squids were in a dungeon rather than a wilderness.

Groundsquids will gladly devour anything living and are quite immune to all poisons; however, their appetites are a direct function of their size. The 5 or 6-die squid can eat only a halfling, dwarf or gnome and will not attack larger creatures. If the halfling in question is mounted, the squid will drag him off his mount. Likewise, 7-8 die Groundsquids are satisfied with two small characters, or one 6-foot man or elf, or a single horse. In the case of a mounted character, the squid will probably opt to drag him from the horse, though it may entangle both. The large Groundsquid will gladly munch on horse and rider, or two to three large men, or up to 6 smaller humanoids. The Groundsquid's attention is always on its chosen meal or meals, and it will ignore anything else. However, once a meal is secured, it will then attack other characters simply to hold them until the meal is eaten. Once a squid is sated, it will release all held characters and not be hungry again for 2-8 turns.

The jellied ground around a Groundsquid does suck people into it; however, a character can "swim" out if not held by a tentacle so long as he/she has at least average strength. This ground slows movement by 50%, or by 75% if a character is waist deep in it, and the victim will continue to sink at 1 foot per round or more while in it. If oil is poured on the jelly and lit, it will dry out about a 1-foot radius to a muddy consistency; magical fire will dry out more, though naturally any character ensnared will suffer damage if in the midst of such. Normal fire will be extinguished by the jelly. The jelly may be frozen by appropriate spells, turned to rock (by a reverse *Transmute Rock to Mud*), or excavated by a *Dig* spell (the best bet, since this will

expose the vulnerable maw). Weapons thrust through the jelly are -5 to hit, and in any case a weapon would have to be at least a 10-foot pole arm to reach the maw.

Should the maw be exposed to direct sunlight, the creature will go dormant in 1-6 rounds, and thereafter die in 1-3 turns. However, there is a 50% chance such exposure will cause it to flee. A Groundsquid flees by flopping its body over sideways and burrowing through the earth by secreting the jellifying fluid at its normal movement rate. If all the tentacles are severed from a groundsquid, there is a 35% chance it will do this.

The Groundsquid maw is susceptible to any spell damage, i.e. cold, fire, electricity, which can reach it through its protective sheath of jellied earth. A Magic Missile will not do so, nor will normal missiles, unless sufficient earth has been removed. Naturally, if a squid has a victim in its grasp when earth is moved, it will simply pop it into its maw immediately and try to digest it. There is a chance, however, that quick action will destroy the squid before this happens.

Groundsquid eyes are tiny black balls set into a slit in the blade-like tentacle tips. They are extremely valuable to Magic-Users, alchemists and the like for manufacture of certain potions (DM discretion). The eyes are easily popped out of the slits, though difficult to find unless a close examination is made. However, they quickly become brown, dry and useless once a tentacle tip is severed, unless they are packed in the green, jellied earth in a fairly well-sealed container (like a potion vial). Their value is from 1,000 to 5,000 g.p. per eye.

The jellied earth becomes firm again after the squid has digested its meal or been thwarted, in 2-8 rounds, and it is while it is still jellied that the eyes must be packed in it, though once so packed the firming will still preserve them nevertheless.

Even more valuable is a live groundsquid, which would net from 50,000 to 80,000 g.p. from a collector of exotic beasts or a mage. To keep one alive in sunlight, a thin layer (about 6 inches) of dirt must be shoveled over the body and maw. This will keep it dormant but alive. A layer of dirt over a foot deep will make a squid dangerous once more, especially at night, though its chief goal will be to return deeper into the ground which sustains it



# Dragon's Bestiary



## Fire-eye Lizard

**Created by Josh Susser**

FREQUENCY: *Rare*

NO. APPEARING: 7-18

ARMOR CLASS: 4

MOVE: 3"/48"/12"

HIT DICE: 1 + 2 (females 1+3)

% IN LAIR: 95%

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

(females 2-5)

SPECIAL ATTACKS: *Blinding light*

SPECIAL DEFENSES: *Prismatic sphere*

MAGIC RESISTANCE:

*Standard*

INTELLIGENCE: *Semi-*

ALIGNMENT: *Neutral*

Size: *S*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

X.P. VALUE: 36 + 2/hp



The most striking characteristic of the fire-eye lizard is that for which it was named. The eyes of each creature glow with a luminescence that will illuminate a 10-foot radius around the monster.

Fire-eye lizards appear in all colors of the visible spectrum. Color and sex of each one is determined by rolling percentile dice twice and consulting the table below. The eyes of each lizard glow in the same color as its skin.

- 01-19—Red (01-65 male, 66-00 female)
- 20-37—Orange (01-60 male, 61-00 female)
- 38-54—Yellow (01-55 male, 56-00 female)
- 55-67—Green (01-50 male, 51-00 female)
- 68-79—Blue (01-45 male, 46-00 female)
- 80-90—Indigo (01-40 male, 41-00 female)
- 91-00—Violet (01-35 male, 36-00 female)

Once per hour (6 turns), each lizard may produce a brilliant flash of its eye-light which will blind all creatures (except other fire-eye lizards) within a 1" radius for 2-5 (d6: 1=3, 6=4) rounds. If two or more lizards attack simultaneously in this way, the victim(s) will be blinded for the greatest number of rounds rolled for a particular lizard. If an already blinded victim is attacked in this way again, the duration is rolled for again, and the victim is blinded for this many rounds, but not less than the original number which was rolled for the first attack. The blindness may be countered by any of the clerical healing spells except for the various *Cure . . . wounds* spells.

Each lizard can create a *Prismatic sphere* of its particular color, with a duration of 3 turns. If two or more lizards cooperate in this defensive maneuver (which is likely), they can create a larger sphere which will multiply the power of duplicated colors, or add another color (or colors) to the effect of the sphere.

Male lizards are 16" long, and females are 4" longer. Each lizard has wings which enable it to hover, fly, or swim. Male lizards may carry up to 20 gp extra weight and females up to 40 gp.

Fire-eye lizards love water, and will always lair near a source of fresh water, typically a small cave on a beach or river bank, an abandoned beaver dam, or even in a dungeon (or other subterranean area) if there is water nearby.

When encountered in the lair, there is a 40% chance for each female present that there will be 3-6 eggs. Fire-eye lizard eggs are valuable on the open market (1,000 gp each), since the lizards can be impressed with an empathic bond upon hatching. Impressed fire-eye lizards can be trained for any task (within reason). However, taking the eggs from the lair is not an easy task; all adult lizards present will attack with a fury, receiving a bonus of +1 to hit and damage if the eggs are disturbed.

When discovered and successfully taken from a lair, eggs may be from 10-40 days old. They take 50 days plus or minus 1-4 days to hatch after being laid. The eggs must always be kept warm, at least 95 degrees F; they will not hatch if subjected to temperatures lower than this for a total of 2 turns at any time after being taken from the nest. All eggs in a clutch will hatch at the same time, and color and sex of each hatchling is not determinable until they are hatched.

After hatching, the young must be attended to constantly for two weeks and always kept close to their master in order to be impressed. Lizards which are impressed must be fed at least four times per day (almost any unspoiled food is usable, although raw meat and fish are preferred) and must be treated well by their master in all respects. Individuals who are telepathic or have psionic powers may use their lizards as familiars.

Before reaching maturity (at three months of age), a fire-eye lizard has one-fourth normal hit points, does half damage, and is AC 6. The blinding-light and prismatic-sphere capabilities are gained upon reaching maturity.





## Flitte

**Created by Pat Rankin**

FREQUENCY: *Very rare*

NO. APPEARING: *1 or 2-5*

ARMOR CLASS: *3*

MOVE: *3"/21"*

HIT DICE: *3 + 1*

% IN LAIR: *25%*

TREASURE TYPE: *U*

NO. OF ATTACKS: *1*

DAMAGE/ATTACK: *1-4*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: *40%*

INTELLIGENCE: *High*

ALIGNMENT: *Neutral*

SIZE: *S (1' at shoulder)*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

Flittes were created by a demented wizard who hated all other members of his profession. The animals' sole purpose in life is to reduce the amount of magic in the world, and in order to achieve that purpose they will give up their own lives if necessary.

Flittes have some of the abilities of blink dogs and imps. They can blink (as a blink dog) and can detect magic. They can become invisible twice per day. When encountering a single individual, they can use a suggestion that the character or creature unburden himself of all magic items in his possession. If the victim is meeting the Flitte's gaze, he makes his saving throw at -2. If a magic item has its own intelligence it is allowed its own saving throw (at no penalty), and if the item saves, the character will be also saved from the effects of the suggestion.

In addition to blinking at random during an encounter with a hostile creature, the Flitte can teleport at will with the accuracy of a *Dimension door*. When the Flitte senses the use of powerful magic within 30", it will teleport to a nearby position to observe the situation. If a very powerful magical artifact is present, the Flitte will use its tail "stinger" to attack. The stinger functions as a Rod of Cancellation. When it is used successfully, the Flitte blinks into the ethereal plane and dies. If a Flitte is killed without having used its stinger, the cancellation ability disappears. The stinger can also be used as a regular attack, and in such cases is treated as a +2 dagger.

In the presence of relatively less powerful magic items, the Flitte will use stealth, its suggestion power, and its normal attack (bite for 1-4 pts. damage).

During and after combat, the Flitte can regenerate one lost hit point in every other round, up to a maximum of its original hit point total. If it is reduced to one-third or less of its original hit points without being killed at the same time, it will blink out until it has regenerated back to its original strength.

A Flitte lair is usually a small hollow inside solid rock which can only be reached by teleportation. In a lair there might be an individual (30% chance), but it will usually include a mated pair of Flittes, alone or with 1-3 pups. The pups have one hit die each and can blink and teleport as adults, but have no attack capabilities. A Flitte lair will be near an area which is likely to attract adventurers who possess magic items. An individual Flitte without a lair will journey to such areas, trying to attract a mate or searching for a powerful magic item to steal or neutralize.

In general, the Flitte is a loner. It will not be encountered unless it has sensed the use, or impending use, of powerful magic. Rarely, it can be compelled to serve a master—but its primary purpose remains the destruction of magic, not helping someone else steal it for his/her own use. Flittes have been known to become the "familiars" of certain Monks whose goal is to prevent the use of magic.

Flittes speak common and can converse with blink dogs. They may also speak elvish, dwarvish, and goblin (75% chance for each) plus red dragon and cloud giant languages (25% chance for each).

**Description:** Flittes have the body of a dog with intelligent-looking eyes. They have long, flexible tails with the stinger on the end. Their forelegs are humanoid arms with hands, and they have wings. They can walk erect on their hind legs for short periods of time, but normally walk on all fours.



## Wingless Wonder

**Created by Ed Greenwood**

FREQUENCY: *Rare*

NO. APPEARING: *1-2*

ARMOR CLASS: *8*

MOVE: *6"*

HIT DICE: *2+2*

% IN LAIR: *Nil*

TREASURE TYPE: *See below*

NO. OF ATTACKS: *9 (or 12)*

DAMAGE/ATTACK: *1 (plus grasp)*

SPECIAL ATTACKS: *Nil*  
SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: *Total*

INTELLIGENCE: *Low*

ALIGNMENT: *Neutral*

SIZE: *S (4' tall)*

PSIONIC ABILITY: *See below*  
Attack/Defense Modes: *See below*

The Wingless Wonder is a comical beast that resembles a walking egg (which it has also been called). It stands rather unsteadily on two weak legs that have rubbery, sticky bases, and it has two small arms which it flaps constantly (hence its name). Its mouth is atop its head, surrounded by a fringe of tentacles which are normally 2 feet long but are extendable to 12 feet. Most of these creatures eat only fruits and vegetables and have nine such tentacles. A rare (20% of all Wonders) type is omnivorous and has 12 tentacles.

The tentacles are used to handle items, to bring food to the mouth, and to help the Wonder maneuver. The tentacles feel along anything the Wonder comes into contact with to help determine its nature, since the creature's eyes have a short (½") range. The tentacles are rubbery and sticky like the legs, and they will grasp anything they touch, including a character or another creature (unless *Oil of Slipperiness* is used), although the grasp is broken by any hit on the tentacle.

Wonders are blue-green in color with purplish undersides. They redden slightly when angered or excited. Their skin, which is covered by fuzz, is delicate and does not heal quickly. Wonders cannot be subdued. The only sound they make is an occasional high-pitched chittering noise.

Wonders radiate a continuous, natural *Anti-magic shell*, so that any magical attacks (spells or weapons) are halted inches from their



skins. This anti-magic aura is visible as a faint purple-white glow when the Wonder is carrying an egg. Wonders are immune to fire-based attacks as well.

Wonders are curious, seemingly fearless (or stupid), and are attracted to any brilliant red or purple colors or flashy objects. They are fascinated by gems and will consume them although they cannot be digested. Often (70% chance), 5-8 gems will be found in its stomach. These are usually a wide variety of stones, some nearly valueless.

The creatures are apparently bisexual. When a solitary Wonder encounters another of its species, the two will intertwine their tentacles and chitter excitedly in chorus for 2 rounds. This appears to be a mating contact. Wonders carry eggs within their bodies, excreting them at hatching time so that they fall to the ground and split open to reveal a small and even clumsier than usual (but otherwise fully developed) Wonder.

When it is killed a Wonder lashes out at its killer(s) with a *Psionic Blast* of awesome power (-4 on saving throws). This "dying scream" is the only time a Wonder exhibits psionic powers.

Found in all but the coldest regions, Wonders are easily killed, and thus are rare in populated areas. Their flesh is poisonous if eaten, and their skin loses its anti-magic properties upon death. While a skin is intact (it rots in 4-7 days), it can serve as a fireproof cloak, but affords no protection against magical fire.



## Huntsmen

**Created by Lewis Pulsipher**

FREQUENCY: *Very rare*

NO. APPEARING: 3-12

ARMOR CLASS: 7

MOVE: 15"

HIT DICE: 1-4

% IN LAIR: *Nil*

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *By*

*weapon only*

SPECIAL ATTACKS: *Nil*

SPECIAL DEFENSES: *See*

*below*

MAGIC RESISTANCE: *See*

*below*

INTELLIGENCE: *Average*

ALIGNMENT: *Evil (neutral)*

SIZE: *M*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

Huntsmen are enchanted monsters of human size and shape which can be created by an evil Magic-User by the process described below. They are a sickly grey-green in color, with pointed ears and four-fingered hands. From a distance they look like humans and can be mistaken for elves in poor visibility. Huntsmen move quietly under normal conditions and consequently have a one-sixth greater than normal chance of surprising a party. They track as Rangers and are themselves surprised only one-sixth of the time. They occasionally wear armor but in so doing lose their ability to move silently and track.

Individually, these creatures are very weak monsters, but in a group they have an ability which increases the strength of survivors when one or more of their comrades is killed. When a Huntsman is killed, its original number of hit points is transferred to others in the group within a maximum range of 10". For example, if one of a group of three Huntsmen is killed, and the dead creature had 12 hit



points to begin with, the survivors each gain 6 hit points. The hit points gained by survivors are always divided evenly, or as evenly as possible, between the survivors. No Huntsman can maintain more than 32 hit points for more than 24 hours, and will always drop back to that level after that much time. No Huntsman can have more than 64 hit points at any time. A *Dispel magic* spell will delay the transfer of hit points for two rounds, and the hit points of any creature killed during that time are lost. A scroll of *Protection from magic* will prevent transfer of hit points within its area of effect (5 feet), either to or from a creature.

Because of the link between Huntsmen, they cannot be charmed, held or attacked psionically unless they are encountered as single creatures. *Charm monster* must be used, not *Charm person*. They can be magically slept only if the *Sleep* spell is sufficiently powerful to put all Huntsmen present to sleep at the same time. However, each creature is treated as a monster with one more hit die than it actually has when considering the effects of *Sleep*. For example, only 2-8 one-hit-die Huntsmen could be slept, not 4-16.

Huntsmen usually work for some evil master, commonly a Magic-User, as guards or members of a patrol. They communicate with their master by pantomime, though they understand orders given in the alignment language of the wizard who created them. Huntsmen will not obey any master who attempts to harm them for any reason.

Wizards can create Huntsmen in large, noisome, liquid-filled vats. Aside from an Enchant an item spell to give the vat its dweomer, the wizard must gather the following materials for each huntsman: two pints troll's blood, entrails of two bugbears, ichor of invisible stalker, 50 pounds of clay, and five gallons of water. The manufacturing process takes two weeks, but needs only three days of attention from the wizard. As many as four Huntsmen may be created at the same time in the same vat if a sufficient amount of materials and a sufficiently large vat are used.

The procedure is as follows, with each step in the creation requiring one full day of attention from the creator. At the start, the wizard must cast *Mending* and *Animal growth* on the materials. After exactly one week he must cast *Shatter* on the materials, and at the start of the last day of the two-week period he must cast *Charm monster* to finish the creation. The number of hit dice for each creature is determined randomly after its creation.

# Dragon's Bestiary



## The Silkie

**Created by Tom Moldvay**

FREQUENCY: *Uncommon*

NO. APPEARING: 1-8

ARMOR CLASS: 5

MOVE: 30"

HIT DICE: 6

% IN LAIR: 10%

TREASURE TYPE: *W (no map)*

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: *Pack attack*

SPECIAL DEFENSES: *Silver, or + 1 weapon to be hit*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *High +*

ALIGNMENT: *Chaotic Good*

SIZE: *L*

PSIONIC ABILITY: *Nil*

The Silkie are a race of wereseals. In their non-animal form, they appear as black-haired, gray-eyed Half Elves and have all typical Half Elf abilities. Silkie Half Elves usually fight with flint spears, daggers, double-headed axes, or polished stone hammers. On land, Silkie warriors wear multi-layered, sharkskin armor and use sharkskin shields (AC4).

Silkie seals are usually distinguishable from normal seals by their large size. Silkie seals have one ramming attack for 2-8. When fighting enemies who are in small to medium-sized boats, Silkie often try to ram the boat en masse, overturning it, then drowning their victims by force of numbers. Silkie often travel with 2-12 seals (AC6, Move 24", HD2, ram attack 1-6). They may summon 1-10 dolphins, provided the dolphins are no further than ½ mile away (1-10 turns away swimming at normal speed).

Silkie are allied to dolphins and Aquatic Elves in their war against Sahuagin and Sharks. Good will exists between the Silkie and the non-aquatic races of Elves and Half Elves (except the Drow). Silkie are tolerant toward Tritons, Locathah, Mermen, and any Human to whom they are related. Silkie are antipathetic toward Ixixtachtli or any other evil sea race, and Neutral toward all other races. Silkie do sometimes feud with fishermen, particularly if the fishermen also hunt seal pelts, net Aquatic Elves, or over-fish an area to near depletion.

All Silkie are descended from Angus MacOdrum. In the legendary past, Angus, a high-level Magic-User and Fighter, led an Aquatic Elven army to victory against a Sahuagin incursion. Angus married 12 Aquatic Elven sisters; from these unions came the Silkie race (Silkie enemies claim this legend is an invention, and that Angus was merely an overly proud magician whom the gods cursed and who passed this curse on to his descendants). Clan MacOdrum encompasses Silkies, Humans, and Aquatic Elves in approximately 50%-25%-25% ratio. The MacOdrum of MacOdrum is always a Silkie, who takes the name Angus upon mounting the Clan throne.

An occasional Silkie family builds a sea cave lair but most (90%) Silkie live in Land Under Wave. Land Under Wave is composed of several unnamed cities built completely under water. The cities are separated by hundreds of miles but are linked into one by a magical teleportation mass-transit system. Each city is kept by a magical bubble dome. The same magic maintains a constant supply of fresh air and the artificial sun which powers the city and provides light, heat, and



allows for weather control. It is usually the climate of early summer or late spring in Land Under Wave. Fruits and vegetables grow all year round (the only meat Silkies eat is that which they catch while as seals).

Land Under Wave is a wonder. Buildings are made of multi-colored, polished marble, heavily ornamented with gold, silver, and jewels. The architectural style is light and airy. All buildings are interconnected by passages under the sea floor. More than half the land area is taken up by intricate formal gardens with flowing brooks and fountains. Land Under Wave would be a paradise were it not for one fact: All servants are captured Humans.

The Silkie roam isolated rock skenies and beaches at night to dance under the moonlight. Whenever they manage to find an unguarded Human baby or child, they will steal that child, replacing it with a soulless changeling. Human MacOdrums are never taken, as they are kin, but all other Humans are fair game.

The captured child is raised in Land Under Wave. The captivity is far from harsh. The child attends Silkie schools and is adopted into Silkie families. Still, the child is a captive, and must serve a full fifty (Human) years from the time the child learns its jobs until the time of release. Even so, captivity is looked upon as a blessing. Time flows differently in Land Under Wave and the period of fifty-year service ages the Human servant but a decade.



Furthermore, the Silkie are natural Magic-Users and teach their servants many useful spells, besides rewarding them handsomely with gold and jewels upon release. Many captives choose to remain in Land Under Wave rather than return to the surface world.

Land Under Wave is filled with magic. The elder Silkie all settle down to a life of elegant leisure intermingled with magical research. Only the younger Silkie venture out of Land Under Wave to mingle with other races and dance beneath the moon.

Unlike other lycanthropes, Silkie can only change into seals by donning a magical seal skin. Any individual who captures a Silkie seal skin can force that Silkie to do his bidding. A controlled Silkie cannot lie to its master and will perform any reasonable service or promise any reasonable ransom for the return of his seal skin (without which he

cannot dive deep enough to reach Land Under Wave). As long as the captor continues to act honorably, the Silkie will faithfully fulfill its part of the bargain. Any dishonorable or treacherous act on the captor's part frees the Silkie from obligation.

Silgies, in human form, may cast the following spells: *Friends*, *Mending*, *Unseen Servant*, *Read Magic*, *Forget*, *Fools Gold*, *Gust of Wind*, and *Lightning Bolt*. All spells are cast as a sixth-level Magic-User. A captive Silkie is under magical geas not to use its spells against its captor. The geas holds only so long as the captor's actions remain honorable with respect to the Silkie. The elder Silkie have much more powerful spells, particularly sea magic and weather magic, but they venture out of Land Under Wave only on extreme occasions and are encountered very rarely.

## Tomb Tapper



**Created by Ed Greenwood**

FREQUENCY: *Very Rare*

NO. APPEARING: 1-12

ARMOR CLASS: -2

MOVE: 10"

HIT DICE: 8+4

% IN LAIR: 30%

TREASURE TYPE: *See below*

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 4-20/4-20/10-30, or 6-18 (*hammer*)

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *High*

ALIGNMENT: *Neutral*

SIZE: *L (15-21' tall)*

PSIONIC ABILITY: 164-212

Attack/Defense Modes: *E/F,J*

The Thaalud, or "Tomb Tappers," dwell in the depths of the earth and are rarely seen by men. The echoes of their massive hammers are sometimes audible through the rock for great distances as they hew new caverns and passageways. They shun almost all other creatures, but this tendency is often overcome by their lust for magic.

Tappers spend their lives in an eternal search for the Source Of All Magic, which they believe to be somewhere deep in the earth. They are somewhat in awe of earth elementals, believing them to be created at this mysterious source, and are reluctant to attack them for this reason. Tomb Tappers often burrow up to plunder magical devices from tombs (hence their name), or try to seize such devices from creatures they encounter. They never use magical items in battle, but protect and venerate them. The only other treasure Tappers have consists of pretty rocks, such as quartz, jade, agate, and amethyst (i.e., not gems which are dull when uncut). These they keep in caverns of glowrock in the utter depths.

Naturally long-lived, Tappers are externally identical, and their sexual activity remains a mystery. No pregnant Tappers have ever been seen. When killed, Tappers turn to stone in 1-2 rounds. They save vs. petrification at -2, and are immune to *Charm*, *Fear*, *Sleep*, and *Fire* and *Cold* - based spells. Electrical attacks do half or (if save is made) no damage.

Tappers are tall and humanoid, with very hard, blue-gray skin and great claws which can dig through solid rock. They are sometimes called "the Faceless" due to their featureless heads. Tappers "see" by a form of sonar, accurate up to 44", and require no light. Thus, they are able to locate *Invisible* creatures, and are unaffected by *Illusions*, *Hypnotic Patterns*, and other sight-related spells.

Tappers can communicate with their own kind through a series of humming sounds made by skin vibration and with other creatures through the use of psionic *Telepathy*. (Individual Tappers will have 158+6d8 psionic strength points.) Tappers have the natural ability to *Detect Magic* at will, and can *Animate Rock* once every 12 turns. The latter spell lasts for 4-6 rounds, and up to 9 cubic feet of rock may be affected.

Tappers have gigantic mouths in their abdomens. These jaws can crush rock, from which Tappers extract mineral sustenance. Tappers can take in water through their skin (which is hairless and varies in porosity as the Tapper wills).

Tappers customarily wield great (10' long) hammers of arenite, an alloy they derive from magma. It is heavy, very durable, and harder than most rock. Tappers may wield these hammers one-handed (-2 to hit), and throw them with great accuracy (+2 to hit due to "sonar").

Tappers occasionally aid or cooperate with dwarves, whose magical items they will leave unmolested. They also have no interest in the magic of Drow. They hate Umber Hulks, sometimes enslaving specimens from birth. Tappers and Xorn tend to ignore one another.

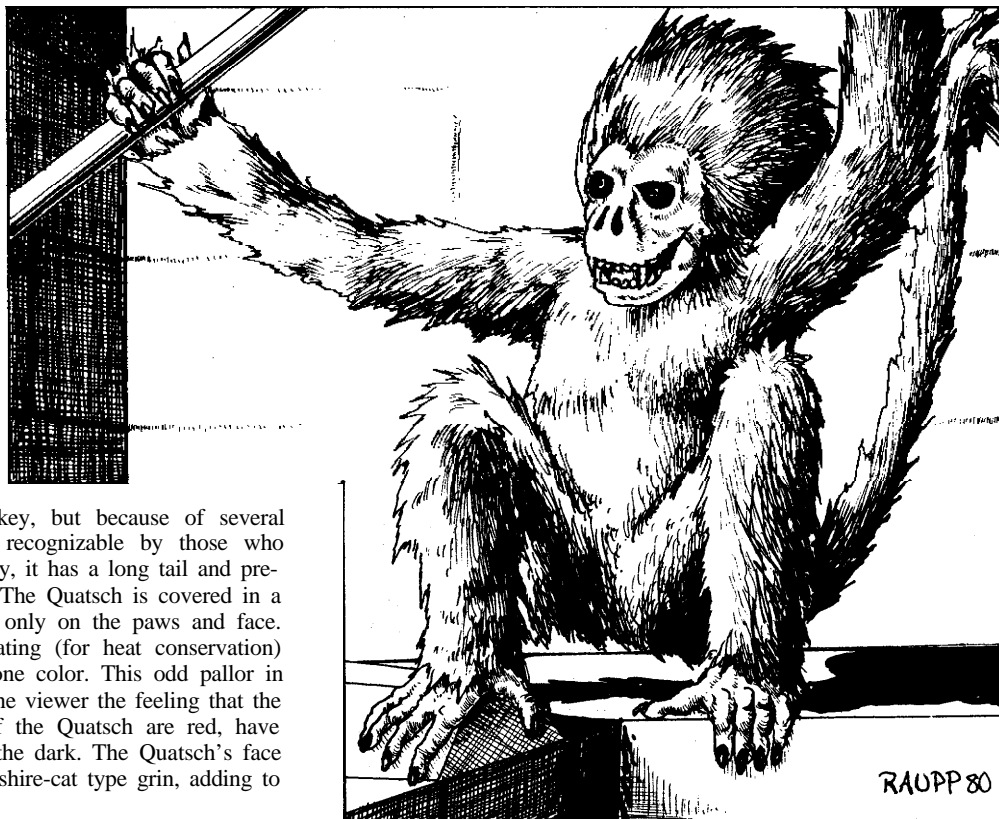
# Dragon's Bestiary



## Quatsch

Created by Andrew South

FREQUENCY: *Very rare*  
 NUMBER APPEARING: 2-12  
 ARMOR CLASS: 5  
 MOVE: 15"  
 HIT DICE: 1  
 % IN LAIR: 15%  
 TREASURE TYPE: Q  
 NUMBER OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-4  
 SPECIAL ATTACKS: *Voice*  
     *causes confusion*  
 SPECIAL DEFENSES: *Nil*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Average-High*  
 ALIGNMENT: *Chaotic neutral*  
 SIZE: *S (2' high)*  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*



This creature resembles a small monkey, but because of several distinguishing characteristics is instantly recognizable by those who know of its existence. Much like a monkey, it has a long tail and prehensile feet, but here the similarity ends. The Quatsch is covered in a bright yellow coat of shaggy fur, broken only on the paws and face. Here the Quatsch has little blood circulating (for heat conservation) and thus these areas have a death-like bone color. This odd pallor in the Quatsch's face and paws often gives the viewer the feeling that the creature is wearing a mask. The eyes of the Quatsch are red, have 120" infravision, and glow somewhat in the dark. The Quatsch's face seems to be perpetually twisted into a cheshire-cat type grin, adding to the overall mask-like impression.

The Quatsch inhabits dungeons, ruins or other deserted buildings. Typically it will find itself a favorite perch such as a shelf or door jamb and sit on it for hours on end, only leaving to catch small animals moving nearby, which it uses as food. Hidden in a niche somewhere near will be the Quatsch's treasure — usually a small collection of gems, beads, and other bright objects the creature collects from the area in which it lives.

The Quatsch is not generally hostile, but the unintended effects of its strange mode of thinking have resulted in much enmity between it and man. To humankind, the Quatsch's logic seems illogical, its deductions random, and its thinking processes paradoxical. The effects of talking to a Quatsch are immediate — the victim becomes totally confused and disoriented, as his accepted basis of thinking falls in a heap. Treat this effect as a *Confusion* spell, but only characters with great mental discipline are entitled to a saving throw. All characters above 6th level gain a saving throw, which Magic-Users and Clerics make at +2. Monks above 6th level are never affected. At 6th level and below, only Monks, Magic-Users and Clerics gain a saving throw, which Monks make at +2. This confusion lasts from 2-8 melee rounds, during which time the Quatsch will watch with extreme puzzlement. After this period of time, all affected make another save vs. magic as above, to see whether or not they are permanently insane. This done, all creatures are released from the effects of the Quatsch (unless it begins talking once more!).

The best defenses against this creature are Silence 15' radius spells, since if a threatening figure approaches it the Quatsch begins to

babble (asking for its life to be spared, etc.), thus beginning the confusion process. Approaching a Quatsch with blocked ears and trying to reason with it is pointless, since the creature cannot understand the logic in the request, and would prefer to answer in irrelevancies anyway. If chased or attacked it will scuttle off at a tremendous speed and follow at a safe distance. If at any time kindness is shown to the Quatsch it will be nearly impossible to get rid of, shouting nonsensical questions at the party. Note that attacking a Quatsch is not a good idea (depending some/what on circumstances), since it cannot be held responsible for the unfortunate effects its thinking processes have on human beings. If cornered, the Quatsch can deliver a vicious bite for 1-4 points damage.

Those made insane by the Quatsch can understand its thinking and are therefore afterward immune to its effects. Such people may actually befriend the creature, and this is not too difficult.

Because of its unique color, the pelt of the Quatsch is worth 100 gp intact, but those trying to obtain such pelts often come back gibbering idiots. The Quatsch speak the common tongue, and their own tongue (which cannot be learned by those not made insane by a Quatsch).

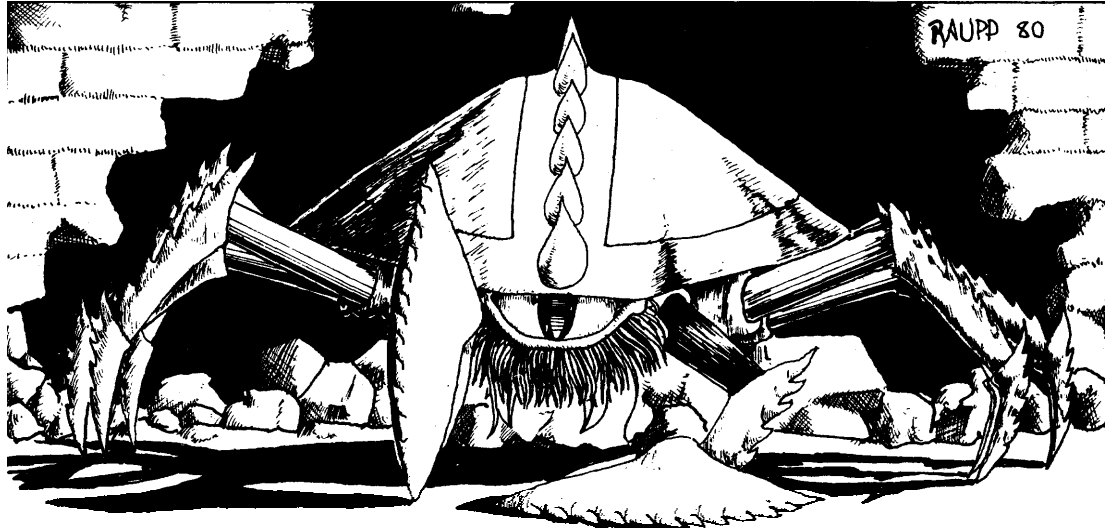
When playing the part of this animal, the Dungeon Master should try to imitate the alien mode of thinking, and have the creature say things that will bewilder the players. Since reading the mind of a Quatsch has the same effect as listening to it, the Quatsch is a sovereign remedy for players who continually listen at doors, use clair-audience, or ESP to the detriment of the game!



# Necroton

Created by Phil Meyers

FREQUENCY: *Very rare*  
 NO. APPEARING: 1  
 ARMOR CLASS: 3/-1  
 MOVE: 12"  
 HIT DICE: 40,45,50,55 or 60  
*hit points (8-12 dice)*  
 % IN LAIR: 0%  
 TREASURE TYPE: F  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 2- 12/2- 12  
 SPECIAL ATTACKS: *Eyebeams*  
 SPECIAL DEFENSES: +1 or  
*better weapon to hit; see*  
*below*  
 MAGIC RESISTANCE: *See*  
*below*  
 INTELLIGENCE: *Semi-*  
 ALIGNMENT: *Neutral or*  
*Neutral (evil)*  
 SIZE: L (4'-6' diameter)  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*



A greedy wizard is said to have designed the first Necroton. There can be no doubt that this is the case, for the appearance of the metal-bodied Necroton is convincing proof of its artificial origin. At first glance this creature appears to be some sort of giant crab. Its large, oval-shaped metallic body and multiple sets of legs give this impression, as do its two forepincers. However, its luminous central eye marks it as something quite more than this.

The Necroton is a golem-like creature created by a Neutral or Evil Magic-User using the following spells: *Wish, Polymorph Any Object, Wizard Eye, Geas, Hold Monster, Fireball, and Detect Magic*. The cost and construction time is the same as that required for iron golems.

A Necroton's purpose is to gather treasure for its creator, and to this end it can be employed in two ways. First, if the creator has a specific target in mind, the actions of the creature can be directed by the creator. This can be done by normal verbal commands or by means of a Message spell. In either case the creator must accompany the Necroton personally, for it will not heed instructions from anyone else. If the creator owns a *Crystal Ball* a special form of direct control is possible. The *crystal ball* enables the creator to see what the Necroton sees and allows the transmission of commands from afar by means of a *message* spell. When used in this fashion there is no range limitation to the *message* spell, and intervening objects other than lead will not block the transmission.

A creating wizard who has better things to do may elect to send the creature out on its own without direct guidance. In this case the creator gives the creature a simple set of instructions at the outset of its mission. Thereafter the Necroton will unquestioningly obey these orders until they are countermanded by the creator.

A Necroton prefers to attack by means of its powerful central eye. This eye can fire a paralysis ray that will paralyze any single creature for 1-3 turns. It can fire this ray every other round. Once per day the central eye can fire an energy burst that acts as a *fireball* spell equal to the hit dice of the Necroton in six-sided dice. The range of both eye attacks is 15". The energy burst can be fired in place of the paralysis beam in any given round, but the Necroton will be unable to use its paralysis beam for three rounds thereafter, because it must build up its power during that time. Either of these attack forms can be used in melee in addition to the creature's physical attack by means of its pincers.

Most Necrotons are instructed not to use their fireballs unless pressed, for the explosion may damage the magic items that the

creature has been sent to collect. During the round before the fireball is set off, the translucent ridge on the Necroton's back will pulsate with a white light that grows to peak intensity just before the fireball is loosed. The creature can abort throwing its fireball if all possible targets have moved out of range at this time. The creator may at any time give a self-destruct command which will do damage as the fireball, but will be centered on the Necroton. It is also 33% likely that this will happen when the creature is destroyed in combat.

If the Necroton is successful in paralyzing 1 or more members of a party and driving the others off, it will approach the fallen victims and loot their bodies with its pincers. The central eye can detect magic, 6" range, and all magic items will be taken first. Treasure in the form of gold, platinum, gems, or jewelry will be taken also. The creature then opens a compartment in its back and loads the treasure inside — this compartment is 3'x3'x1' in large Necrotons and 2'x2'x1' in smaller ones. If its treasure compartment is full, or if some other instruction from its master requires it, the creature will then return to its master. Whether or not it kills its helpless victims depends on its instructions.

Often a Necroton will be used in conjunction with other minions of the Magic-User whose assignment is to soften up a party for the Necroton's attack. If it is encountered as a wandering monster it is 75% likely that its creator is watching its activities from afar by means of a *crystal ball* as explained previously. Otherwise it will be acting on its own, and in such a case it is 25% likely to be returning to its master with treasure. Such a treasure will consist of all the treasures listed for Treasure Type F. A Necroton can also be placed in a particular spot by its master, where it will remain, dormant, until magic items are brought within 6" of its hiding place. It will then attack on its own to gain treasure for its master.

The central eye of the Necroton can be attacked separately. It is AC -1 and takes 15 hit points that are not part of the Necroton's basic total. If the creature loses its central eye it is blinded and will retreat as best it can unless ordered to do otherwise by its creator. Necrotons have no difficulty traveling underwater on the sea floor. Fire-based attacks will slow a Necroton, but the creature is otherwise unaffected by spells. These creatures are vulnerable to the attacks of Rust Monsters.

Hit Dice	Experience Point Value
8	1375 + 10/h.p.
9	2100 + 12/h.p.
10	3150 + 15/h.p.
11-12	4550 + 16/h.p.



# Well Spirit

Created by Greg Holley

**FREQUENCY:** *Very rare*  
**NO. APPEARING:** *1*  
**ARMOR CLASS:** *0*  
**MOVE:** *18"/24"*  
**HIT DICE:** *6-13*  
**% IN LAIR:** *100%*  
**TREASURE TYPE:** *See below*  
**NO. OF ATTACKS:** *See below*  
**DAMAGE/ATTACK:** *See below*

**SPECIAL ATTACKS:**  
*Drowning*  
**SPECIAL DEFENSES:** *See below*  
**MAGIC RESISTANCE:** *10%*  
**INTELLIGENCE:** *Godlike*  
**ALIGNMENT:** *Neutral*  
**SIZE:** *L (15'-30' long, 3'-6' diameter)*  
**PSIONIC ABILITY:** *Nil*  
**Attack/Defense Modes:** *Nil*

Well Spirits are super-intelligent creatures from the Elemental Plane of Water. During the middle stages of their lives, they often come to the Prime Material Plane. On the Elemental Plane of Water, they can be found in various locations and numbers, but on the Prime Material Plane they can only be found singly in wishing wells.

Well Spirits begin their lives on the Elemental Plane of Water. At the age of 250-300 years, they come to the Prime Material Plane as 6 +2 hit dice creatures and make their lairs in wells. When they gain treasure equal to 5,000 gold pieces per hit die, they grow in strength, gaining a hit die, and possibly a hit point plus as well. For example, when a Well Spirit with 8 + 2 hit dice gains 40,000 gp, it becomes a Spirit with 9 + 3 hit dice. The treasure is consumed in the process, so a Well Spirit will always have less than 5,000 gp per hit dice. When a Well Spirit with 13 + 4 hit dice gains 65,000 gp, it teleports to the Elemental Plane of Water as a full adult.

Well Spirits attack by hitting opponents with their pseudopods (much like being hit by an immense wave). On any roll of 19 or 20, the Well Spirit begins to "drown" its opponent. A person being drowned can survive for 2-5 melee rounds plus one half of his/her hit die adjustment due to Constitution (This would be a penalty for victims with Constitutions below 7.). Each round, the victim may attempt to save vs. dragon breath at -2 for each round he or she has been drowning. If at any time the adventurer makes his or her saving throw, he or she has broken free and may fight in the next round. However, for the next 3-6 melee rounds, the victim will fight at -3 on his or her "to hit" dice rolls. A person may not fight while being drowned.

The Well Spirit's special defense is that normal weapons do only half damage, magical weapons do half or full damage (full damage if the attacker makes his saving throw vs. spell at +1 for each "+" of weapon), and electrical attacks do no damage. Fire-based or fire-using attacks do double damage and may reduce the Spirit's hit dice because of evaporation, thus reducing its attacks, etc. Divide the total hit points by hit dice and round up to find hit points per die. Whenever the Well Spirit loses this many hit points from a fire-based attack, it will lose 1 hit die as far as attacks, damage, etc. are concerned. If a Well Spirit has 6 + 2 hit dice, it cannot lose any more hit dice.

When a Well Spirit is attacked by a cold-based attack, it takes 1 1/2 damage, or double subduing damage (qv).

Well Spirits can be subdued, but subduing attacks do only 3/4 of the damage that would otherwise be inflicted. Two exceptions are cold-based attacks, which do double damage when subduing, and fire-based attacks, which cannot subdue. 25% of subduing damage is actual, the rest regenerates at a rate of 2 hp per round. The Well Spirit is subdued when it has lost all of its hit points as a result of subduing damage, or a combination of actual and subduing damage. A subdued Well Spirit will grant wishes. A subdued Well Spirit will remain subdued for 7 - 10 (d4 + 6) days after its subdual. After this time it will only stay with an adventurer if it is given at least 1,000 gp per hit dice of the Spirit, and a well to inhabit. The well must be at least 4 feet in diameter



and 50 feet deep. The walls must be lined with stone, and the water must be reasonably clean.

Since Well Spirits inhabit wishing wells, they can grant from 1 to 3 *Wishes* to a party, the number depending on the size of the Spirit. *Wishes* may be granted either after subdual or after a sizable gift of treasure (at least 1,000 gp per hit die of the Spirit) has been given to the Spirit.

Well Spirits are predominantly Neutral. However, 10% are of a random alignment. Well Spirits of Good alignment will not willingly grant an evil wish, although they will do so if subdued. Regardless of alignment, a Well Spirit may attack someone it considers too greedy (i.e., someone who gives the Well Spirit too little treasure or tries to get too many wishes).

Description: A Well Spirit appears similar to a Water Elemental.

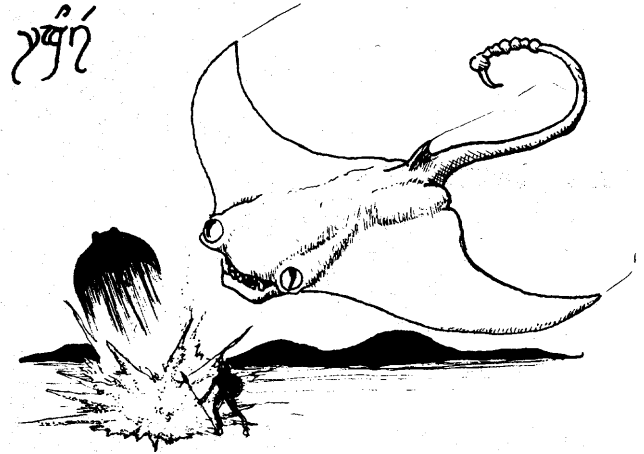
Hit Dice	# of Wishes	# of AttaCks	Damage/Attack	X.P.	Lvl.
6 + 2	1	2	1-10	955 + 8/hp	VII
7 + 2	1	2	1-10	1450 + 10/hp	VII
8 + 2	1	2	1-10	2300 + 12/hp	VIII
9 + 3	1	3	2-16	4050 + 14/hp	VIII
10 + 3	2	3	2-16	4050 + 14/hp	VIII
11 + 3	2	3	2-16	5950 + 16/hp	IX
12 + 4	3	4	3-24	6650 + 16/hp	IX
13 + 4	3	5	4-32	10400 + 18/hp	X



## Sandbats

Created by Jon Mattson

FREQUENCY: *Rare*  
 NUMBER APPEARING: 1  
 ARMOR CLASS: 5 (2)  
 MOVE: 6" (24")  
 HIT DICE: 5 + 1  
 % IN LAIR: 90%  
 TREASURE TYPE: *See below*  
 NO. OF ATTACKS: 1 or 1  
 DAMAGE/ATTACK: 2-8 or 1-3  
 SPECIAL ATTACKS: *Sting; Surprise on 1-5*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Animal*  
 ALIGNMENT: *Neutral*  
 SIZE: *M (6 1/2' long)*  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*  
 MONSTER LEVEL: *VI*  
 EXPERIENCE VALUE: *400 + 6/hit point*



about its lair under the sand (from previous victims) with a slight chance (15%) of having a larger hoard (types L, M, and Q added). However, its stomach or gizzard will often (70%) contain 1-6 gems (which it uses to help digest its food).

*Description:* As mentioned previously, sandbats look rather like large, khaki-colored manta rays, with jutting eyes like those of a frog and huge maws full of dagger-like teeth. They have flexible skin "wings" and long, whip-like tails with scorpion-type stingers.

## Swampbats

Swampbats are distantly related to sandbats, and, as such, have many of the same attributes. However, swampbats (as their name implies) live principally in dark, marshy areas where they float on the surface of the water, looking rather like large plants (lily pads), until someone gets close enough for them to strike, when they will lash out as does a sandbat. Though these creatures do not have stingers like their cousins, their maws are larger and are lined with hundreds of tiny, needle-like teeth (rather like that of a leech). When a swampbat scores a hit, it injects a poison into the victim which will anesthetize him for 1-4 normal turns unless he makes his saving throw versus paralysis, in addition to doing the usual 2-8 points of damage. The bat will then cling to its victim with hook-like fangs and drain his blood at a rate of 5 points per round, up to a maximum amount equalling the creature's original hit points or until the victim is killed.

Of course, swampbats cannot spray sand behind them as do sandbats, but they can dive underwater if hard pressed (they have gills), and can swim at 9" per turn. They can glide, as do sandbats, at 6" per turn (24" on the first striking round), but only for a maximum of 2 turns.

Swampbats do not have any lair treasure except type Q (20% of the time), which will be hidden under nearby rocks (underwater) for storage, but they have the usual sandbat treasure in their gizzards.

Except for the information noted here and for the fact that 1-4 swampbats will be in any given area, these creatures are treated exactly like sandbats.

*Description:* Swampbats appear much the same as sandbats but are dark green in color with pale green and blue splotches. They have no stingers on the end of their snaky tails, but their maws are round and full of hundreds of tiny, needle-like teeth.

*NOTE:* The referee may rule that anyone who is near a swampbat or sandbat (but not close enough for it to strike) has a 10% chance per turn of noticing its eyes (double this if searching). This chance is increased by 10% at night or in darkness because the eyes glow (though it will be harder to tell what they are).

Sandbats are manta ray-like creatures found only in desert regions, large seashores, and other sandy areas. A sandbat will lie buried just beneath the sand with only its raised, frog-like eyes sticking out until someone walks within ten to twenty feet of it. Then the creature will strike suddenly, shooting up out of the sand (spraying grit in its victim's eyes 20% of the time, thus blinding him for 1-2 melee rounds) and surprising opponents on 1-5 on a six-sided die.

Though these beasts can glide only 6" per turn normally (and then only for short distances), they travel at up to 24" per turn when first striking (and so are armor class 2 instead of 5 on the first round). In fact, they move so quickly and silently that only a person with Dexterity of 17 or 18 has even a small chance of ducking out of their way even if he is not surprised (25% chance with Dexterity of 17; 40% with Dexterity of 18). If the person is surprised, the creature will attack him with one free round, and the victim gets no Dexterity defense bonus on that round.

A sandbat will always bite for 2-8 points of damage when it first strikes, but thereafter there is a 50% chance each round that it will use the stinger on the end of its snaky tail instead. This sting does 1-3 points of damage when it hits, and will paralyze the opponent on the next round if he does not make his saving throw versus paralyzation. This paralysis lasts for 30 rounds minus the victim's Constitution score. In addition, the victim will lose 4 strength points when the paralysis wears off, gained back at a rate of 1 per turn thereafter. Once the sandbat has paralyzed one opponent, it will attempt to drag him into its lair under the sand to devour him (it must score a hit with its mouth to do so, but it will only use its mouth on an already-paralyzed opponent and it receives plus 4 hit probability to hit such a victim, in addition to the loss of the victim's Dexterity defense bonus). Only a direct, damaging hit on the creature will prevent it from dragging off a victim, and it will usually (70%) ignore attackers in its attempt to drag off the victim.

If hard pressed (down to 5 or fewer hit points or greatly outnumbered), a sandbat will attempt to escape by diving into the sand and blowing up a thick cloud of grit behind it (effectively blinding would-be chasers for 1-6 rounds).

A sandbat will typically have only types J and K treasure scattered



# Dragon's Bestiary





# Amazon

**FREQUENCY:** *Rare*  
**NUMBER APPEARING:** 30-300  
**ARMOR CLASS:** 6 (7)  
**MOVE:** 12"  
**HIT DICE:** 1-6 hit points  
**% IN LAIR:** 80%  
**TREASURE TYPE:** A, Q x 20, T in lair; M on individuals  
**NO. OF ATTACKS:** 1  
**DAMAGE/ATTACK:** *By weapon type*  
**SPECIAL ATTACKS:** *Leader types*  
**SPECIAL DEFENSES:** *Leader types*  
**MAGIC RESISTANCE:** *Standard*  
**INTELLIGENCE:** *Average to very*  
**ALIGNMENT:** *Neutral*  
**SIZE:** *M*  
**PSIONIC ABILITY:** *Leader types*  
 Attack Defense Modes: *Leader types*

Amazons are women (and men) who are generally found in tropical and subtropical regions; they are not usually nomadic, and live in small well-guarded towns and cities, often walled. Amazon women perform all the functions that we would think of men as performing (like fighting and hunting), while the men are generally passive homebodies, and have a lower status than in most other societies. Both sexes generally see their situation as being proper and normal, and they will resist changes to the contrary. Male

Created by Roger E. Moore

adventurers may find themselves objects of curiosity and disbelief ("Don't you men know you could get lost or killed out in the wilderness? That's woman's work!"); attempts to establish male superiority will meet with derision, anger, and possible ostracism, expulsion, or arrest. Amazon colonies tend to be geographically isolated from the rest of the world, and have little external trade.

Higher-level Fighters, Magic-Users, and Clerics will be found (all of them female) in the same levels and percentages as found using the bandit tables; i.e., for every 20 amazons, there will be a 3rd-level fighting woman, etc. The mounting, armor, and arms of an amazon colony are as follows:

Studded leather armor, long composite bow	10%
Studded leather armor & shield, sword	30%
Studded leather armor & shield, spear	20%
Studded leather armor, 3 javelins	10%
Light horse, leather armor & shield, spear or lance	10%
Light horse, leather armor & shield, sword	10%
Light horse, leather armor, short composite bow	10%

Cities and towns will have 1-4 ballistae and a 50% chance of 1-4 catapults placed on towers around the walls. Higher-level personages have a 2% chance per level of having acquired a unicorn as a mount, and will not be found wearing heavier armor than chainmail. If magical armor is indicated for such a character, it will be of that type.

Deities worshipped by amazon tribes are invariably female, and representative of power or war.

# Tolwar

**FREQUENCY:** *Uncommon*  
**NO. APPEARING:** 5-16  
 ( $d12+4$ ) + 1-4 infants  
**ARMOR CLASS:** 5  
**MOVE:** 15"  
**HIT DICE:** 6  
**% IN LAIR:** *Nil*  
**TREASURE TYPE:** *Nil*  
**NO. OF ATTACKS:** 1 (2)  
**DAMAGE/ATTACK:** (see below)  
**SPECIAL ATTACKS:** *Hurling stones for 2-24 points damage*  
**SPECIAL DEFENSES:** *See below. Also, superior bearing, surprise only on a 1.*  
**MAGIC RESISTANCE:** *Standard*  
**INTELLIGENCE:** *Animal*  
**SIZE:** *L (6' high at shoulder)*  
**PSIONIC ABILITY:** *Nil*

Tolwars are herd animals, preferring open grasslands, near water, to other terrain. At first glance, they appear to be little more than undersized, trunkless elephants. The error of this assumption will soon become obvious to anyone who should attack them, however.

Tolwars are able to employ at will a limited form of telekinesis, which they use to uproot grass or playfully throw waterballs at each other. In addition, it can be used twice per round to various advantages. By telekinesis, Tolwars are able to lift up to 1000 gp weight, such as a large boulder, and hurl it at an opponent, doing 2-24 points of damage. Similarly, such missiles can be caught by Tolwars' telekinesis 50% of the time. Up to 2 normal missiles, such as arrows, bolts, or spears, can also be caught in a round (75% chance for each catch), or the above functions (hurling and catching) can be mixed as needed, up to two actions per round. The telekinetic ability has a functioning range of 2", though boulders may be hurled as far as 10", with a -2 to hit at long range (5" or more) and a -1 to hit at medium range (3").

A Tolwar raised from infancy by a single person becomes a loyal, loving mount. They are the equal of horses in intelligence, and,

Created by Todd Lockwood





though slower, are much harder. At 7500 gp weight carried they are slowed to half speed, up to their maximum load of 10,000 gp weight. They will defend their masters dutifully to the death, assaulting their enemies with boulders or other handy objects, or catching missiles hurled at their riders. They may also trample opponents for 2-8 points damage with each forefoot which hits, striking once per round (double damage if charging). A trained Tolwar will defend his master from the second round of battle onward. It should be noted that if a Tolwar successfully tramples an opponent, the victim will be prone on the next round unless initiative is gained. Lance thrusts made from a Tolwar's back do damage as from the back of a heavy warhorse, with +4 to damage.

Tolwars are not easy to raise or train. First of all, before they are bought or captured, a pen strong enough to contain them must be built. For obvious reasons, the pen and all the ground within 2' of it should be cleared of any movable object. Gates or doors must be designed with padlocks, for a Tolwar will easily lift bars. The pen walls will always need to be of stone. The pen must be at least 100 feet square, to allow the growing Tolwar room to exercise. A three-foot thickness of stone, six feet high, of the dimension of 100 feet to a side, will probably cost around 1200 gp. A shelter of stone will also

have to be built, at about the same cost. And of course, all stones used in construction had better weigh more than 1000 gp!

In addition, if an infant Tolwar's initial reaction is not 60% or greater, it will not respond to its new owner, eventually becoming unmanageable.

Infant Tolwar have 2 hit dice. Newborns can already telekinese 250 gp weight, and hurl small stones as far as 4", doing 1-8 points of damage. They may also butt with their heads for 1-3 points of damage. An adult Tolwar consumes roughly five times as much grain as a heavy warhorse each day, at 5 sp a meal. Once imprinted, a Tolwar will never favor anyone but the man who raised it.

Saddles, barding, and other accoutrements generally cost triple the price of the same gear for a horse. Bridle and bit are unnecessary, as a Tolwar is guided by nudging it with the foot behind one ear or the other.

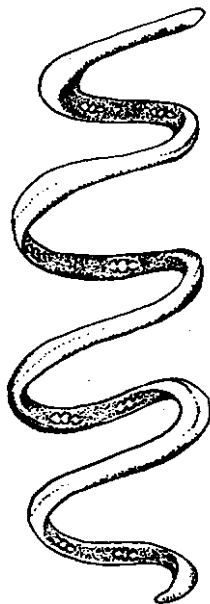
Tolwars give birth to only one infant at a time (after 1½ years pregnancy). Infants take 4 years to reach maturity, although they can be ridden into battle after only 2 years. They live to around 20 years of age.

A healthy infant Tolwar is valued at 10,000 gp on the open market.

# Lythlyx

Created by Ed Greenwood

FREQUENCY: *Rare*  
 NO. APPEARING: 1-18  
 ARMOR CLASS: 1  
 MOVE: 6"/8"/9"  
 HIT DICE: 5+6  
 % IN LAIR: *Nil*  
 TREASURE TYPE: *Nil*  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-12,  
 3-18 (constriction), or  
 1-4 per mouth  
 SPECIAL ATTACKS: *Drain blood*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Average*  
 ALIGNMENT: *Neutral*  
 SIZE: *L (14-21' long)*  
 PSIONIC ABILITY: 21-120  
 Attack Defense Modes:  
*A,B,D,E/F,I,J*



Also known as "spirals," these strange creatures are found underwater or "dancing" in mid-air. When moving, they resemble spinning, rotating springs or corkscrews. Unless underwater, Lythlyx usually dance in a particular place for years at a time. It is not known what attracts them to such locations, but they are found only in remote areas, and seem to favor hilltop cairns, rocky islets, and secluded forest or jungle pools. Solitary Lythlyx are always of maximum strength.

Lythlyx are aggressive, but attack apparently at whim, sometimes ignoring easy prey and then going after far stronger or more numerous creatures. They attack by using their bodies as whips, dropping their coils about prey with lightning speed and constricting, or by draining blood. A Lythlyx may employ only one of these attack modes per round, although (size and circumstances permitting) it may attack more than one opponent.

There are 20 sucker mouths along the body of a Lythlyx, and each can drain 1-4 HP of blood per round. When using these, the Lythlyx wraps itself around its victim(s), and all of the mouths may not make contact. Lythlyx reach satiation when they have absorbed double their HP worth of blood. Blood taken in is converted to energy within 2 rounds, and Lythlyx can use this at will to heal themselves, regaining lost HP at the ratio of 1 per 4 HP worth of blood. (More blood can then be taken in.) Lythlyx often explode when killed, spraying blood about in a 1" radius area. They cannot be subdued.

Lythlyx do not speak, and will use their psionic abilities only if psionic powers are used within 9" of them, or if they lose over half their hit points. (Roll d100 and add 20 to find the psionic ability of a Lythlyx.) They are immune to *Charm*, *Command*, *Fear*, *Hold Monster*, and *Sleep*. Lythlyx have no distinct head or eyes, but see (9" infravision) from numerous sensitive areas about their bodies. They seem unaffected by pressure extremes (such as those found at great ocean depths or high in the atmosphere).

Not found on the ground by choice, Lythlyx will thrash about constantly when forced to earth. In the air, they are approximately Flight Class A, turning 360° as much as 50 times per round as they rotate. Horizontal movement of the spinning creature is slow (8") for Class A, but Lythlyx can fall (dive) at twice this speed. They can hold a steady position in mid-air, but will keep spinning. If this movement is ever entirely stopped (i.e. *Paralyzation*), Lythlyx fall to the ground helpless. Air resistance will turn them and slow their descent, so that upon striking the ground they will suffer only 1 HP of damage per 1" fallen.

Lythlyx have long, worm-like bodies about as thick as a human thigh. Their skin is rubbery and flexible (it flattens and twists constantly so as to move the creature through air or water), and is mottled green and black. The flesh of Lythlyx is oily, and this oil is useful in the manufacture of certain magical inks.

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# Dragon's Bestiary



## Koodjanuk

**Created by Roger Moore**

FREQUENCY: *Very rare*  
 NO. APPEARING: *1*  
 ARMOR CLASS: *-2*  
 MOVE: *21"/42"*  
 HIT DICE: *8 + (1-4)*  
 % IN LAIR: *5%*  
 TREASURE TYPE: *G, T, X*  
 NO. OF ATTACKS: *1 or 2*  
 DAMAGE/ATTACK: *2-12 or 4-16/4-16*  
 SPECIAL ATTACKS: *Spell use*  
 SPECIAL DEFENSES: *+ 2 or better weapon to hit*  
 MAGIC RESISTANCE: *75%*  
 INTELLIGENCE: *Genius*  
 ALIGNMENT: *Neutral good*  
 SIZE: *L (30' wingspan)*  
 PSIONIC ABILITY: *80-110*  
 Attack/Defense Modes: *All/All*  
 EXPERIENCE POINT VALUE: *3800 + 12/HP*

The koodjanuk is a creature from one of the Upper Planes, possibly Elysium. It is encountered on the Prime Material Plane in subarctic or arctic conditions and makes its lair on mountain peaks. Koodjanuks are sometimes worshipped by tribesmen in these cold climates, and are loved for their beneficial nature. They appear to be large birds of prey, with white-feathered bodies, black heads, and great hooked beaks.

Koodjanuks use Clerical spells at the 12th level of ability. They may use seven 1st-level spells, six 2nd-level spells, five 3rd, four 4th, three 5th, two 6th, and one 7th-level spell per day; these should be rolled up randomly by the DM. When approaching a party of adventurers, these creatures will Detect alignment automatically on the members, checking a maximum of one character per round unless there are fairly large parties involved. Good-aligned characters with any injuries will be touched by the koodjanuk, who can Cure wounds by touch as if an 8th-level Paladin had laid hands on that character (i.e., 16 points of damage may be cured per touch). The koodjanuk can do this three times a day, and may also decide to use some of its regular curative spells if it has any that day. A koodjanuk cannot use the reversed (and usually evil) forms of its spells, such as Darkness or Cause wounds.

Koodjanuks ignore neutrals, neither harming or helping them (though they might give directions and advice). Evil beings, however, will usually be attacked physically (beak attack if on the ground or claw attack if in the air), magically (with *Flame strike*, *Insect plague*, or the like, if available), or psionically (if the Evil beings it fights are psionic). There is a 5% chance that upon meeting a Good-aligned character, the koodjanuk will offer him/her a gift of some kind, possibly a small amount of money, and on rare occasions a magic item that the character can use.

Koodjanuks are on excellent terms with the other beings of the Upper Planes (such as titans, ki-rin, lammasu, and the like), and there is a 15% chance that they will be found with these beings if encountered randomly in a cold climate. They have been known to serve on occasion as intermediaries between Good-aligned characters and their deities.





# Cryoserpent

Created by Roger Moore

FREQUENCY: *Rare*  
 NO. APPEARING: 2-5  
 ARMOR CLASS: 1  
 MOVE: 9"  
 HIT DICE: 12  
 % IN LAIR: 30%  
 TREASURE TYPE: *P, R, V*  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 4-24 (bite)  
 SPECIAL ATTACKS: *Otiluke's Freezing Sphere*  
 SPECIAL DEFENSES: *Immune to Cold Attacks*  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE: *High*  
 ALIGNMENT: *Chaotic evil*  
 SIZE: L (50' long, 5' diameter)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL: IX  
 EXPERIENCE POINT VALUE: 6650 + 16/HP.



The cryoserpent is a fearsome monster found only in arctic climates, in areas where few other monsters will go due to the cold and desolation. Their lairs are in ice caverns and glacial rifts, though some (10%) may lair with ice worms (white-colored purple worms [see *Monster Manual*] that burrow in glacial ice). Ice worms and cryoserpents generally avoid close contact with one another, however, and if they lair together they may stay at opposite ends of a vast multiple-entrance tunnel system.

Cryoserpents resemble immense, gloss-white vipers; the head takes up one-tenth of the total body length. They have numerous razor-sharp teeth, each about two inches long, but no especially large fangs such as poisonous snakes have. Their eyes are a silvery green color, with vertical pupil slits similar to cats' eyes. A cryoserpent's scales are edged with gray, which progressively darkens and covers more scale area as the cryoserpent ages. Very old and powerful specimens are said to have a "salt and pepper" appearance as their overall appearance becomes a dull speckled gray. The inside of a cryoserpent's mouth is dark gray, and its hollow tongue (discussed below) is dull silver.

Cryoserpents live to be about 250 to 300 years of age, and are nocturnal predators for the most part. During the times of the "midnight sun," when the sun does not completely set below the horizon in the evenings, these monsters are very rarely encountered and prefer not to venture out of their lairs or ice rifts. They accumulate treasure by raiding the caverns of white dragons and frost giants, and polar tribes of men and gnolls often relate tales of terrifying battles between these monsters for domination of the nearly uninhabited wastelands where they live. Cryoserpents speak only their own language, of which little is known.

The spell-like powers of these monsters are unique. Those beings with four hit dice or levels or below who are met with this creature's gaze (and fail their saving throws) are paralyzed; the range of this gaze is 9". Gnolls and men know this power well and fear it more than the cryoserpent's other deadlier (but less often used) abilities. When confronted by creatures other than frost giants who present considerable danger to the cryoserpents, they will use one of the following special powers (similar to the various forms of the *Otiluke's Freezing Sphere* spell):

1) If a cryoserpent extends its tongue and touches water with it, it can freeze the surface solid to a depth of six inches over an area of

12,000 square feet. This ice will last 12 rounds if the local temperature is above the freezing point, and will last indefinitely if it is below freezing. This power proves quite effective against small boats and ships approaching a seaside lair or a lair on an iceberg. A cryoserpent will not venture out over this ice sheet, as it is too heavy for the ice to support it and it cannot swim, but it can bring other powers into play to try to disable the crewmen.

2) The hollow tongue may fire a beam or *Ray of cold*, 120 feet long and one foot wide, that will do 48 points of damage if the victim fails a save vs. spell. If the save is made, the victim takes no damage and is assumed to have dodged the ray. This power is used most commonly against white dragons and remorhaz.

3) The tongue may launch a small ball of ice, 4" in diameter, out to a range of 120 feet with great accuracy (+4 to hit). This ball will explode when it strikes a target or the ground, doing 4-24 points damage to all within a 1" radius (those saving vs. magic receive only half damage).

A cryoserpent may use any combination of the above three attacks as often as it desires, one power per melee round, up to a maximum of six such uses per day. For example, a certain cryoserpent may fire two *Rays of cold*, three ice balls, and freeze a watery surface once in a single day before it cannot use any further attacks of this sort. If hard pressed in close combat, cryoserpents prefer using the *Ray of cold* up to six times in a row. Thereafter they will bite.

Cryoserpents are not affected by any sort of cold or cold-based attack, such as a white dragon's breath or a *Cone of cold*. They take extra damage against heat-based attacks, taking + 1 point damage per hit dice of the spell's power, and saving at -2 against such attacks.

A lair of cryoserpents is 5% likely to have 1-2 eggs within it, jealously guarded by the inhabitants of the lair. The eggs resemble large, smooth crystalline ovals, about two feet across the longest axis, and are translucent. The embryo inside is a bright silver-white color, barely visible. The eggs are 90% likely to shatter if touched by a warm object (such as human hands) and will do 2-8 points damage to beings within a five-foot radius (no save). The eggs have little value because of the difficulty of preservation, but the hide of an adult cryoserpent, properly treated and enchanted, may be made into a suit of scale armor, + 1, that makes the wearer resistant to cold (take 50% damage from cold attacks, save at + 2).



# Ice Golem

Created by Rich Baldwin

FREQUENCY: *Very rare*  
 NUMBER APPEARING: 1  
 ARMOR CLASS: 6  
 MOVE: 8"  
 HIT DICE: 11 (50 hit points)  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 3-18  
 SPECIAL ATTACKS: Hug  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Non-  
 ALIGNMENT: Neutral  
 SIZE: L (9'tall)  
 PSIONIC ABILITY: Nil



Attack/Defense Modes: Nil

An Ice Golem can be created by a Magic-User of at least 16th level, or by any Magic-User with the necessary instructions. For every level of the M-U's experience below 10th, there is a 10% cumulative chance that the golem will melt upon completion (see *Dungeon Masters Guide, Manual of Golems*). The Magic-User must have access to a large quantity of ice, or be able to cast at least one of the following spells: *Ice Storm*, *Wall of Ice*, or *Otiluke's Freezing Sphere*. The M-U must then form a man-shaped statue from the ice. To bring the golem to life, the M-U must employ these spells: *Wish*, *Polymorph Any Object*, *Geard*, *Strength*. He must also pour a *Potion of Fire Resist-*

*ance* over the golem. The cost of all other materials needed is 1,200 gold pieces per hit point, or a total of 75,000 gp if the M-U is using a *Manual of Golems*. It requires 2 months to construct an Ice Golem.

An Ice Golem can only understand very simple commands, such as "walk", "attack", "stop", "guard this room", etc. There is a base chance of 25%, minus 1% for every level the M-U has obtained, that the golem will go berserk at any command. If it does go berserk, it will immediately attack its creator.

An Ice Golem can do 1 point of structural damage to wooden constructions every 3 melee rounds due to its strength, or 1 point of structural damage to stone constructions every 2 melee rounds due to freezing. If an Ice Golem scores an 18 or better on its "to hit" dice, it has pulled its opponent toward itself with a hug. This will do 5-30 points of damage each round the hug is sustained. If the victim is not a cold-using/dwelling creature, the golem will inflict an additional 1-6 points of damage due to cold.

Weapons must be at least + 2 to hit an Ice Golem, with Flaming Swords the only exception. Attacks by fire will do 25% damage against this creature, and if there is a sufficient amount of fire, i.e. a *Fireball*, the golem will also be slowed in movement by 50% for 1-8 melee rounds. Attacks by cold will restore damage to the golem at the rate of 1 hit point for every 2 hit points that would normally be inflicted. No other magic will affect the golem, save the spells *Time Stop* and *Wish*. Attackers must be very careful with an Ice Golem, as any hit with a hand-held weapon is 25% likely to send shards of ice flying in a five-foot radius, doing 1-4 points of damage to any unprotected creature (less than armor class 4).

Finally, an Ice Golem must be replenished every month with an *Ice storm*, *Wand of Cold*, etc., unless it is kept in a cold region. Failure to do this will result in the golem losing 1-8 hit points permanently for every day the replenishment is overdue.

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# Dragon's Bestiary



## Skyzorr'n

Created by Jon Mattson

FREQUENCY: *Rare*

NUMBER APPEARING: 5-30

(*plus*)

ARMOR CLASS: 4

MOVE: 9"

HIT DICE: 2+1

% IN LAIR: 25%

TREASURE TYPE: *Individuals*

*J,K; D,Q(x5), 0 in lair*

NO. OF ATTACKS: 1-4 or 1-2

DAMAGE/ATTACK: 1-4/claw

*or by weapon type*

SPECIAL ATTACKS: *Bite for*

*2-5, plus poison; +1*

*surprise*

SPECIAL DEFENSES: *See*

*below*

MAGIC RESISTANCE:

*Standard*

INTELLIGENCE: *Average*

*(low); For Queen: High and up*

ALIGNMENT: *Lawful Evil*

*(neutral)*

SIZE: *M*

PSIONIC ABILITY: *Nil*

*Attack/Defense Modes: Nil*

EXPERIENCE VALUE:

*Normal: 65 + 3/hit point*

*Warrior: 80 + 3/hit point*

*Queen: 120 + 3/hit point*



The Skyzorr'n are a race of nomadic insectoid beings who inhabit only desert areas and badlands ("rough" terrain on the encounter tables). They generally travel in warrior bands, raiding villages and wayfarers they happen upon. They are not particularly brave, however; they will attack readily enough in large groups but will usually retreat if surprised or if the odds are against them.

Skyzorr'n will sometimes use weapons in combat (50% chance), and armed Skyzorr'n will typically have:

long sword	5% (two 50% of time)
scimitar	20% (two 60% of time)
military fork	20%
1-3 spears	15%
sling	10%
sling & scimitar	15%
sling & military fork	15%

Otherwise, a Skyzorr'n will attack with its four long arm/claw appendages, getting one to four attacks per round. In addition, if two or more of these claws hit a target in a given round, the Skyzorr'n will have pulled its opponent close enough to bite him with its mandibles, so it gets an additional attack in that round. This bite does 2-5 points of damage and injects a poison which causes a burning itch (saving throw versus poison must be made or the victim loses one Strength point and one Dexterity point for 2-8 turns).

Skyzorr'n have a +1 chance of surprising opponents (i.e., generally on a roll of 1-3) due to their stealth and their ability to use terrain to conceal themselves. However, they can be surprised normally, and they will often flee when startled until they can fight with an advantage (minus 20% morale when first surprised, will always retreat temporarily if morale failure occurs).

Skyzorr'n have a natural immunity to all forms of paralysis (except *Hold* spells) and to 90% of all poisons. In addition, due to their hard, shiny hides and constant exposure to the elements, they receive a bonus of +2 on all saving throws against heat-based and cold-based attacks. Their shell-like hide also serves another purpose: all sharp and/or edged weapons score only half damage against these creatures. However, blunt, crushing weapons (maces, clubs, etc.) can crack the shell, so they do an extra point of damage when they hit (two points extra if the weapon's maximum damage capability is greater than eight points).

A Skyzorr'n lair is always in the form of a hive community from which the nomadic bands originate (they bring all captured treasure back to the hive eventually). It is found underground 70% of the time, or in the form of one or two large dome-shaped buildings otherwise, and the inside will have a maze of very confusing corridors and rooms. Such a community will have a minimum of 20 members, and the DM may rule that the occasional one will have a greater number of Skyzorr'n than the Number *appearing* would



normally allow (up to about 50). Since the society is matriarchal there will be, in addition to the general populace, one queen who rules over the entire hive and three specially bred warriors who guard the queen,

The queen will typically have 3 hit dice; however, she will be only armor class 5, can move only 3" per turn, and can make only one or two attacks each round (normal damage, including bite if both claws hit). She will have the following special abilities: *Web* as often as she desires, *Suggestion* which is in effect at all times, and *Clairvoyance* which can be used up to three times a day (all as per Magic-user spells of the same name, but *Web* is natural like a giant spider's, and no material components are needed for any of these). In addition, she can communicate telepathically with all other Skyzorr'n of her own hive within a one-mile radius, though only the guards can reply to her in this fashion.

The warrior guards are much the same as typical Skyzorr'n, but they have 3 hit dice, are armor class 2, and may, due to the size of their mandibles, bite every round for 2-7 points of damage plus regular poison. Note that the guards—indeed, all Skyzorr'n in the area—will fight berserkly to protect the queen (+2 hit probability or double the usual number of attacks per round, excluding biting) until they grow too weak to do so (from 7-10 rounds), after which they will continue to fight normally. Finally, in any lair containing more than 25 Skyzorr'n, there will also be 1-6 giant scorpions which are used as guards and beasts of burden.

All Skyzorr'n have infravision (though this does not make their eyes too sensitive to light, since they are constantly exposed to the

sun) and the ability to speak with insects (this does not include control of said insects, however). Skyzorr'n speak their own language and are 60% (90% for queens) likely to speak the common tongue as well.

**Description:** A Skyzorr'n looks rather like a large (6') bipedal ant. Its head is rather small but with two large compound eyes and fair-sized mandibles. No ears, as such, are present, but three tiny, usually well covered holes on either side of the head allow it to hear. The body is thin and stick-like, but reasonably sturdy nevertheless. A Skyzorr'n will usually have four arm/claw appendages, with reasonably developed pincer-hands on the two uppermost and dagger-like claws on the two lower ones, but some (5%) will have fewer limbs because they break off relatively easily (growing back again in 1-4 months). Their shell-like hides are typically tan or rust red in color (usually the former) and have a shiny look about them. Rare Skyzorr'n (2%) have gold-colored hides which are worth 1,000-3,000 g.p. on the open market. Their mandibles and claws are usually ivory or very white, and their eyes are sky blue or gray.

Guards will typically appear much the same as normal Skyzorr'n, but are bigger (6½-7' tall) and almost always have shiny black hides (valued at 200-400 g.p. because two can be used to make a man-sized suit of armor which is armor class 3 but is otherwise like padded armor).

Queens look rather like grotesque and very bloated spiders with ant-like heads, typically being 6½-7½' long. They walk on four legs instead of two, so have only two free limbs. They are always glossy black in color, with bright blue mandibles and eyes.

# Sand Lizard

Created by Marcella Peyre-Ferry

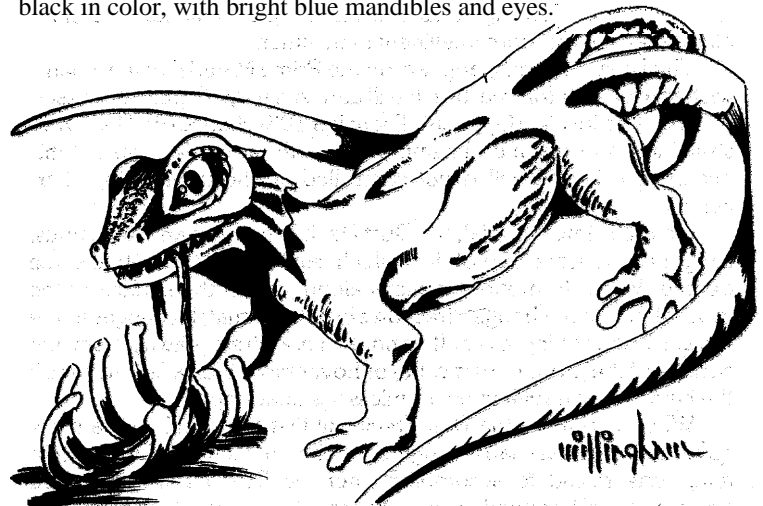
FREQUENCY: *Very rare*  
 NO. APPEARING: 1  
 ARMOR CLASS: 2  
 MOVE: 12"  
 HIT DICE: 10 + 2  
 % IN LAIR: 60%  
 TREASURE TYPE: A  
 NO. OF ATTACKS: 3(5)  
 DAMAGE/ATTACK: 2 tails,  
 2-16 each; 2 front claws, 1-6  
 each; bite, 1-8  
 SPECIAL ATTACKS:

*Constriction with tail*  
 SPECIAL DEFENSES:  
*Cannot be surprised while in  
 hiding*  
 MAGIC RESISTANCE:  
*Standard*  
 INTELLIGENCE: *Low*  
 ALIGNMENT: *Neutral*  
 SIZE: L (30-40' overall length,  
 tails each 10' long)  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*

A creature of the desert, this great sand-colored lizard lurks on the edges of caravan trails and near oases, waiting to overpower or entrap its prey. It creates a hiding place by digging into the sand with its powerful forelegs, then lying in the trench and flicking sand across its body with its tails. It can then work its tails back and forth across the sand, burrowing just beneath the surface so that only its eyes and nostrils remain above the level of the surrounding sand.

While it is lying in wait, there is a 50% chance that the lizard will be detected by any character or creature passing within 3" of its eyes and nostrils. This chance increases to 100% (within the same 3" range) if a character or creature is purposely searching the sand for unusual features or hidden dangers. However, once the lizard is detected it will spring to the attack, leaping out of its sandy trench at its full movement rate and attempting to assault the nearest character(s). Note that the creature cannot be surprised if it is lying in wait; it is able to sense the approach of potential victims even if they are not in the lizard's current range of vision.

Although the lizard has a maximum of five attacks per round, it can only use three of them (both tails and the bite, or both claws and the bite) against any one opponent. It prefers to attack with its tails



and bite (as opposed to its claws and bite) when it has a choice, unless one or both of its tails have been incapacitated (see below).

Any time a "to hit" roll for one of the tail is successful and is a number equal to or greater than 18, the tail is considered to have wrapped itself around the victim. Thereafter, the constricting tail will do 3-36 (3d12) points of damage per round. A character or creature held by the tail can attempt to hit back at -4 in the first round after being grabbed, -5 in the second round, and so on. The trapped victim can be freed if the tail doing the holding suffers damage equal to 20 percent of the lizard's original hit points. The tail will thereby be rendered, useless for holding and cannot attack further. The lizard cannot constrict with both of its tails at the same time, but if one of the "tentacles" is rendered useless, the other one remains capable of grabbing the same, or a different, victim.

The creature has no inherent desire for treasure, but its innards will contain some precious items which were left undigested after the lizard consumed one of its meals. Its innards also contain highly caustic digestive fluids which will spurt forth, causing 2-8 points of damage to any creature within 1" when the dead lizard's body cavity is cut open.





# Dust Devil

**Created by Bruce Sears**

FREQUENCY: *Rare*

NO. APPEARING: *1*

ARMOR CLASS: *4*

MOVE: *15"*

HIT DICE: *6 + 2*

% IN LAIR: *5% (see below)*

TREASURE TYPE: *See below*

NO. OF ATTACKS: *1*

DAMAGE/ATTACK: *See below*

SPECIAL ATTACKS: *Asphyxiation*

SPECIAL DEFENSES: *+ 1 or*

*better weapon to hit*

MAGIC RESISTANCE:

*Immune to control spells;*

*otherwise standard*

INTELLIGENCE: *High*

ALIGNMENT: *Neutral*

SIZE: *S*

PSIONIC ABILITY: *Nil*

Attack/Defense modes: *Nil*



The Dust Devil is an elemental combination of earth and air. Although not as strong as its cousins, the air elemental and earth elemental, it is far more intelligent than either.

The Dust Devil only appears on the Prime Material plane when it wishes to search for treasure. It will almost always appear in a desert or other arid locale. (Optional: There is a 10% chance of a Dust Devil showing up in place of a summoned earth or air elemental. If this occurs, the Dust Devil is *not* controlled by the summoning character.)

On the Prime Material, the Dust Devil appears as an amorphous, roughly spherical cloud of dust which can be seen through to some degree. When in motion, it skims along just off the surface of the ground, and can change direction abruptly to match changes in the terrain it is moving over. It cannot move directly away from the surface of the ground (vertically) or hover more than a few inches off the surface it is traveling over, unless it is attacking.

When it attacks, the Dust Devil will first form itself into a more compact spherical shape, roughly 6 inches in diameter. This process takes one round to accomplish after the Dust Devil has moved adjacent to its intended victim. During this round of transformation into its attacking form, the Dust Devil cannot move, but also cannot be attacked successfully. No blow will score a hit on the Dust Devil until it has compressed itself and levitated to where it can surround a victim's face in an attempt to asphyxiate the character. Thereafter, only magical weapons of + 1 or better can hit the creature.

To accomplish its suffocation, the Dust Devil needs only to hit armor class 10 in order to do damage. The only adjustments allowed to this hit probability are dexterity bonuses, rings of protection, invulnerability, or swords of defense possessed by the attacked.

A Dust Devil will abandon its victim only when that character is dead, or until the character falls unconscious if there are more potential victims in the vicinity to be dealt with. The creature can be driven away from a victim if attacks upon it remove more than half of the hit points it had when the attack began. If driven away from one victim, the Dust Devil will attempt to attack the character who administered the blow that caused it to abandon its previous attack. This process will continue until the Dust Devil is killed or until it has rendered all members of a party unconscious or dead.

The damage inflicted by the Dust Devil's attempt to asphyxiate is administered as follows: In the first round after attaching itself to a

victim's face, the victim will take no damage. Starting with the second round, the victim will take 1d12 damage for each round the Dust Devil sustains its attack; i.e., 2d12 in the third round, 3d12 in the fourth round, and so on, until the attack is broken off.

The Dust Devil cannot be successfully attacked by its current victim. Any other character who strikes at the creature while it is attacking can hit it, but also risks hitting the head of the victim. Any weapon swung at the Dust Devil which misses has a chance of hitting the victim instead. The victim's head is considered to be armor class 2 if wearing a helm, AC 5 with a helmet, and AC 10 if bare-headed or wearing no substantial protection. The only adjustments possible to this armor class are from protection rings and invulnerability which may be possessed by the victim. Dexterity bonuses, swords of defense and any other defensive advantages possessed by the victim do not alter this hit probability.

The Dust Devil can travel at will from the Prime Material plane to the ethereal plane, from where it makes its way back to either the elemental plane of earth or the elemental plane of air. However, becoming ethereal takes a full turn for the Dust Devil to accomplish, and the creature can be attacked while this transformation is in process. A Dust Devil which is reduced to 10 percent or less of its original hit points will automatically attempt to escape to the ethereal plane, or it may choose to attempt to escape earlier than that if it judges its adversaries to be too strong. A Dust Devil regains all its lost hit points, back to its original number, upon reaching one of the elemental planes.

The Dust Devil is motivated by its desire to possess precious metals and gems, which it can detect at distances of up to 6". It can transport up to 1,000 g.p. of treasure, but cannot attack while "carrying" anything. The creature does not have a "lair" on the Prime Material plane in the truest sense of the word, but a repository for any treasure it can acquire which it uses between attacks to store its property. At any given time, a Dust Devil's "lair" will contain all the treasure it has acquired during its current visit to the Prime Material plane. The creature's greed will prompt it to try to gain all the treasure it can, even though it can only take 1,000 g.p. along each time it vacates the Prime Material plane. Normally, a Dust Devil's visits to the Prime Material will not last longer than a couple of weeks and it is liable to stay away for 1-4 months, returning sooner only if it senses that its Prime Material "lair" is being disturbed.

# Dragon's Bestiary



## Gaund

Created by Ed Greenwood

Gaund are reptilian creatures that scramble about on all fours, rising to their hind legs only in mating, combat, and to survey their surroundings. When so erect, they use their tails for balance. Their skin is scaled and leathery, grey-green in color. Being omnivorous, Gaund husband food carefully, often maintaining breeding colonies of lesser animals to ensure themselves of a plentiful supply. Communicating in a language of singing clicks and hollow whistling sounds, Gaund lair in groups of up to twenty in dry, fiery caverns. They are rarely found in cool climates, or above ground.

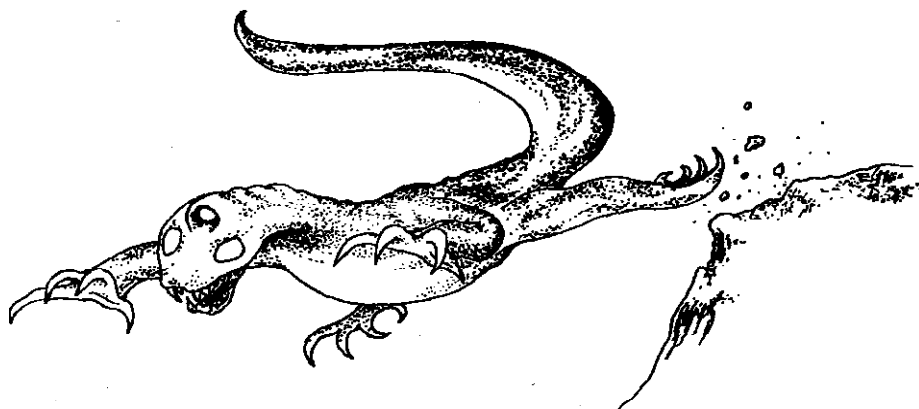
In combat, Gaund leap about constantly, hurling themselves at and upon targets and using their tails as rams or whips (for 1-8 points of damage). They are fearless, and the death of a fellow will often drive them to fight with greater ferocity. Unless pinned down or caught from behind, Gaund do not use their rear claws in battle. (The powerful kicks they will employ in such special situations do 3-12 points of damage.)

The most feared attack of the Gaund is the "ray" or gaze effect of its central eye. This orb, protected by a bony hood (which narrows the field of vision so that the Gaund must aim its head to employ the gaze), produces a magical *Heat Metal* effect within a range of 3".

Gaund suffer no damage from heat, steam (even that of a Dragon Turtle) or normal fire. Magical fire attacks do less damage to them (-2 on all dice) than is

FREQUENCY: *Rare*  
 NO. APPEARING: 1-20  
 ARMOR CLASS: 6  
 MOVE: 15"  
 HIT DICE: 4+4  
 % IN LAIR: 30%  
 TREASURE TYPE: Q (x4)  
 NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1-4/1-4/1-6/1-8  
 SPECIAL ATTACKS: *See below*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Average*  
 ALIGNMENT: *Neutral*  
 SIZE: *M*  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*



the norm. Gaund avoid water although it does them no harm, and are markedly susceptible to cold-based attacks (+2 on all dice).

The excellent 7" infravision, hearing, and sensitivity to vibrations of Gaund preclude their being effectively blinded by smoke or vapors (even that produced by spells such as *Pyrotechnics* and *Cloud-kill*, and by creatures such as the Nightmare). They are also rarely (1 on a d6) surprised.

Gaund are hermaphroditic. Mating rituals have been observed to include an upright, shuffling head-to-head dance. The skin of the pregnant specimens turns fiery orange. After a gestation period of 4 months, an egg is produced. Gaund eggs have leathery shells and are covered in a clear, spicy-odored, jelly-like slime that is a fire retardant. The slime is contained in an organ located in the underbelly, and will not corrode or otherwise damage other materials which may be used to contain it. It and all acids

will neutralize each other, and it will spoil potions and perfumes it is mixed with. It is poisonous (Type A) if ingested, but harmless upon skin contact. Smear on a cloak or other flammable item, it will give upon first exposure only a +4 bonus to saving throws vs. fire, +3 vs. magical fire and fireball. Gaund eggs are guarded ferociously, and will hatch in 3-12 days. Immature Gaund are small in size, having 2+4 hit dice, and lack the power to *Heat Metal* with their gaze. They mature in 3-6 months.

Gaund teeth are both hard and durable. They are often fashioned into daggers which dull easily but (unlike ivory) do not readily split or shatter. The tails of Gaund are highly valued for the rich, succulent meat found therein, which does not readily spoil.

Gaund hoard gems and pretty stones of all sorts, and have been known to trade these for food to parties too strong for them to overcome.



# Dragon's Bestiary



## Water-Horse

Created by Roger E. Moore

FREQUENCY: *Rare*  
 NO. APPEARING: 1  
 ARMOR CLASS: 4  
 MOVE: 18"  
 HIT DICE: 6 + 6  
 % IN LAIR: 25%  
 TREASURE TYPE: C, Q x 10  
 NUMBER OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-8 (*bite*)  
 SPECIAL ATTACKS: *Adhesive hide; curse (10%)*  
 SPECIAL DEFENSES: *Shapechange to humanoid form*  
 MAGIC RESISTANCE: 30%  
 INTELLIGENCE: *Very*  
 ALIGNMENT: *Chaotic Evil*  
 SIZE: L  
 PSIONIC ABILITY: *Nil*  
 Attack Defense Modes: *Nil*



This monster's normal form is that of an unusually attractive horse between pony and draft-horse size. The Water-Horse is found near fresh-water lakes and rivers, where it wanders in search of its unsuspecting prey. Often people may attempt to capture and ride it, which it allows with some ease; however, the rider(s) soon discovers that the skin of the Water-Horse is sticky and one cannot pull loose unless one has successfully made a saving throw based on Strength, as if attempting to bend bars or lift gates. One attempt to pull free of the horse is allowed per round. During this time, however, the Water-Horse will run into the body of water it is nearest to. The victim will drown in 3-6 rounds thereafter unless freed. Water-Horses can naturally breathe either air or water, as desired. They are particularly hated and feared, because they seem to prefer to attack children, who are more careless than adults and are easier prey.

Water-Horses can shapechange into humanoid form (4½-6½ feet tall) and wander among men and other beings, attempting to catch solitary beings unawares. There is a chance (the level of the observer times 5%) that someone seeing the shapechanged Water-Horse will note an anomaly, usually bits of lake flora or algae in the creature's hair, that may give the creature away. A 6th-level

Fighter looking over a shapechanged horse has a 30% chance of noting such a clue. Zero-level beings have a 1% chance of noting an anomaly.

Some 10% of all Water-Horses are able to Curse (saving throw allowed) if all other forms of attack fail against a single opponent. This spell functions as if cast by a 9th-level Cleric. All Water-

Horses speak their alignment tongue, common, and their own language.

If captured somehow and forced to serve as a (unridden) draft animal, the Water-Horse, regardless of size, will be able to haul or carry twice the load that a draft horse can. It will constantly attempt to kill its master, however, unless charmed.

## Golden Ammonite

Created by Roger E. Moore

FREQUENCY: *Very rare*  
 NUMBER APPEARING: 1-3  
 ARMOR CLASS: 2/8  
 MOVE: 1"  
 HIT DICE: 8 + 3  
 % IN LAIR: *Nil*  
 TREASURE TYPE: *See below*  
 NUMBER OF ATTACKS: 10  
 DAMAGE/ATTACK: 1-4 per tentacle

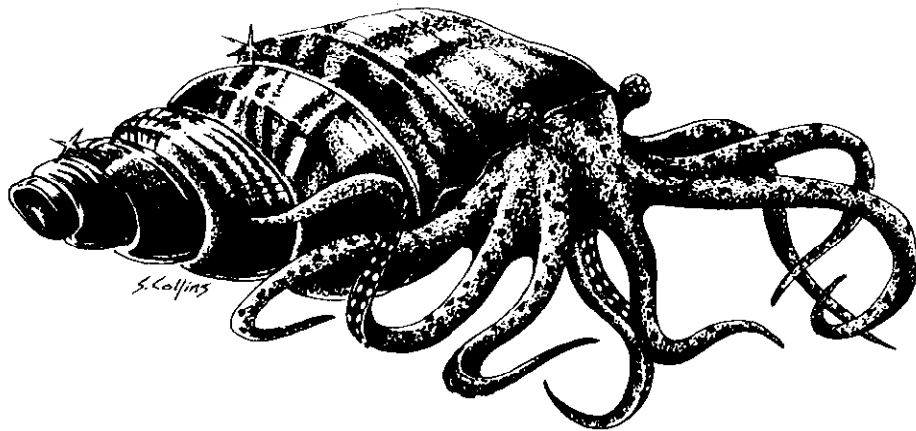
SPECIAL ATTACKS: *Blinding psionic attack*  
 SPECIAL DEFENSES: *Immune to*  
 MAGIC RESISTANCE: 90%  
 INTELLIGENCE: *Semi-*  
 ALIGNMENT: *Neutral*  
 SIZE: L (6'-8' shell diameter; 12' tentacles)  
 PSIONIC ABILITY: *Nil*  
 EXPERIENCE POINT VALUE: 2700 + 12/HP (None for g.p. of shell)



Golden Ammonites are sea-dwelling octopoids that live in great coiled shells like hermit crabs. The body and tentacles of a Golden Ammonite are dark brown with spots of black. The shell, however, is made of pure solid gold; each one weighs between 1,200 and 1,800 lbs. So rare and beautiful are these shells that they can be sold for up to 150,000 g.p. each, if buyers can be found who can afford them. Yet getting these shells is another matter entirely.

Golden Ammonites have two great multifaceted eyes on either side of their bodies that project just beyond the rim of their golden shells. Each eye has the power to launch a small ball of light, 1' in diameter, out to a range of 90'. This attack may initially appear much like a fireball being cast, though such a thing is of course impossible underwater. Victims must save vs. spell (with Dexterity bonuses for spell evasion applicable) if a *Lightball* is cast at them; failure means the victim is struck in the face by the *lightball* and blinded as if struck by a *Continual Light* spell. The *lightball* may only be removed from the character's eyes by a *Dispel Magic* cast by a character of 12th or higher level or by a *Wish*. Even after the *lightball* is removed the character's vision is permanently damaged and attacks will be made by the character at -2 to hit. Only a *Heal* or another *Wish* will cure the damage to the eyes. Two such *lightballs* may be fired per round (one per eye) as often as the Golden Ammonite has a target within range.

If attacked physically, these creatures are 50% likely to fight with their tentacles and 50% likely to crawl back into their shells and seal themselves up, giving them an armor class of 2 all around.



Physical attacks on a creature not sealed up are 50% likely to strike the ammonite's shell (AC2), 45% likely to strike the soft body or tentacles (AC8), and 5% likely to hit one of the two large eyes (AC2). An eye is destroyed instantly if any damage is inflicted upon it, and its loss will cause the creature to immediately withdraw into its shell for 4-24 turns. It should be noted that each point of damage done to the shell of the Golden Ammonite reduces its overall resale value by 1,000 g.p., to a minimum value of 15,000 g.p. These creatures are immune to all psionic attacks, though they are susceptible to *ESP*.

If a Golden Ammonite is able to grasp an opponent with one or more of its tentacles, it does not need to check for hitting again against the same opponent(s). The tentacles that hit do constricting

damage to the victim each round thereafter until the creature or the victim is dead. These creatures may divide their attacks against up to 10 opponents.

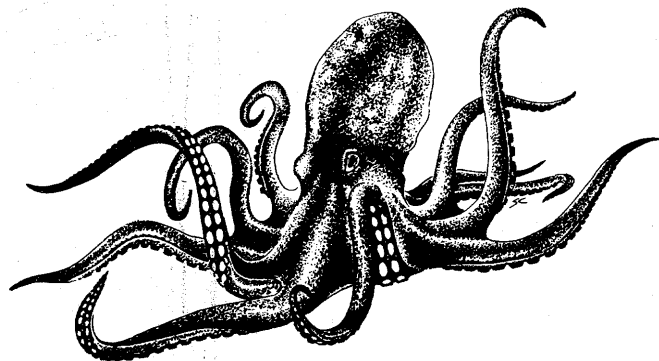
Deep marine canyons at depths below 1,000 feet, in the coldest and darkest regions of the sea, are where Golden Ammonites make their homes. They collect no treasure or property. The shells of these octopoids have never been found empty; it is believed that these creatures have a lifespan of thousands of years. They do not speak or communicate by sound. Apparently they have a form of tentacle sign language, though no one can translate it.

Now and then (25% chance) an Eye of the Deep will be found with one or more of these creatures, apparently acting as an ally and not being attacked in any way.

# Sea Demon

Created by Ernest N. Rowland, Jr.

	Greater Sea Demon <i>Very rare</i>	Lesser Sea Demon <i>Very rare</i>
FREQUENCY:		
NO. APPEARING:	1	1
ARMOR CLASS:	0	0
MOVE:	15"/21"	12"/18"
HIT DICE:	16+16	12+12
% IN LAIR:	80%	80%
TREASURE TYPE:	H	H
NO. OF ATTACKS:	11	9
DAMAGE/ATTACK:	1-10(x10), 5-30	1-8(x8), 5-20
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	15%	Standard



INTELLIGENCE:	High	High
ALIGNMENT:	Chaotic Evil	Chaotic Evil
SIZE:	L (40' tentacles)	L (30' tentacles)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil
//Experience Point Value:	10600 + 20/HP	4950 + 16/HP



Sea Demons resemble Giant Octopi, but are much larger. They have 12 (10 for Lesser Sea Demon) tentacles averaging 40 (30) feet long. Sea Demons may lair on land or in the sea, but they usually prefer the sea. If on land, they prefer a humid climate, sub-tropical or tropical, but they can also be found in the desert, with their lair below the water table. If in the sea, they will lair on the bottom, preferring depths below 1,000 feet. Sea Demons will always be found alone, since they hate all other life, especially other Sea Demons.

While on land, a Sea Demon will use half of its tentacles to move and the other half to fight with. The striking tentacle of a Sea Demon does 1-10 (1-8) hit points of damage. Each round after the initial hit, the creature will have its prey captured within the tentacle, and double damage will be taken, 2-20 (2-16), each round thereafter unless the tentacle is severed or loosened.

The tentacles grip with a strength of 18/91 (18/76). If the creature being crushed is as strong or stronger, it can negate the crushing damage, but it will not be free of the tentacle. Two rounds after the tentacle has hit, the Sea Demon will drag its victim to its great beak, which does 5-30 (5-20) hit points of damage.

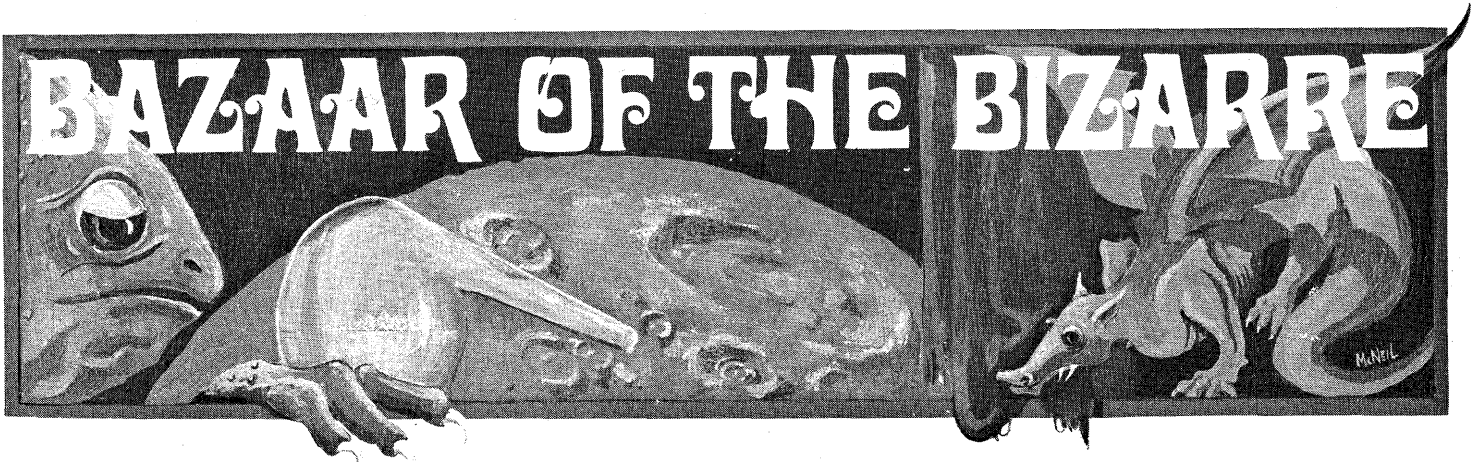
While in the sea, there is a good chance that a Sea Demon will attack ships passing close to its lair. Multiply the surface distance, in miles, from the ship to the lair by 20% to get the percentage that the creature will not attack the passing ship. After detecting and deciding to attack a ship, the Sea Demon takes 2 turns to get to a shallow depth, and 2-12 turns (depending on the distance) to catch up with the ship.

Any ship seized by a Sea Demon will come to a full stop in one

turn. The creature will then attempt to sink the ship, attacking whatever or whoever is aboard if the prey happens to get within reach of a tentacle.

As long as six tentacles can grasp the ship, the Sea Demon will damage the ship at the rate of 4 (3) structural points per melee round. If 5 (4) or more tentacles are severed (each tentacle will take 20 (16) hit points of damage over and above the Sea Demon's regular hit points), the creature will retreat to 500 feet below the ship, or to halfway between the bottom and the keel if the sea is too shallow. It will then begin spinning, causing a giant whirlpool to form under the ship; this takes one turn. Once a ship is caught in the whirlpool, it will be destroyed in five turns. To escape the whirlpool, a saving throw must be made with percentile dice. The number of the ship's remaining structural points is multiplied by two and becomes the number needed to save. For example, if a galley has 39 remaining points, to escape the whirlpool a 78 or less must be thrown. This is assuming that the galley has oars left to row with, and a crew to man them, and that sailing ships still have sails and a wind to fill them.

If the ship escapes the whirlpool, the Sea Demon will not attempt to pursue, because it needs to spend at least one day recovering from the exertion of creating the whirlpool, but the Sea Demon will be certain to sense the same ship if it comes within 10 miles of its lair on a later day, and will attempt to destroy it again. If the Sea Demon has lost more than half of its tentacles, it will not be able to create the whirlpool. Sea Demons will regenerate lost tentacles at the rate of 4 (3) feet per tentacle per week. Sea Demons will not attack passing ships if their wounded tentacles are less than half healed.



## Undersea magic items

by Roger E. Moore

### Dagger +1/+3 vs. Koalinth

These are frequently found in the possession of Tritons, which are typically armed with a dagger and one other weapon. It is a coral or fish-tooth dagger, usually with a carved handle. If an alignment is present in such an item, it will be Good. Experience Point value: 100. Gold Piece value: 1,000.

### Spear +2/+4 vs. Sharks

Also known as a "Sharkbane" spear, this is a large lance with a point made from a shark's tooth. These items, originally en-

chanted by Triton mages or clerics, are greatly sought after by Mermen and Sea Elves, who will readily trade valuables to acquire one. Experience Point value: 1,500. Gold piece value: 10,000.

### Trident +1/+3 vs. Reptiles

This weapon is especially effective against Dragon Turtles, Lizardmen, dinosaurs, crocodiles, and other types of aquatic and non-aquatic reptiles. Experience Point value: 1,000. Gold Piece value: 10,000.

### Trident +1/+3 vs. Lacedons

Another magical weapon frequently found in the possession of a Triton or in a Triton lair. All tridents of this sort have a Neutral Good alignment and are most effective when used  
(Turn to page 85)

# Dragon's Bestiary

## Nogra

Created by Loren Kruse

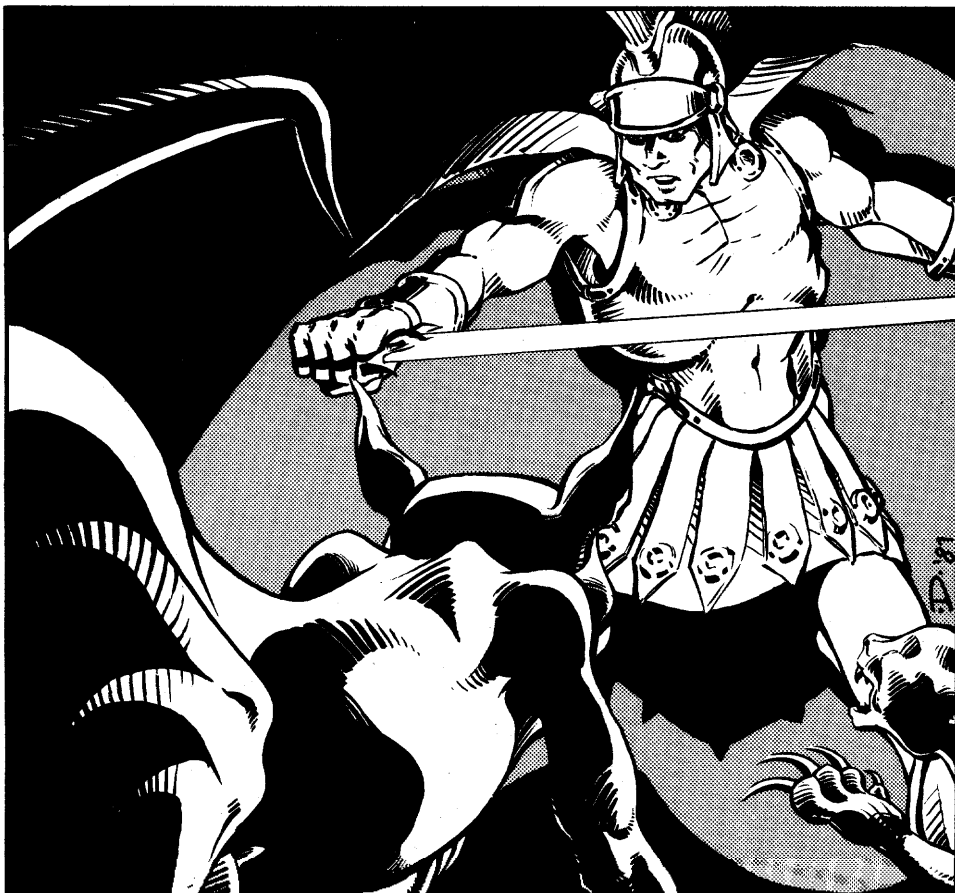
FREQUENCY: *Rare*  
 NUMBER APPEARING: 2-3 or 4-24  
 ARMOR CLASS: 5  
 MOVE: 6"  
 HIT DICE: 2  
 % IN LAIR: 70%  
 TREASURE TYPE: D  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-4  
 SPECIAL ATTACKS: *See below*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: *Standard*  
*(see below)*

INTELLIGENCE: *Low*  
 ALIGNMENT: *Neutral*  
 SIZE: *S (1' high at shoulder)*  
 PSIONIC ABILITY: *Nil*  
 Attack Defense Modes: *Nil*

The Nogra is a small creature with long, sharp claws which somewhat resembles a hairless lynx. However, the true physical nature of the Nogra will never be apparent when the animals are encountered. A live Nogra continually secretes a substance from its body which absorbs all visible light in the immediate area, causing the creature to appear as a *Darkness* spell. The absorption of light extends into the infrared and ultraviolet parts of the spectrum, rendering infravision and ultravision useless for purposes of seeing the creature's actual form.

The animals can use their claws in combat, and also employ them to climb along walls and ceilings. Their eyes are not functional, since they can't see out of the curtain of darkness that surrounds them. However, this lack of sight is more than compensated for by the Nogra's excellent senses of smell and hearing.

The light-absorbing substance which the Nogra's body secretes also acts as a contact poison to any other species. Any character or creature which comes into contact with the Nogra (i.e., if the Nogra scores a hit) must make a saving throw vs. poison or be blinded 2-8 rounds later. This save vs. poison may be attempted in each round after the poisoning takes place, up until the round when blindness is determined to set in, and only needs to be made once within the pre-blindness period of 2-8 rounds to neutralize the effects of that particular poison strike. A separate save is required for each poison strike inflicted on a particular victim, whether the hits come from the same Nogra or different animals. If a victim is blinded, sight may only be restored by the use of a *Cure Blindness*, *Limited Wish*, *Wish* or *Alter Reality* spell. There is no known antidote for Nogra poison.



If encountered outside their lair (2-3 in number), Nogra are 70% likely to be hunting, and in this case will be secluded in a position from which to ambush their prey. When hunting, Nogra will attack at the first opportunity and will always surprise their prey unless their presence can be detected beforehand. If not hunting, Nogra are not aggressive.

If encountered in their lair, the Nogra will be in a pack of 4-24 in number and will always attack immediately as soon as the lair is disturbed. There is an 80% chance that an encountered lair will contain the "pack leader," its largest and most powerful member (2+2 hit dice, 2 attacks per round).

Because they normally exist in a world of darkness, Nogra are extremely sensitive to light. The presence of a bright light (the equivalent of daylight or a *Continual Light* spell) will drive the Nogra away from the light source 70% of the time, if the animals are outside their lair. In their lair, Nogra will never retreat from the light, but will instead stand and attack. If the animal does not retreat from the bright light, it will suffer -4 "to hit" in combat for as long as the light

remains. A *Light* spell affects Nogra in the same way, except that the chance of retreating is 50% and the penalty "to hit" is -2.

A *Light* spell cast at a Nogra will be absorbed (if the creature misses its saving throw) and have no apparent effect, but the energy of the spell will do 1-4 points of damage to the creature. *Continual Light* has the same properties, except that it can cause 2-8 points of damage if absorbed.

*Light* and *Continual Light* spells which are cast directly at a Nogra and not absorbed will simply dissipate. If either type of spell is cast in proximity to Nogra, with the intention of illuminating the area, the Nogra must be checked to see if they retreat as per the procedure above.

The true appearance of a Nogra can only be ascertained when the animal is killed. When it dies, the light-absorbing secretion stops, and the darkness around the animal fades away in 1-3 rounds. The contact poison is rendered harmless upon death. The hide of a Nogra is dark-colored and looks somewhat like that of a shark.

# Dragon's Bestiary

## Giant Vampire Frog

Written by Alan Fomorin

FREQUENCY: *Uncommon*  
 NO. APPEARING: 3-18  
 ARMOR CLASS: 5  
 MOVE: 6"/18"  
 HIT DICE: 2  
 % IN LAIR: 80%  
 TREASURE TYPE: *Nil*  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 1-2/1-2/1-6  
 SPECIAL ATTACKS: *Drain blood*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Animal*  
 ALIGNMENT: *Neutral*  
 SIZE: *S*  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*

The giant vampire frog is a particularly noxious reptile which grows to weights of up to thirty pounds. Its bile-green body is covered with mucous, and two translucent membranes of slimy tissue connect its fore and rear limbs, enabling it to glide from treetop perches much as does a flying squirrel. Its forelimbs are fingered with small claws which enable the vampire frog to climb and to hold prey, and it possesses two large front teeth — each up to three inches long, sharp as needles, and hollow.

The frog hangs upside down in a treetop, camouflaged by its color. When a warm-blooded animal walks near its perch, the vampire frog releases its hold on the limb, extends its gliding membranes, and silently (gaining complete surprise) swoops down on its prey in a long, low glide. It extends its fangs and pierces the back of the neck of the victim like a double-headed arrow. At the same time, it begins to entwine its body in the prey's hair, aided in adhesion by the mucous body slime. It grabs on to the prey's ears with its clawed feet, fastens its mouth around the point of the wounds, and, hanging upside down, sucks the victim's blood for an automatic 1-4 points of damage per round.

These creatures have a good armor



class rating because of their rubbery hides and the violent gyrations their victims undergo after being bitten.

Also because of the victim's thrashing around, there is a 50% chance that any blow aimed at the vampire frog — by its current victim or another character — will hit the victim instead, doing full normal damage. If the victim does not take the full brunt of such a blow, there is still a 30% chance (roll again) that the vampire frog will only absorb half of the damage from the hit and, because the frog adheres so closely to the victim's body, the

victim will also suffer half damage.

Fortunately, these repulsive creatures only inhabit swamp areas overgrown with large trees. To date, no one has found a redeeming quality in them.

*Based on Save the Flying Toad by Norman Spinrad, which originally appeared in the June 1980 issue of OMNI magazine; copyright 1980 by OMNI Publications International, Ltd. and reprinted with the permission of the copyright owner.*

# Dragon's Bestiary

## Dark Dwellers

Created by Mark Cummings

FREQUENCY: *Very rare*  
 NO. APPEARING: 2-24 in large lairs; 1-8 wandering or in small lairs  
 ARMOR CLASS: -4  
 MOVE: 12"  
 HIT DICE: 9-14  
 % IN LAIR: 80%  
 TREASURE TYPE: V, W in large lairs; G in small lairs; nothing on individuals  
 NO. OF ATTACKS: 3 (claw, claw, bite) or 1 (by weapon)  
 DAMAGE/ATTACK: 1-6/1-6/1-8 or by weapon type  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: *Regeneration*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Average to high*  
 ALIGNMENT: *Lawful evil*  
 SIZE: L (9' + tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

Dark Dwellers are much like trolls in appearance, lending support to the theory that the two species are distant relatives. Dark Dwellers (also known as subterranean trolls) have the general physical characteristics of trolls, including regeneration, but are physically different in some respects and vastly different in overall intelligence and basic behavior.

They are bigger and stronger than trolls, and the warriors almost always (90%) wear plate armor. They are lawful evil instead of chaotic evil in alignment.

Dark Dwellers are excellent miners and smiths. They have the following special abilities:

—All of the mining skills possessed by dwarves, according to the AD&D™ Players Handbook.

—The ability to construct secret doors that are only detectable 8% of the time by elves, and then only if they are actively seeking them. Men detect them only 4% of the time when searching for them. A sword or another magical device with the ability to detect secret doors will detect them only 33% of the time. Multiple searches of the same area are allowed.

—The ability to construct mechanical traps that will only be detected 75% of the time by a sword or a *Find Traps* spell. *True Seeing* will reveal them 80% of the time. Thieves find/remove such traps at



a -20% to the score they normally need to be successful.

—The ability to construct their own arms and armor.

Dark Dwellers are very strong. Males have a minimum Strength of 19, enabling them to attack at +4, and to do an additional 8 points of damage per hit with their favorite weapon, a great sword. Their strength allows them to wear plate mail of unusual thickness and to carry great shields, which gives them an effective armor class of -4. Females have strengths of 17-18, with "to hit" and damage bonuses accordingly reduced, and do not bear such heavy armor and shield (AC 0). Males and females are equally ferocious, but the females have 9-11 hit dice while males have 12-14 hit dice each.

The main weakness of subterranean trolls is their inability to withstand bright lights. Full exposure to the light of the

sun will blind. *Light* and *Continual light* spells cause them to lose their +4-to-hit bonus. However, they will not flee from light spells, and only true sunlight will blind them.

Dark Dwellers share a communal life-style. In a small lair, all of the inhabitants will be adults. In a large lair, one third of the creatures present will be young. They will function as regular trolls with regard to melee, etc.

Subterranean trolls are very greedy. They live in their extensive, hard-to-find underground tunnels, venturing forth at night to raid and hunt for food. Their superior infravision (150') combines with their excellent sense of smell to make them formidable hunters. Mainly carnivorous, they will eat any kind of flesh. They live for about 200 years and have a very low rate of reproduction.

Their favorite tactic is to build a lair near a populated area. The advance



team will consist of 2-12 adults. They will avoid the inhabitants of the area in an effort to expand the lair until it is large enough for the rest of the tribe to come and join them. Then they will begin a campaign of terror and destruction, living off the inhabitants and their livestock until the inhabitants drive them off (rarely) or until the inhabitants are killed off or driven out. They will then live off the game in that area while a new advance team seeks a new area to raid.

Subterranean trolls have one more ability that makes them even more fearful: the ability to domesticate the Antrodemus dinosaur as a beast of burden and as a war mount. Since Dark Dwellers must raid at night, they use these beasts

## Pirahna Bats

Created by David Dougher

FREQUENCY: *Very Rare*  
 NO. APPEARING: 10-300  
 ARMOR CLASS: 5  
 MOVE: 48"  
 HIT DICE: 1 hit point plus special  
 (see below)  
 % IN LAIR: 100%  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: None  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: S (6" long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

Pirahna bats have an appearance much like that of normal bats in most aspects, but possess relatively large, distended jaws filled with razor-sharp teeth. They are found in swarms of various sizes inside caves and caverns or in other large enclosed areas such as a chamber in a castle or dungeon. They will be sleeping 30% of the time when encountered, but there is only a 10% chance that a sleeping swarm will not be awakened by the presence of other beings or the noise the intruders create. Their movement, like that of normal bats, is guided by a sonar-like sense which enables them to fly and attack with accuracy even in total darkness.

Pirahna bats' most distinctive characteristic is their ability to increase their strength when attacking in a swarm. Although each individual bat has only one hit point and thus (if attacking as an individual) only attacks as a monster of one hit die, a swarm will attack with an effective hit-dice number equal to the number

to increase the range of their raids. There is a 33% chance that a large lair will contain 1-20 of these beasts.

The lair of a group of Dwellers will always be more extensive than the group needs. It may consist of many levels; subterranean trolls love to mine for the sake of mining.

All of the group's treasure will always be kept in one central location that is well concealed and well trapped. A lair will always have more than one entrance, and these will be hard to find. There is a 1% chance to find such an entrance in an all-day search of five square miles, per every 20 men involved in the search. Additional bonuses to the chance of finding the entrance are as follows:

— Each additional day of search of the same area, plus 5%.

— Each Ranger or Druid involved in a search adds 2%; each elf adds 1%.

— If the lair contains Antrodemus dinosaurs, add an additional 10%.

Subterranean trolls will sometimes build small lairs with only one or two entrances to use when raiding areas that are more than one night's journey away from the main lair. When Dark Dwellers leave an area, other creatures may move into their abandoned nests, bringing their own treasure with them. In this way, many networks of underground tunnels and chambers have been formed for adventurers to loot and die in.

of bats in the swarm divided by four (round down). For instance, a swarm of 25 bats attacking all at once will score a successful hit as if the swarm were a monster of 6 hit dice. In no case will more than 30 bats attack as a swarm against a single target at one time, and only one swarm can attack a single target at one time.

When a swarm scores a successful hit, it is assumed that only one-fourth of the bats participating in the attack will actually hit the target (the other three-fourths serving to confuse the opponent). Thus, a swarm will always score a number of points of damage equal to the effective hit-dice number it used to determine whether or not a hit was made; a swarm of 25 bats, if it hits, will do 6 points of damage, and a swarm of 30 (the maximum possible in one attack) will do 7 points of damage if the attack succeeds. Whenever combat or other circumstances reduce the number of Jive pirahna bats to less than 10 (the minimum which may be initially encountered), the remaining animals will attack as individuals with one hit die each.

The "combining" ability does not apply on defense; an opponent who scores a hit will kill a number of bats equal to the number of points of damage in that attack. Bats which survive an opponent's attack may not attack again themselves until the second round following the first attack, because the bats will take one round to turn and dive on the target again. Surviving bats from two or more swarms may combine into one larger swarm for subsequent attacks, as long as the maximum of 30 bats per attacking swarm is not exceeded. The number of bats which form into one swarm at any given time can be determined randomly or at the discretion of the DM.

Although pirahna bats generally possess standard magic resistance, they are especially susceptible to Sleep and Slow spells. Sleep will affect twice the usual number of victims, and Slow will affect a

number of bats equal to the level of the caster multiplied by two, with those affected by the spell dropping to armor class 10 for the duration.

Pirahna bats do not like the effects of a *Continual light* spell or any spell which creates flame, and when confronted with such magic will usually flee. However, Light spells or the flame from a normal torch will usually only infuriate them and cause them to attack at once.

As the "pirahna" part of their name indicates, these creatures are particularly vicious and they become frenzied after blood is drawn. There is a 50% chance that all surviving bats in a swarm will converge on a target which has been rendered dead or immobile, forsaking all other possible opponents and proceeding to strip all the flesh from a "sitting duck" unless the swarm is opposed in this attempt. This 50% chance should be rolled for once every other round until the bats do converge on the stationary target or until the issue is resolved in some other fashion.

For every 30 bats encountered, there is a 5% chance that one of them will be vampiric and (as per the procedure outlined above) a 25% chance that one of the bats which actually bites an opponent will be the vampiric one.

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# Dragon's Bestiary

## Rhaumbusun

Created by Victor Selby  
and Ed Greenwood

FREQUENCY: *Rare*  
NO. APPEARING: 1-3  
ARMOR CLASS: 6  
MOVE: 9"  
HIT DICE: 1+2  
% IN LAIR: 30%  
TREASURE TYPE: *O, possible Q or R*  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 1-3  
SPECIAL ATTACKS: *Gaze*  
SPECIAL DEFENSES: *Nil*  
MAGIC RESISTANCE: *Standard*  
INTELLIGENCE: *Semi-*  
ALIGNMENT: *Neutral*  
SIZE: *S (2-2½ feet long)*  
PSIONIC ABILITY: *Nil*  
Attack/Defense Modes: *Nil*  
LEVEL/X.P. VALUE: *III/65+2 per hp (adult); 30+1 per hp (young)*

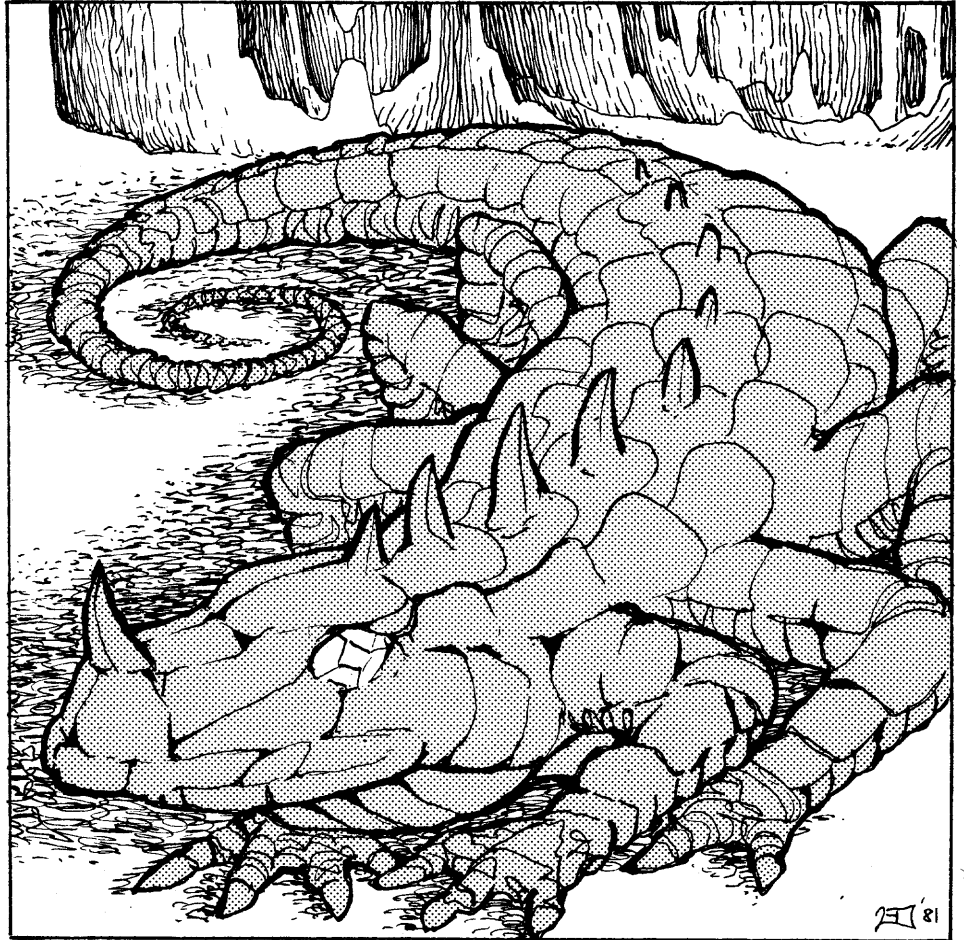
Rhaumbusun are small, reptilian creatures usually found in dry, warm climates. They are probably related to basilisks, but have substantially different physical and magical properties. Rhaumbusun tend to be cowardly, preferring to avoid a fight if possible. If forced into battle, they will rely primarily on their gaze attack.

A Rhaumbusun can affect one creature per round with its gaze; if the affected creature fails its saving throw, it will become paralyzed for 3-12 turns. The range of the gaze is 4" and eye contact is necessary for it to have effect. Mirrors will not reflect the gaze, but the first-level illusionist spell *Gaze Reflection* may be used to turn the creature's power against itself.

The rhaumbusun's gaze does not extend into the astral or ethereal planes. It cannot be hooded or "turned off" by the beast itself; many unfortunate creatures perish as a result of chance encounters with rhaumbusun. (Once paralyzed, victims are easy prey for enemies.) The gaze will not affect other rhaumbusun.

The rhaumbusun will also bite foes if surprised or hard pressed. It can bite only the target of its gaze attack (if within range), once in the same round.

Rhaumbusun will be encountered as either a mated pair or a mated pair and one offspring (young have 1-4 hit points, bite for 1-2 points of damage, and victims get +2 on saving throws against their gaze). Powerful characters such as wizards and high priests sometimes keep



rhaumbusun as pets or guards.

A rhaumbusun lair is usually a small, dark and dry cave in a hidden or remote location. Scattered about it are odds and ends the creatures have collected, generally worthless but shiny objects (the sort of thing highly prized by rhaumbusun). Sometimes such a hoard will contain precious metal or even cut gems. Rhaumbusun always fight to the death to defend their mate and their lair. A lair is inhabited only to rear young, and will contain either a mated pair and an egg (60% chance) or a mated pair and its young (40% chance). If the egg or offspring is disturbed, both parents will bite at +1 to hit and damage. (Rearing young takes one summer season; young are born after 41-48 days and are weak, so that the parents must watch over them for 20 days or so until they are fully grown.)

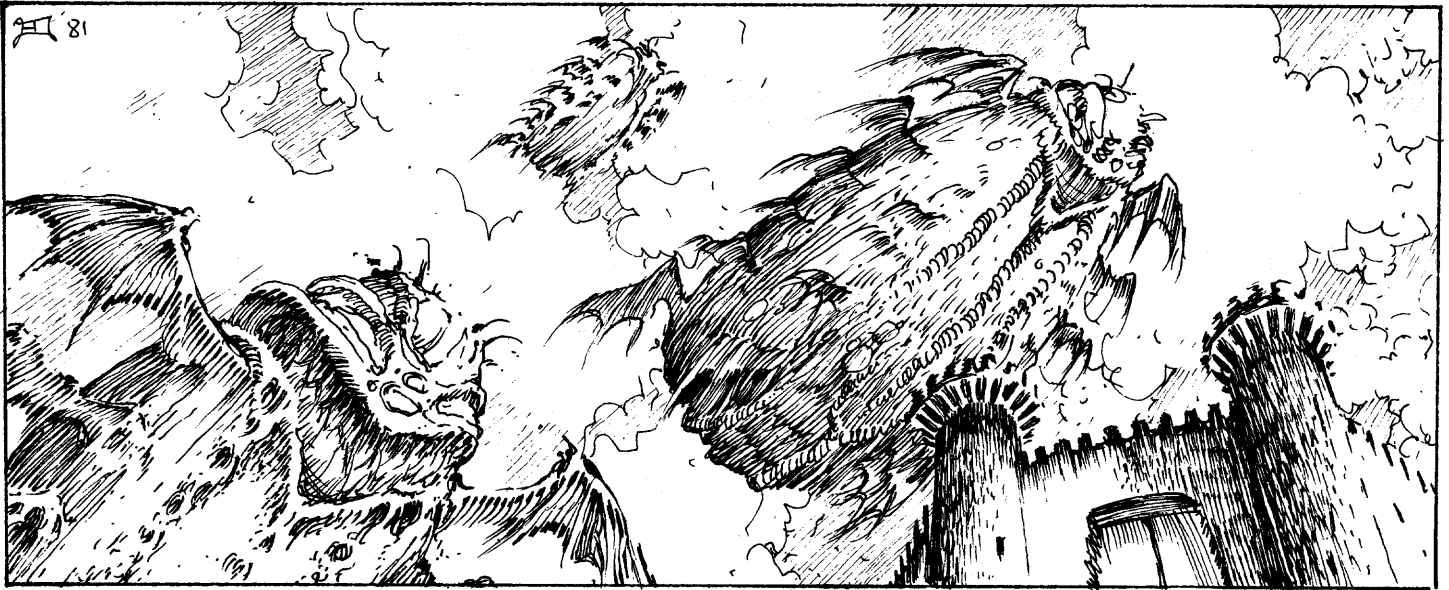
Rhaumbusun communicate through a

series of clicks and hisses. When the creature is in danger, a rhaumbusun's foot-long tail will flip from side to side in agitation. Rhaumbusun eat plants (most are especially fond of fireweed and spruce buds), bark, and nuts.

The Rhaumbusun is not graceful. Its stubby legs curl slightly underneath its body, giving it a scuttling gait that allows creatures within 6" to hear its approach.

A rhaumbusun resembles a miniature basilisk, save that its body is covered in glittering colored scales (males are predominantly purple, females orange, and young a dusty red).

A rhaumbusun's eyes resemble small, clear, many-faceted gems. If the eyes are taken from the body intact and preserved (frozen or kept from air by immersion in oil or wine), they are worth up to 200 gp each to an alchemist or wizard, for they are of use in magical inks and potions related to paralyzation.



# Pelins

Created by Lewis Pulsipher

FREQUENCY: *Rare*  
 NO. APPEARING: 2-8  
 ARMOR CLASS: 9  
 MOVE: 24"  
 HIT DICE: *See below*  
 % IN LAIR: *Nil*  
 TREASURE TYPE: *Nil*  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: *See below*  
 SPECIAL ATTACKS: *Nil*  
 SPECIAL DEFENSES: *Regeneration, immune to gas*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Semi-*  
 ALIGNMENT: *Neutral*  
 SIZE: *L*  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*

These are air-dwelling creatures of great size. They extract hydrogen and helium gas from sand and water which is picked up on the shores of seas or lakes. They are not found in regions devoid of large bodies of water. The gas is contained in the body of the creature, which resembles the envelope of a blimp or rigid airship. Several bones grow along the ventral (bottom) surface inside the skin enable the body to maintain shape when the pelin is flying into the wind. The head of the pelin is near the front of the body, on the ventral surface.

Spread across the body surface, concentrated in the central area and on either side, are small wings which can propel the creature at up to 24". The pelin, however, prefers to drift with the wind rather than fly.

Owing to problems of expansion and contraction of the gas which supports the pelin's body, the creature is found only in climes where temperatures do

not vary widely in the course of a day.

Using its keen eyesight to good advantage, the pelin eats air microbes, sea plankton, the leafy tops of tall trees, and if it is very hungry it may eat meat. The mouth contains fine strainers or screens which enable the pelin to take sustenance from seemingly "lifeless" air or water. Some of the air sucked in is used to maintain proper pressure inside the creature. Ingested water is expelled when the pelin exhales.

Pelins are peaceful creatures, but can be fierce when defending themselves or their young. They do have enemies, but fortunately most dragons and dragon-like creatures do not eat pelins; some scholars speculate that the gas disturbs the predator. Gas-breathing dragons, especially the green, occasionally attack pelins, even though the pelins are unaffected by gas attacks of any sort.

When a pelin has sustained 50% damage, it is unable to maintain altitude and must drift down to ground level/sea level, where it remains until it recovers. This does not take long, for pelins regenerate at the rate of one hit point per hour.

Despite the presence of hydrogen in their bodies, pelins will not normally catch fire because the skin is not combustible. It is only when hydrogen (not helium) and oxygen mix that burning can take place. Consequently, if there is a large hole in a pelin (a small one is immediately sealed by the skin, much as a self-sealing gasoline tank would act) and a flame is placed near the hole, the hydrogen may catch fire. Some pelins, however, especially larger ones, are entirely filled with helium and do not burn at all. The percentage of helium inside a pelin's body increases with size and age. Infants and young (see chart below) are at least 40% helium, so that the chance of

igniting hydrogen is never greater than 60%. The percentage of helium increases to 60-80% in adults and old pelins, and is at least 80% (and usually 100%) for an ancient pelin.

The age of a pelin is determined by a roll of d10. Its hit dice are twice that number; i.e., an infant will have either 2 or 4 hit dice, an adult will have 10 or 12, and an ancient pelin will have 18 or 20 hit dice. The pelin can carry 500 gp (50 pounds) for each year of age. The damage from its attack (bite) varies with age.

Die roll	Age (years)	Damage
1-2	infant (5-10)	1-4
3-4	young (15-20)	1-6
5-6	adult (25-30)	1-8
7-8	old (35-40)	1-10
9-10	ancient (45-50)	1-12

Any time more than three pelins are encountered as a group, at least one of them will be a female. The maximum number of females in a group will never be greater than 50% of the population of the group. There is a 20% chance for each young or adult female in a group that she has given birth in the last five years, and thus will be accompanied by an infant who has not yet learned to support itself. (Up to five years of age, a pelin hitches a ride with its mother.) Such young are only a few feet long, not noticeable from a distance.

Infant pelins range from 30-80 feet in length and 10-30 feet in diameter. Those of young age are 100-150 feet long and 30-40 feet in diameter. Adult pelins are roughly 200 feet long and 50 in diameter. Ancient ones can reach 400 feet by 75.

Pelins have no treasure, but sometimes (30%) a material can be found in the intestinal tract of a non-infant which will be worth 100-1,000 gp. It is used in perfume-making.

# Dragon's Bestiary

## Oculon

Created by Roger E. Moore

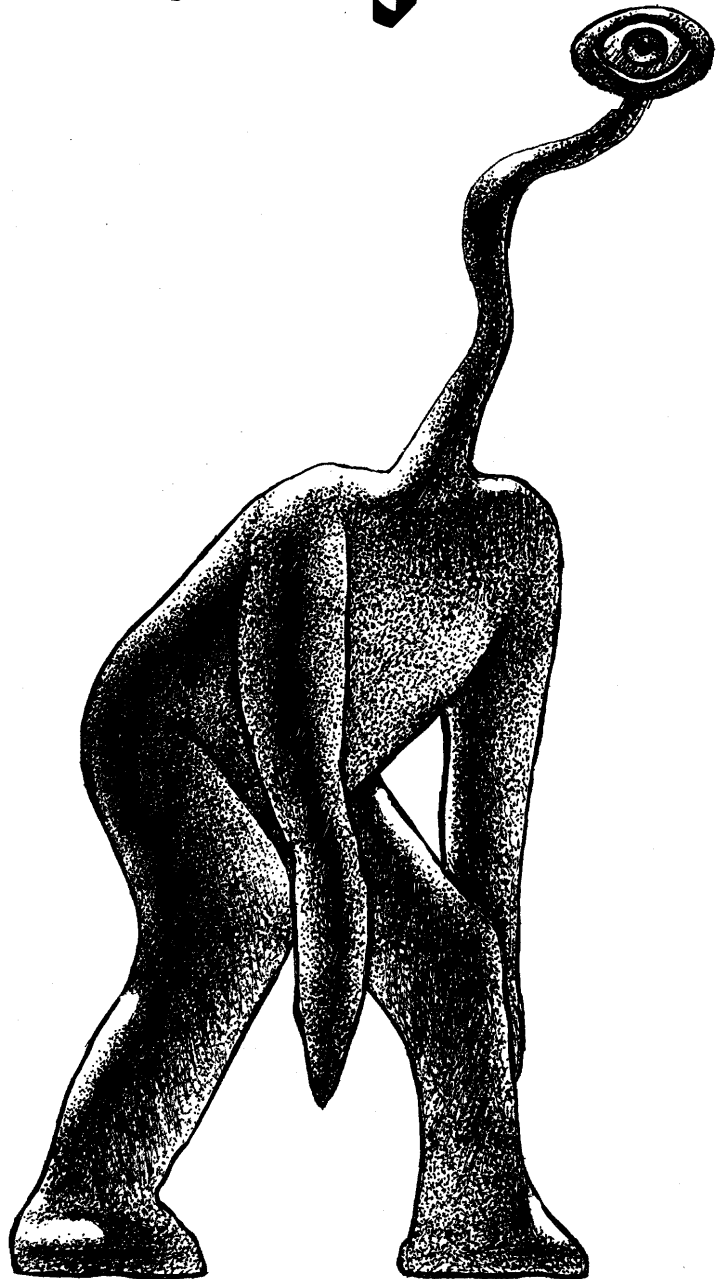
FREQUENCY: *Very rare*  
 NUMBER APPEARING: 1  
 ARMOR CLASS: 4  
 MOVE: 15"  
 HIT DICE: 7 (30 hit points)  
 % IN LAIR: Nil  
 TREASURE TYPE: Nil  
 NUMBER OF ATTACKS: 1  
 DAMAGE/ATTACK: *By weapon type*  
 SPECIAL ATTACKS: *See below*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Average (with considerable cunning)*  
 ALIGNMENT: *Neutral*  
 SIZE: *M*  
 PSIONIC ABILITY: *Nil (immune to psionic attacks)*

The oculon is an enchanted monster created by a high-level magic-user to act as an assistant or guardian. The process of creating one is long and quite involved, but the resulting being is fairly powerful because of the many special skills it has. An oculon is humanoid in shape, though only vaguely so, and is 4 feet tall at the shoulder. Instead of a human head, the oculon has a flexible neck about 3 feet in length with a single large eye at the end. The neck is 2" in diameter and the eye is 4" across.

There is no rigid internal skeleton; the oculon's movements appear somewhat rubbery, and it can flatten into a mobile blob of matter only 9" high, covering 6 square feet. When flattened oculons move at one-third normal speed and do not attack.

An oculon can only be hit by weapons of a magical nature. In addition, the lack of a skeleton allows this creature to take only half damage from falls and from attacks made by blunt weapons when in its semi-humanoid form. When in its flattened form, the creature cannot be damaged at all by falls or blunt weapons, because the body will "give" and absorb the impact of the blow.

An oculon will take verbal commands only from the magic-user who helped create it. It can understand and obey a reasonably complex set of instructions and may operate on its own for a considerable period of time.



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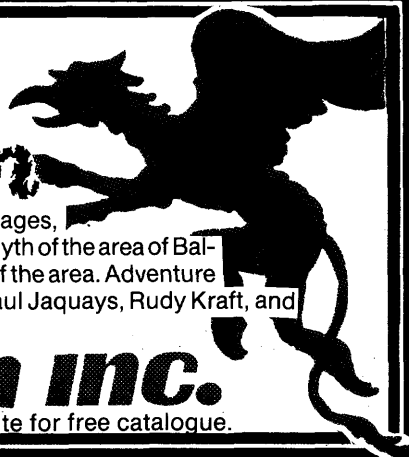
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Small-sized melee weapons may be handled by an oculon in combat, but they cannot use missile weapons. If an oculon succeeds in attacking from behind it will do double damage to the victim. Also, the large eye may fire up to seven *magic missiles* per day at a maximum rate of one per round. These missiles do 1-6 points damage each and strike opponents as if launched by a 7-hit-dice monster; they have a 180' range but there are no penalties "to hit" when firing upon a target at medium or long range.

Oculons may hide in shadows with 80% success. They can move about in complete silence, surprising opponents on a score of 1-4 on a 6-sided die. They cannot be caught in a *Web* or snared, netted, or grasped in any way; treat as if they were coated with *Oil of Slipperiness*.

# Narra

Created by Jeff Goelz

FREQUENCY: *Rare*  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 4  
 MOVE: 18"  
 HIT DICE: 6x6  
 % IN LAIR: 20%  
 TREASURE TYPE: R,X  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 2-7/2-7  
 SPECIAL ATTACKS: *See below*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: 20%  
 INTELLIGENCE: *Exceptional*  
 ALIGNMENT: *Lawful good*  
 SIZE: L  
 PSIONIC ABILITY: 80-150  
 Attack/Defense modes: B, C, D/all

These creatures are extremely and fervently lawful good. They will succor all lawful good creatures and will help them to attain any objective which furthers the cause of that alignment. They will be kindly disposed to any character or creature type of good alignment. They often act as guards or minions for nobles of lawful good alignment, when no other mission demands their attention.

Narras can speak lawful good, shedu, lammasu, ki-rin, and common. They have the ability to become ethereal at will and can use some clerical spells with the effectiveness of a 6th-level cleric. The spells include:

Up to once per day each — *Light, Purify Food and Drink, Slow Poison, Continual Light, Create Food and Water, Cure Blindness, Cure Disease.*

Up to 3 times per day each — *Bless* (only on lawful good creatures), *Cure Light Wounds, Dispel Magic, Prayer.*

Up to once per round, only one spell in any single round — *Detect Evil, Detect Magic, Know Alignment.*

Narra (singular and plural) can perform the following psionic disciplines at 10th level of mastery: *Body Equilibrium, Empathy, Sensitivity to Psychic Impressions, Mind Bar, and Telepathy.*



When not in ethereal form, a narra has the body of a small bull and the head of a man with small, bull-like horns. The body is white, cream, or tan in color.



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# Dragon's Bestiary

Created by Roger E. Moore

FREQUENCY: *Very rare*  
 NUMBER APPEARING: 1  
 ARMOR CLASS: 3  
 MOVE: 12"  
 HIT DICE: 1/2  
 % IN LAIR: 10%  
 TREASURE TYPE: *J, K, L on individual*  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 7-3  
 SPECIAL ATTACKS: *Spells*  
 SPECIAL DEFENSES: *Never surprised; save as 9th-level cleric*  
 MAGIC RESISTANCE: *As above*  
 INTELLIGENCE: *Average to low*  
 ALIGNMENT: *See below*  
 SIZE: S (1 1/2' tall)  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*

When, for any reason, an alignment change brownie, the formerly lawful good creature is transformed into a boggart, or "boggie." Boggarts are solitary little creatures, with extraordinary senses and dexterity (just as the they are not surprised and have 18 dexterity with a capabilities) and may also become effectively invisible in natural terrain because of their skills at hiding.

Boggarts do not possess the same spell powers as brownies do; three times a day a boggart may *shapechange*, hideous form that will cause a save vs. fear, at +2, for it. In their normal shape, boggarts are small, hairy folk, something like a miniature bugbear. They have dark tan brown fur, with light nut-brown skin on their hands, feet (soles only), and faces.

Boggarts enjoy creating mischief, but can be and aren't very wise at all. A randomly encountered boggart can be chaotic neutral (60%), chaotic evil (20%), true or neutral evil (5%). Evil ones may be found as servants of assassins. Neutral (with respect to good and evil) boggarts can sometimes be found living with families in cottages, more or less as pets, occasionally harassing the occupants with (usually) harmless practical jokes.

Boggarts speak only their alignment tongue, boggart (a cor-



rupted form of the brownie language, understandable by 50% of all brownies) and common. The change from brownie-to boggart is reversible only by a *Wish* spell. If a brownie was a familiar to a lawful good or lawful neutral magic-user before the change, he will become hard to manage (at best) in boggart form and will run away.

## Stroan

Created by Ed Greenwood

FREQUENCY: *Rare*  
 NO. APPEARING: 1-3  
 ARMOR CLASS: 5  
 MOVE: 4"/10"  
 HIT DICE: 5x5 to 7x7  
 % IN LAIR: 70%  
 TREASURE TYPE: *F, I, Q*  
 NO. OF ATTACKS: *1 plus spines (x4)*

DAMAGE/ATTACK: 1-6  
 SPECIAL ATTACKS: *Poison spines*  
 SPECIAL DEFENSES: *Darkness spell*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Average to high*  
 ALIGNMENT: *Neutral*  
 SIZE: L  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*

Stroan are large freshwater creatures who often dwell in small inland pools or streams, foraging throughout the surrounding countryside for food. Omnivorous, stroan dine with equal voracity

on plants, meat, and carrion of all types, but are especially fond of elven flesh. For concealment, stroan usually remain underwater by day and emerge onto dry land only at night, but they also possess the power to cast *Darkness 15' Radius* (centered on themselves) once every three days. Stroan hate even moderately bright light (such as that caused by torches and lanterns) and will seek to extinguish such a light source.

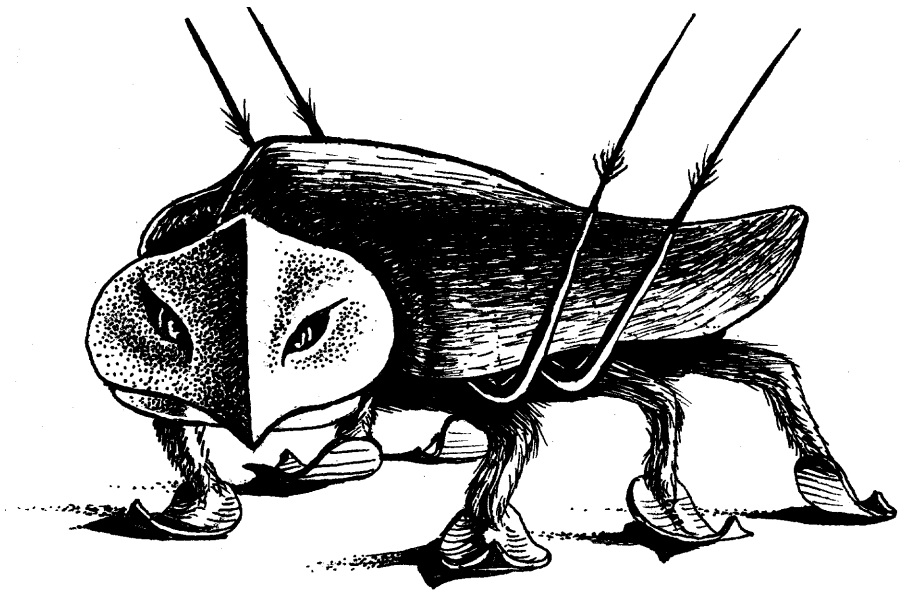
Stroan are mottled green and brown (some rare subterranean specimens are black), and crawl like insects while on land. In water, they can creep along the

bottom in like manner, or swim by sculling with their legs.

Their sucking bite does 1-6 points of damage, but their most feared attack has given them the nickname "fire-stingers": Each stroan has four poisoned, barbed prehensile spines it can manipulate and thrust with deadly precision. Each spine does 1-4 points of damage, and injects a burning poison that does 2-12 points of damage (save at +2 for half damage).

Stroan suffer only half damage from cold. They secrete a body slime which will extinguish flames, granting them immunity to non-magical, low-heat fire. They greatly fear oil, however, because it eats away at their flesh. Oil tossed at a stroan will do 2-20 points of damage for a direct hit, and 1-12 for a splash. If the creature is underwater and the water is still or has only a weak current, each flask-worth of oil introduced into the water will do a maximum of 1-4 points of damage to a stroan.

Oil poured into water which does not have a strong current will dissipate fairly slowly, rising towards the surface and not readily dispersing into the water. In the first round, it will be found in a 5-foot-radius sphere, and will affect a stroan within that distance from the point of release; in the second round, the oil expands to fill a 10-foot-radius sphere; in the third, a 20-foot-radius sphere; in the fourth, a 30-foot-radius sphere; and in



the fifth and sixth, a 35-foot-radius sphere, the oil being so diffused at this point as to do a stroan only half damage (1-2 points).

Stroan are intelligent and will hoard treasure to lure sentient prey and to bargain with powerful foes. Stroan communicate by a limited form of telepathy, which they can mask at will. They are often familiar with the symbols and conventions of local racial settlements, and

can communicate with adventurers using images of these. Stroan worship a debased form of Eadro (see the DEITIES & DEMIGODS™ Cyclopedica), believing the god to be a gigantic, invisible stroan ("The Father of All Stroan") who swims ceaselessly through bodies of both salt water and fresh water, watching over and judging his mortal counterparts. Stroan often sacrifice elves to him, casting them away into fast-flowing currents.

# Incubus

Created by Craig Stenseth

FREQUENCY: *Very rare*  
 NO. APPEARING: 1  
 ARMOR CLASS: -2  
 MOVE: 15"/21"  
 HIT DICE: 8  
 % IN LAIR: 15%  
 TREASURE TYPE: Q, U  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 2-8/2-8  
 SPECIAL ATTACKS: *Energy drain*  
 SPECIAL DEFENSES: *+2 or better weapon to hit*  
 MAGIC RESISTANCE: 50%  
 INTELLIGENCE: *Average*  
 ALIGNMENT: *Chaotic Evil*  
 SIZE: *M (6'-7' tall)*  
 PSIONIC ABILITY: 130  
 Attack/Defense Modes: *D/G*

These very rare demons are the male counterparts of the succubi. Lower intelligence makes them weaker spell-users, but they are much more deadly in melee. Any opponent struck by an incubus' claw receives the stated damage and loses a life energy level, this being reflected in spell use, combat ability, etc.

incubi can *Cause Darkness* in a 5' radius and *Teleport* with no error (as any demon can). They can also become ethereal and *shapechange* (to a humanoid form of approximate size and weight). They have superior infravision, with a range of 90'. An incubus can attempt to *gate* in a Type IV (80% chance) or a Type VI (20% chance) demon, but the probability of the gate opening is only 25%.

Incubi have an average strength of about 18/70, but his never gives them any special "to hit" or damage bonuses in melee. They are quicker and far more agile than the succubi. Incubi and succubi are very rarely encountered in a mixed pair, since succubi sometimes wish to have their spell abilities backed up by physical might. Any time a succubus is indicated on an encounter table, roll d%: 01—65 = succubus; 66 — 00 = incubus. The proposed experience-point value for an incubus is 2,275 +10/hp. This can, of course, be altered to suit the DM's campaign.

Description: Incubi in natural form appear very much like largish human males with these differences: Small horns project from the sides of the forehead; they have a large pair of bat-like wings extending from their back, and their hands are typically clawed; they usually dress in fairly expensive-looking clothes, and don't usually use weapons.

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# Dragon's Bestiary

## Devil spider

Created by Erol Otus

FREQUENCY: Rare  
 NO. APPEARING: 1  
 ARMOR CLASS: 2 (except underbelly, which is AC5)  
 MOVE: 18 \*12  
 HIT DICE: 13  
 % IN LAIR: 75%  
 TREASURE TYPE: H  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 1-10 and 1-10 (2 claws) plus 2-12 (bite)  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE: Average  
 ALIGNMENT: Lawful evil  
 SIZE: L (10' legspread, 5' high)  
 PSIONIC ABILITY: Nil  
 Attack/Defense modes: Nil

This creature's true name — if it has one — is unknown. It has come to be known by the name "Devil spider" because it certainly is some type of spider, and because it is devilishly evil in its attempts to capture prey and treasure.

The devil spider usually makes its lair in a chasm or large pit, or in an open area near a well-traveled path or under a bridge. It will spin a web which spans an open area (minimum 10'x10', maximum 100'x100') and will then lurk nearby, waiting for a potential meal to arrive on the scene. A spider may attack from ground level, or may descend on a victim from above, suspended by a single strand of webbing material.

The web is made of non-glossy, nearly transparent strands which cannot be detected by torchlight from farther than 5 feet away. And if a victim gets close enough to see the web, the spider will automatically attack. The devil spider will surprise an adversary on a roll of 1-4.

If at least one character or creature is no more than 10 feet away from the web, the devil spider will not usually make a normal attack but instead will attempt to shove the character nearest the web into the strands. If it has a choice, the spider will go for the target which is smallest or looks weakest. On a result of 11 or higher on a d20, this "push attack" will succeed. The die roll is modified by the following factors:

- Target smaller than man-sized: -2
- Target larger than man-sized: +2
- Target surprised: -2



Target secured in position (using rope, spikes, or other devices): +1 to +4

Target in precarious position (clinging to cliff wall, etc.): -1 to -4

The strands of the devil spider's web are very strong. Any particular strand will be broken only if it takes 10 points of damage in a single round, from one or more hits on the same spot. If a web strand takes less than 10 points of damage in a single round, it will be able to absorb up to 10 more in a subsequent round, because the attacker(s) is not able to hit precisely the same spot with attacks in two different rounds. It takes 40 points of damage to sever a web at the intersection of two strands, where the material is much thicker, but damage to a web intersection is cumulative over more than one round.

Blunt weapons do only half damage to the web. It is fireproof, but takes double damage from cold-based attacks.

The web strands are coated with a clear, glue-like substance. A character whose body contacts the web will be immobilized by the sticky goo, but may pull one or two extremities free. If a roll of d20 is equal to or less than the average

of the character's strength and dexterity (round fractions down), one limb (victim's choice) is freed. A victim can roll to try to partially escape once per round, but no more than two limbs can be pulled loose in this manner. The spider will attack at +2 "to hit" against a victim in the web, and the victim (if able to fight back) will be at -4 "to hit" as long as he is in the web.

A devil spider is reasonably intelligent, and its course of action will always be dictated by circumstances rather than instinct. However, the creature is somewhat predictable. It will always begin a combat situation by making repeated attempts to push a target into its web, as long as a target is available. Then it will assault the victim, trying to kill or weaken it so it cannot escape. During all this time, the spider will generally ignore attacks on its body, but if its hit points are reduced to less than half of the original number, it will either turn to take on the ones doing the damage, or it will attempt to flee (depending on its estimation of the strength of its enemies). After it has captured one victim, it will not attempt to push another one into the web until the first victim is killed or freed.



# Dragon's Bestiary

## Surchur



Created by Jeff Brandt

FREQUENCY: *Very rare*  
 NO. APPEARING: 1  
 ARMOR CLASS: 2  
 MOVE: 6"  
 HIT DICE: 5-7  
 % IN LAIR: 60%  
 TREASURE TYPE: *U,V,W,Z*  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 5-20  
 SPECIAL ATTACKS: *See below*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: 20%  
 INTELLIGENCE: *Average*  
 ALIGNMENT: *Neutral*  
 SIZE: *L (9-10' tall)*  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: Nil

This loathsome creature has no redeeming physical features. Vaguely humanoid, the creature's body is light brown to tan in color. Protruding from the upper front of the body are eight

slimy, brownish-green tentacles. These tentacles range from 6-8 feet in length, depending on the creature's body size.

The mouth of a surchur doesn't have teeth, but is lined with rows upon rows of sticky cilia that secrete a chemical which digests the flesh of humans and demi-humans. Two stout horns protrude from the middle back of the beast. They are not unlike those of a bull, but somewhat larger. The horns are composed of an ivory-like material which is generally of good quality. Each horn can be sold for 100-600 gp, depending on its quality and the size of the surchur it came from.

The surchur will typically attack first by trying to grab a victim in its tentacles; if an 18 or higher is the result of the monster's "to hit" roll, the victim is caught and immediately takes 5-20 points of damage. During the next two rounds the surchur will attempt to pull the captured victim into its mouth. The victim may attempt to break free in each round, with a base chance of 20% for success, plus 10% for each plus "to hit" the character may have due to high strength. While the surchur is holding a victim it cannot attack another figure.

A victim which is dragged into the surchur's mouth will take 2-8 points of damage per round from the digestive juices until the victim or the monster is dead.

A surchur cannot put more than one victim in its mouth at one time. However, it prefers fresh food if it has a choice. A second victim can be grabbed and held while the first is in the mouth. When the tentacles have immobilized another victim, the first one will be expelled from the mouth cavity even if it isn't dead, and the new victim will be engulfed instead.

If the surchur does not succeed in grabbing a victim, it will still do damage to an adversary within range of its tentacles by hitting with the tentacles themselves. A surchur which is not injured will be able to effectively attack with a bunch of five tentacles at once, with each tentacle considered to do 1-4 points of damage on a successful hit. Any blow which is aimed at a tentacle, hits it, and does at least 3 points of damage will sever a tentacle. A surchur with fewer than 5 tentacles intact will do correspondingly less damage from a strike, and a surchur with fewer than 4 tentacles will not keep its grip on a victim as easily; the chance to escape per round is increased to 60% against a surchur with 4 tentacles, +10% for every tentacle less than four.

If a surchur is very hungry, it will continue to attempt grabbing victims as long as it is able. If its appetite has been at least partly satisfied, it will attempt to flee when seriously injured. A surchur's lost tentacles will grow back in 3-6 days.

The typical climate in which surchurs are found is jungle-like, but they can be found in just about any environment except extreme cold.

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# Dyll

Created by Ed Greenwood

FREQUENCY: *Rare*  
 NO. APPEARING: 30-300  
 ARMOR CLASS: 7  
 MOVE: 6/18"  
 HIT DICE: 1-3 hit points  
 % IN LAIR: 45%  
 TREASURE TYPE: See below  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-3  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: *Nil*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Animal*  
 ALIGNMENT: *Neutral*  
 SIZE: *S (4-8 inches long)*  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: **III**

The bloodsucking swarms of the dyll occasionally descend upon herds of cattle or small settlements, and are greatly feared. Dyll are small, leech-like creatures. Teardrop-shaped and glossy silver in color, they wriggle in the manner of worms when on the ground, but prefer to fly upon their rubbery "wings," darting about with great maneuverability (Flight Class A).

Dyll locate their prey by sensing vibrations, by smell, and by homing in on sources of heat. These senses act in combination, and are effective up to a range of 6". Dyll swarms will attack creatures of any size, surrounding their victims in a blinding, hampering cloud. Creatures in the cloud attack at -1 "to hit" and are unable to read spell books,

scrolls, or inscriptions, for these are obscured. Such a swarm will always contain at least 30 dyll and perhaps as many as 100. Groups of more than 100 dyll are extremely rare, and if such a large group attacks it will always form at least two swarms.

A swarm can hamper as many as three human-sized victims at a time, if they are within 5 feet of each other. Within the swarm, from 2-24 dyll will attempt to strike at each victim every round. Solitary dyll will attack only motionless (i.e., sleeping or disabled) creatures.

A dyll is covered with thousands of microscopic, hollow spines. Using these, it sucks 1-3 hit points worth of blood from a victim each round. The initial strike of the dyll does 1 point of damage as it attaches itself. It begins draining blood on the round thereafter.

A dyll gains strength from the blood it ingests, at the rate of 1 hit point for each 2 points of blood-draining damage it causes. It will remain attached and continue to drain blood until it is killed or until it reaches 9 hit points, whereupon it will loosen its grip and fly away.


Dyll typically lair in rocky areas or caverns, usually near water where creatures come to drink. Such lairs often contain the drained husks of past victims, and any treasure borne in by those unfortunates.

One dyll in every 10 creatures will be able to cast a *Sleep* spell affecting creatures with up to 3 hit dice when attacking a victim. If its initial strike is successful, the spell is cast. *Sleep* spells cast by dyll striking in the same round are cumulative; thus, a pair of dyll may strike and sleep a creature of up to 6 hit dice, three dyll can affect a creature of 9 hit dice, and so on.

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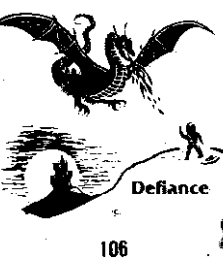
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# Poltergeist

Created by Craig Stenseth

FREQUENCY: *Very rare*

NO. APPEARING: 1-4

ARMOR CLASS: -3

MOVE: 12"

HIT DICE: 6

% IN LAIR: 20%

TREASURE TYPE: C, Q x 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *By weapon type*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *+2 or better weapon to hit*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *High*

ALIGNMENT: *Chaotic neutral*

SIZE: S (*3'+ tall*)

PSIONIC ABILITY: *Nil*

Attack/Defense modes: *Nil*

Poltergeists are the spirits of chaotic gnomes from Limbo and Gladshiem sent to the Prime Material Plane to spread the influence of chaos. They enjoy jokes and tricks, and their magical nature makes it difficult to do anything to stop them. And when they are provoked by someone trying to spoil their chaotic fun, they become as single-minded in their purpose as a berserker.

Poltergeists can use several spells of an illusionary nature. At will, they can perform the following feats of magic, at the 8th level of spell-use ability: *Audible glamor, Hypnotism, Invisibility* and *Ventriloquism*. They have infravision (60') and can teleport with no chance of error up to once per turn.

The creatures are immune to cold-based attacks and are unaffected by *charm, hold* and *sleep* spells and attack forms. A poltergeist only takes half damage from electrical and fire-based attacks, which is reduced to one-fourth if it makes a successful save.

Poltergeists will be armed as follows: 15% with club & sling, 30% with club & spear, 40% with short sword, 15% with short sword & spear. There is a 15% chance for any poltergeist carrying a club or sword that the weapon is magical (+1).

The chaotic nature of poltergeists makes it difficult to describe them in terms of general characteristics. They tend to show hatred for the same creatures that gnomes hate (goblins, kobolds and orcs in particular), but will not hesitate to attack or beleaguer any character they encounter.

Poltergeists cannot be forever slain when encountered on the Prime Material plane; one whose body is killed will have its essence banished to Limbo or Gladshiem for a time and will then be able to reappear.



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# Dragon's Bestiary

## Shroom

Created by Lew Pulsipher

FREQUENCY: *Rare*  
 NO. APPEARING: 2-8  
 ARMOR CLASS: 6  
 MOVE: 12"  
 HIT DICE: 4x3  
 % IN LAIR: 25%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 1-6  
 SPECIAL ATTACKS: *Surprise on 1-4, hug*  
 SPECIAL DEFENSES: *None*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Low*  
 ALIGNMENT: *Chaotic neutral*  
 SIZE: M  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*

A shroom (plural: shroom) has a body like that of a small, thin bear. When standing on two legs, as it often does, a shroom is about 5½ feet high. It weighs about 250 pounds. Instead of bear-like jaws, the shroom has a small, dog-like mouth and snout. Shrooms have limited color-changing ability, the fur ranging from a dirty green-brown to black depending on the surroundings. When moving on all fours, a shroom is silent, surprising enemies two-thirds of the time.

The shroom prefer to capture rather than kill their larger, more intelligent victims, while they eat smaller creatures such as dogs, rabbits, and squirrels. If forced by hunger, a shroom will even eat plants, but they are basically carnivorous.

Shrooms hold victims for ransom, or sometimes to eat later if they become bored or hungry — the outcome is unpredictable. Sometimes a victim is used as bait to trap more creatures. The shroom make eccentric ransom demands, either in person or through a note written by the victim or an associated creature. They may require large amounts of honey, for example, refusing any substitute. At other times they will want gems or coins, at others seemingly useless objects like sacks or jars. One can rarely negotiate with the shroom, who are liable to forget all about a deal and eat the captive if they become bored with the proceedings. It is best either to comply or attempt a rescue immediately.

While shrooms can rarely (20%) read common, and have no written language of their own, they can often (50%) speak common, and all can speak the align-



ment tongue of chaotic neutral. Although of low intelligence, shrooms are cunning. They capture creatures throughout their 40-year life spans, and have a fund of traditional tricks and tactics to draw upon, so that they often seem to be more intelligent than they actually are.

A shroom trained from birth can be a loyal, though stupid, servant, if well treated. Even cold-hearted dopplegangers have been known to treat shrooms kindly, for the shroom can be of obvious help by capturing characters whom the master can then imitate.

On the other hand, the trained shroom knows none of the traditional tricks of his species, he will not obey anyone but his original master. However, no shroom more than a week old can be trained. A captive, pregnant, female shroom will kill her cub immediately after birth. Though the shroom delight in capturing others, they hate captivity themselves.

The shroom attack with two slapping

paws, usually attempting to subdue. A successful hit causes real damage 25% of the time, while the rest of the time the damage is only temporary. When the total of real plus temporary damage is at least equal to the hit points of the target, it is unconscious. Victims are normally tied up with strong, flexible vines, though the shroom sometimes use rope taken from captives. In their lair the shroom lock captives in windowless "rooms" — caves, hollow trees, or whatever is available. When the victim awakes (1-6 turns after becoming unconscious), the temporary damage is gone.

A shroom may *dimension door* once per day (leading to speculation that there is a distant relationship to the unicorn). Normally, a shroom will knock out a victim and then carry it off using *dimension door*. If both paws hit the same target in the same round, the shroom hugs the victim. This causes only 1-3 additional points of damage, but it enables the shroom to *dimension door* with the victim in hand and still conscious, if the shroom so desires.

Shrooms rarely use their *dimension door* power before they have knocked out or grabbed a victim, but occasionally some will *dimension door* into or behind a party of adventurers, causing enough confusion to allow other shrooms to rush up on foot and carry off victims via *dimension door*.

Shrooms are sometimes bold, sometimes cautious. Capture is for them an enthralling sport, but not a necessity of life. If a "snatch" is not working out, the shroom will flee rather than fight to the death.

Shroom females can bear one cub per year. Since there is no mating season as such, only 2% of any cubs encountered will be less than a week old. The shroom social structure resembles that of some monkeys, with one dominant male. The "number appearing" refers to adults found together away from the lair. When in the lair, which may be underground, in mountains, or in thick brush or hollow trees, there will be twice as many adults, plus one cub per two females (the number of males and females is roughly equal). Cubs fight at reduced hit dice and damage according to age, and cannot *dimension door*. Shrooms mature in one year. The lair may (30%) contain a captive of some intelligent species, not necessarily human.

# Colfel

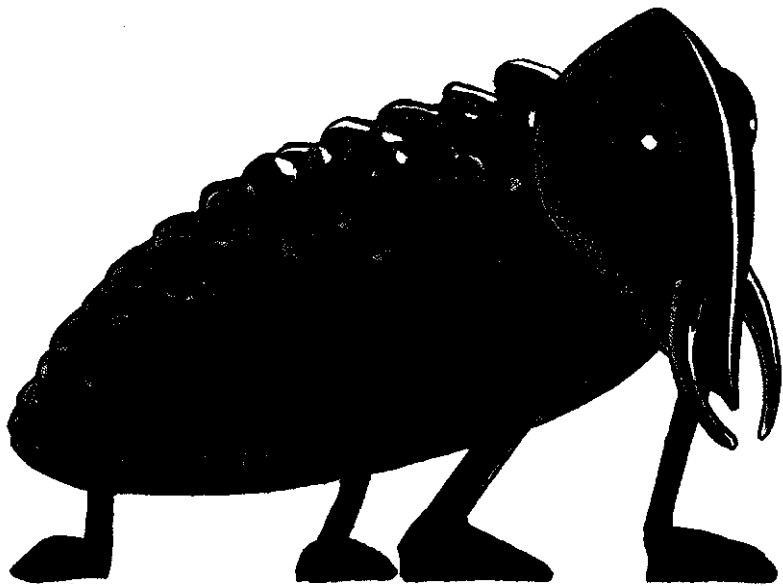
Created by Richard Lucas

FREQUENCY: *Rare*  
 NO. APPEARING: 3-10 (20-50)  
 ARMOR CLASS: 4  
 MOVE: 12"  
 HIT DICE: 7x8  
 % IN LAIR: 30%  
 TREASURE TYPE: G  
 NO. OF ATTACKS: 1 or 3  
 DAMAGE/ATTACK: 6-16 or 2-5/2-5/1-12  
 SPECIAL ATTACKS: *Energy drain*  
 SPECIAL DEFENSES: *Immunity to cold*  
 MAGIC RESISTANCE: *Saving throws as 21st-level magic-user*  
 INTELLIGENCE: *High*  
 ALIGNMENT: *Neutral evil*  
 SIZE: *M*  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*

The colfel, a native of the Negative Material plane, has appeared on the Prime Material only rarely in the recent past, probably due to summonings by powerful magicians desiring greater and more powerful servants. These creatures often compound their strength by banding together into large groups. Rarely will fewer than four or five be encountered. Also, they are highly intelligent, and attack and react accordingly, so they are very dangerous monsters even when fighting vastly superior opposition. A deadly tactic they often use is that of ganging up on just one member of a group of opponents, and attacking until this victim is dead before moving onto the next. Up to four colfel can attack one human-sized creature at the same time.

Colfel usually attack first by charging into a melee and spearing with their horns. The second and subsequent attacks are claw/claw/bite routines.

Colfel have several attributes similar



to those of the greater undead. The first is complete immunity to cold- or ice-based attacks of any form. (Colfel consider brown mold excellent food, and if they find a patch they will nurture it carefully. There is a 5% chance on any encounter with colfel that a bed of brown mold will be nearby.) The second undead-like attribute is a low-strength energy drain that draws life energy equivalent to 1,000 experience points from an opponent each time the colfel scores a hit with one of its physical attacks.

Colfel also have several weaknesses which, like their strengths, are related to their association with the Negative Material plane. In direct sunlight or its equivalent, they suffer 1 point of damage per round they are exposed. For this reason they venture out of doors only at night, and are always found underground or in the deepest, darkest jungles or forests. They take one and a half times normal damage from all kinds of fire,

Colfel also suffer damage directly from the following spells: *light* (3 hit points);

*continua/ light* (6 HP); *faerie fire* (1 HP per level of caster); *pyrotechnics*, fireworks form (12 HP); *dancing lights* (1d4 HP); *co/or spray* (2d8 HP); *prismatic spray* (4d6HP additional damage); *sunburst*, as from a *wand of illumination* (6d6HP); and *prismatic sphere* (or *wall*) (1 HP per segment if within 10"). Each spell except the *prismatic sphere* or *prismatic wall* is absorbed and negated when a colfel enters its area of effect.

Proximity to normal fires is also damaging to these creatures; torches (2 HP each), lanterns (4 HP each), and bonfires (3d4 + 3 HP) are quenched and simultaneously injure a colfel when it approaches within 5 feet of one.

Physical description: The colfel is a large quadruped, about 6 feet long and standing 3 feet high at the shoulder. It has black, slimy, furless skin that appears very much like gangrenous flesh. Its eyes are midnight black with star-white pupils, and the nose is tipped by a pair of sharp prongs. A row of spikes runs down its knobby back.

# Gem Vars

Created by Michael C. Reed

FREQUENCY: *Rare*  
 NO. APPEARING: 3-78  
 ARMOR CLASS: -7 (*diamond*) or 1 (*ruby*)  
 MOVE: 9"  
 HIT DICE: *See below*

As their name implies, these creatures are physically composed of the appropriate gem stones. They are humanoid in form, being bipedal with two arms. They can see in total darkness for as far as 200 feet, and their eyes glow in the dark,

% IN LAIR : 30%  
 TREASURE TYPE: 1  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-10 or by *weapon type*  
 SPECIAL ATTACKS: *See below*  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE: *bow*  
 ALIGNMENT: *See below*  
 SIZE: S (2-4 feet tall)  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*

which makes the eyes visible to other creatures or characters from up to 30 feet away in near or total darkness. They have no ears, and a total lack of muscle tissue and body hair.

Gem vars are created by a fairly simple

but obscure formula which may be found in an old wizard's spell book (an old book, not necessarily an old wizard), or perhaps as a page in a magical tome found in a treasure trove. The procedure: An appropriate gem stone (diamond or ruby) of at least 10,000gp value must have cast upon it, in this order and consecutively without interruption, these spells: *stone to flesh*, *enlarge*, *animate dead*, *infravision*, and *strength*.

A gem var will be aligned neutrally with respect to law and chaos, with its outlook on good and evil determined by the alignment of the creator. Thus, a gem var will either be true neutral, neutral good or neutral evil.

Gem vars are totally loyal to their creator until that character has died or the

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gem var is released from service. While under the influence of their creator, gem vars serve effectively as minions or hirelings, though they will not willingly put themselves in obviously dangerous positions unless a substantial reward of gems or jewelry is promised. At any given time, a magic-user can manufacture and have under his/her control one gem var for each point of intelligence currently possessed by the caster.

Individual gem vars that have become "unemployed" will seek out others in similar circumstances, intending to become a member of a small band. A group of gem vars released at the same time from the same creator will always form their own band and will not accept others of their kind (singly or as a group) which were released from a different creator, unless the two groups are of the same alignment.

Independent gem vars may sell their services for gems and jewelry, which they prize above all else, even magic items. Gem vars are able to find any accumulation of gems or jewelry (more than 4 pieces) within 12" of them.

For combat purposes, gem vars are treated as 8-hit-die monsters; however, they do not have a prescribed number of hit points, nor do they take damage from physical attacks the way most other creatures do.

Edged weapons are ineffective against gem vars, and they cannot be killed intact when attacked with blunt weapons. Any time a single physical attack on a gem var causes 15 points of damage or more, there is a 30% chance the creature will be killed, shattering into 101-200 (d% + 100) pieces. If it does not shatter, it will fight at half effectiveness (i.e., as a 4-die monster, then as a 2-die monster, but never lower than 1) thereafter. Any time a single strike does at least 5 points of damage, there is a 20% chance the blow will cause 1-4 pieces to be chipped off the creature's body.

A non-physical (magical) attack which causes a certain amount of hit-point damage will affect a gem var (except for the immunities noted below) similarly to a physical attack. However, a spell attack which does 15 or more points of damage will kill the gem var without shattering it (unless, of course, the shattering is a natural effect of the spell), and a spell attack which causes at least 5 points of damage has a 50% chance of reducing the gem var's effective hit dice in half.

Gem var pieces are worth whatever value a jeweler will place on the size of the gem stone. A 4' tall ruby specimen, killed intact, is worth 71,000-90,000gp (d20 + 70). A 4' tall diamond specimen, killed intact, is worth 81,000-100,000gp (d20 + 80).

Gem vars are impervious to *charm* and *sleep* spells. They are also immune to all fire- and cold-based attacks.



Being endowed with great strength, gem vars are limited in weapon use only by their size. They prefer to use long (two-handed) swords, battle axes, javelins, spears, and light crossbows.

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# Dragon's Bestiary

## Sull

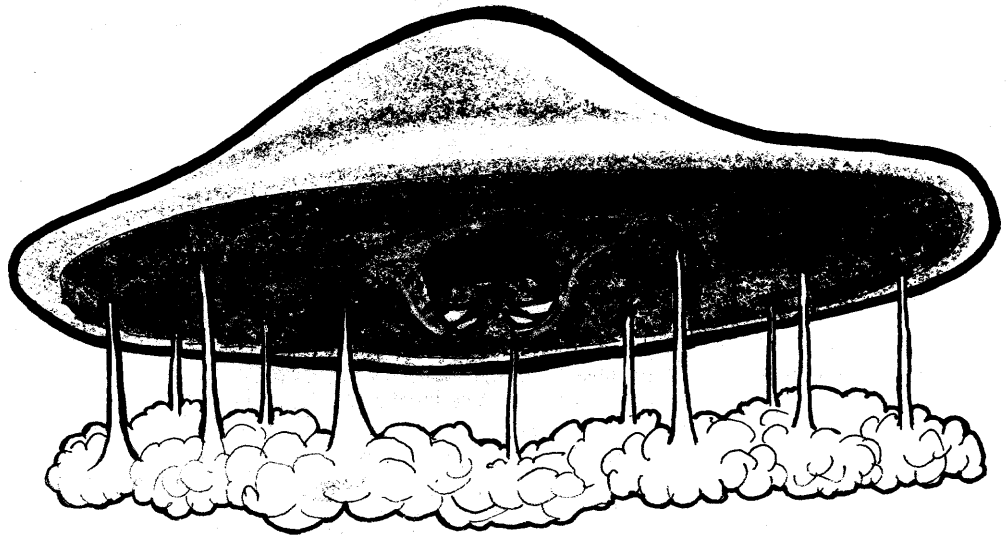
Created by Ed Greenwood

FREQUENCY: *Rare*  
 NO. APPEARING: 1-6  
 ARMOR CLASS: 9  
 MOVE: *See below*  
 HIT DICE: 3, 4, 5, or 6  
 % IN LAIR: *Nil*  
 TREASURE TYPE: *Nil*  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 1-4/4-16  
 SPECIAL ATTACKS: *Nil*  
 SPECIAL DEFENSES: *Gas cloud*  
 MAGIC RESISTANCE: *Standard*  
   *[immune to charms]*  
 INTELLIGENCE: *Average [High]*  
 ALIGNMENT: *Neutral*  
 SIZE: *L*  
 PSIONIC ABILITY: *Nil [120]*  
 Attack/Defense Modes: *Nil [A, D / F, I]*

Sull, or "floaters," are nomadic creatures who float silently in midair by means of buoyant gases created in their digestive organs and stored in the central hump of the body. Sull move by the controlled intake and exhaust of these gases; they can move at a rate of 18" vertically through the air, but only 6" horizontally (unless aided by air currents).

Despite their slow movement rate, Sull are Flight Class A in regard to maneuverability; not needing to turn about but merely stopping short and reversing direction. Sull greatly fear Wind Walkers and similar creatures of the air, for they have no defense against the air turbulence these beings can create.

Sull are omnivorous, and consume prey with great jaws located on their underside. From between their jaws they can extend a sucking tube to take in liquids.



Sull never crush opponents beneath their bulk, but will ram into victims (using the hard, rubber-like edge of their bodies rather than the more resilient top and bottom surfaces) with as much force as they can muster and rebound away. This attack does 1-4 points of damage. The Sull's bite, if it is able to drop down upon and engulf a victim, does 4-16 points of damage.

When engaged in battle, Sull will emit gaseous clouds from orifices spaced around the under part of the body's edge; this gas, a digestive byproduct, hangs in the air in blinding, irritating clouds. Creatures battling a Sull do so at -4 "to hit" if the gas affects their eyes, but only at -1 if they must contend merely with its thickly swirling, obscuring vapor. A successful save vs. poison, or the use of magical protection to prevent irritation to the eyes, lessens the -4 penalty to -1.

Floaters can understand Common, and

sometimes will understand the speech of races or of individuals (see below), but they cannot shape words. They have their own language of clicking and whistling sounds. Sensory areas around the edges and hump of the disc-like body, and around the mouth beneath, give the Sull normal (6" range) infravision. It also has receptors for sound and smell, but these senses are not acute and only operate with dependability at short range (within 2" of the creature).

A few Sull (10% chance of encountering such) have psionic ability. The differences of these creatures with regard to magic resistance, intelligence and psionic ability are given in brackets. Psionic Floaters always have the minor disciplines of *Detection of Magic*, *Empathy*, and *ESP*, and the major disciplines of *Body Control* and *Telepathy*. They vary in psionic mastery, but are typically of 6th level.

Sull are occasionally captured and trained to serve spellcasters as aerial platforms. They typically understand far more of their master's primary language than that individual may realize, and will always recognize their master's voice and commands. Although usually docile, Sull are not willing servants and must be controlled by pain, typically administered by a *Wand of Lightning* or other source of electrical shock, or a *Wand of Magic Missiles*.

Psionic Sull will only serve masters of true neutral alignment, and will communicate with them telepathically if they are well treated. Sull have served as battle leaders for the dervishes of the desert, among whom they are treated as respected friends.

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# Beguiler

Created by Ed Greenwood

FREQUENCY: *Very rare*  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 9  
 MOVE: 15"  
 HIT DICE: 2  
 % IN LAIR: 40%  
 TREASURE TYPE: L, N, Q  
 NO. OF ATTACKS: 6  
 DAMAGE/ATTACK: 1-2 (x4), 1-4, and 1  
*or by weapon type (see below)*  
 SPECIAL ATTACKS: *Illusions*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Average to high*  
 ALIGNMENT: *Neutral*  
 SIZE: *S (2' long)*  
 PSIONIC ABILITY: *See below*  
 Attack/Defense Modes: *Nil*

The Beguiler is a small, plump quadruped about the size of a small dog. Mouselike in appearance, it has large glistening black eyes, large ears, and a pointed snout. It is covered with thick, bluish-black fur that sheds water, is silky to the touch, and — when properly cured — commands high prices.

Beguilers possess razor-sharp retractile claws, enabling the creatures to climb



trees and wooden structures with ease. The hairless, prehensile tail of the Beguiler aids in climbing, and can be used to throw and/or wield weapons the size of a shortsword or smaller.

The creature's four sets of claws each do 1-2 points of damage per attack, the Beguiler's bite does 1-4, and the tail can inflict 1 point of damage by itself, or by weapon type if one is used. Any weapon held or thrown by the Beguiler's tail is at -2 "to hit."

A Beguiler always sees with *True Sight*; i.e., invisible creatures or objects can be seen, and illusions are not seen and do not have the intended effect. The creature can change the hue of its fur to match the coloration of its surroundings for 1-4 turns and remain absolutely motionless during that time, hiding in shadows with the success of a 12th-level thief. (Some spellcasters are rumored to have maintained or recreated this ability in the cured pelt of the Beguiler.)

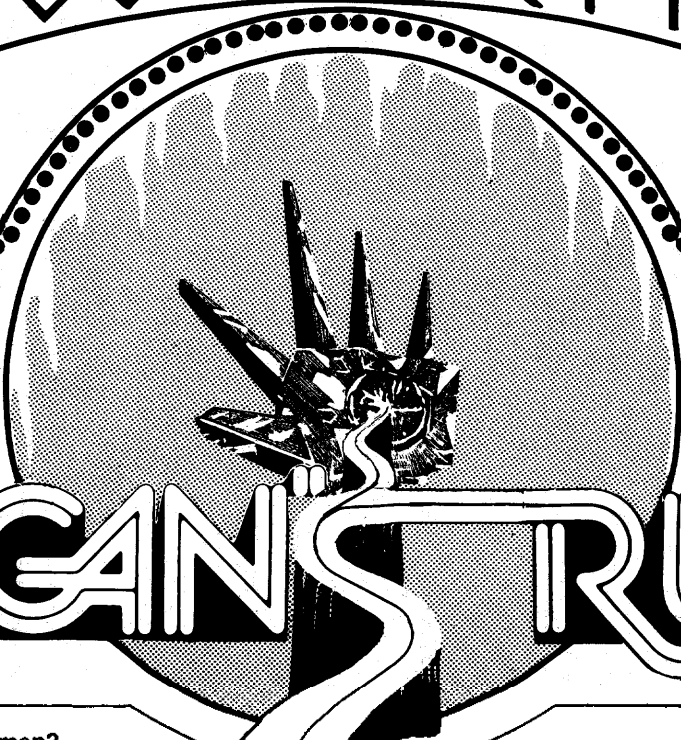
The Beguiler's most spectacular and most feared (once it is discovered) ability is the power to cast illusions. A Beguiler can cast *Spectral Force* and *Shadow Monster* spells as a 20th-level illusionist. Different individuals of the species vary in spellcasting powers, having the use of from 4-16 such spells per day. Such illusions will cease whenever the Beguiler wills, but it need not concentrate to maintain them.

Beguilers cannot be attacked by psionics. Their peculiar mental processes create a continuous "scrambling" effect which makes psionic activity impossible within 4" of the creature.

Beguilers are omnivorous. Beguiler brains are highly prized by alchemists and spellcasters alike, for they are a valuable ingredient in several important magic items and potions.

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# Magenta's Cat

Created by  
Roger Moore

FREQUENCY: *Very rare*  
NO. APPEARING: 1 (5% chance of 3-6)  
ARMOR CLASS: 7  
MOVE: 12"  
HIT DICE: 1+1  
% IN LAIR: *Special*  
TREASURE TYPE: *Special*  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 1-4  
SPECIAL ATTACKS: *Psionics*  
SPECIAL DEFENSES: *Hiding, silence, psionics*  
MAGIC RESISTANCE: *Standard*  
INTELLIGENCE: *Exceptional*  
ALIGNMENT: *Neutral*  
SIZE: S  
PSIONIC ABILITY: 170-220  
Attack/Defense Modes: *All/all*

Several centuries ago a Wizardess named Magenta began experimenting to try to produce psionic ability in her familiar, a large black cat called (predictably) Midnight. Though she was successful in making Midnight psionic, an unintended side effect caused the cat to be released from its obligation as a familiar, and it escaped.

Though Midnight was never found again, it would seem that the cat was able to breed with others of the normal variety and produce psionic and intelligent offspring. The special genes for these powers are recessive, and thus the probability that any cat today will possess the powers of its ancestor is very low (something like 1 in 1,000).

All known psionic cats (called Magenta's Cats) are reputed to be of the same deepest black color as the original. About two thirds of these cats are female. All have exceptional night vision, allowing them to see well in anything but absolute darkness, and very sensitive hearing. These senses make the cats impossible to surprise. The silence with which they move and their dark color allows them to surprise opponents on a 1-5 in shadowed areas and at night.

Magenta's Cats are intelligent in the extreme, and can apparently communicate with all feline creatures by means of a sort of limited empathy/telepathy. They may speak up to three languages besides the feline tongue and the language of neutral align-

ment. It is 90% likely that at least one of these other three languages will be the common tongue, and 60% likely that another will be elven.

Magenta's Cats are aloof and somewhat conceited; they all seem to feel they are vastly superior to any other thinking creature, although they are not given to "broadcasting" their powers. It is likely that any Magenta's Cat aware it is being watched will act like a normal cat, not revealing its true nature until it chooses to or is forced to.

Though these creatures usually travel alone, it is possible to run into a small group of them, all adults, who have gathered to exchange information, feed, or mate. Singly or in groups, these cats are only known to inhabit towns and cities. Litters have 3-5 kittens, with only a 10% chance of each offspring having the special powers of the psionic parent(s). The chance is the same whether one or both parents are psionic.

The psionic powers of a Magenta's Cat are as follows: Each has the Minor Devotions of *Invisibility, Body Equilibrium, Cell Adjustment, and Molecular Agitation*. These powers are used at the seventh level of mastery. Psionic *Invisibility* will only be used as a last resort if the cat's normal methods of staying out of sight fail. *Body Equilibrium* explains why Magenta's Cats often leap from high buildings and cliffs to escape pursuit, since they are able to slow their descent to prevent harm, and also explains why now and then a confused peasant or traveler will report seeing a black cat walk across a lake or pond and not get wet. *Cell Adjustment* removes any damage to

the cat (unless it was killed outright) completely in one round. *Molecular Agitation* is rarely used, but explains why the homes of known cat-haters sometimes burn down inexplicably. Most people believe this is the vengeance of the Egyptian cat-goddess, Bast, or a like-minded deity. Magenta's Cats probably know differently.

A magic-user of true neutral or part-neutral alignment who has psionics may receive a Magenta's Cat for a familiar if the spell *Find Familiar* is cast successfully and a black cat is indicated as the type of familiar received. The base chance is 5%, plus an additional 1% per level of experience of the magic-user over the first. For a magic-user of true neutral alignment, this chance of success is unmodified; however, subtract 2% from the figure arrived at if the magic-user is neutral good, neutral evil, lawful neutral or chaotic neutral. Magic-users of other alignments will not be able to find a Magenta's Cat for a familiar even if they are psionic.

In addition to the normal powers of a black cat familiar, the Magenta's Cat makes the magic-user impossible to surprise and can add its psionic strength points to its master's in multiple psionic operations. The magic-user may likewise add his or her points to the cat's to extend its powers, but the magic-user will not gain the cat's psionic disciplines as his or her own, or vice versa. If the Magenta's Cat familiar is killed, the magic-user immediately loses twice as many hit points as the cat had, permanently, and also loses all of his or her psionic powers forever. Like all other familiars, the Magenta's Cat gets a saving throw vs. magic when the *Find Familiar* spell is cast.

There is a 5% chance that a Magenta's Cat will be acting as a familiar if encountered normally. If so, it will be linked to a Wizard of 11th to 18th level (d8 + 10, to generate level randomly) who will react with all powers possible if his or her familiar is threatened. There is a fair chance the cat will be wearing a jeweled (and possibly enchanted) collar of considerable value, as determined by the Dungeon Master.

A Magenta's Cat acting as a familiar will be very near to its master or mistress, or to the home of that character. Aside from this sort of "lair," Magenta's Cats have no lairs and collect no treasure.



# Dragon's Bestiary

## Bleeder

Created by Ed Greenwood

FREQUENCY: *Rare*  
 NO. APPEARING: 1  
 ARMOR CLASS: 4/6/8  
 MOVE: 9"  
 HIT DICE: 77-84 hit points  
 % IN LAIR: 40%  
 TREASURE TYPE: *See below*  
 NO. OF ATTACKS: 10  
 DAMAGE/ATTACK: 1-8  
 SPECIAL ATTACKS: *Blood drain, ram*  
 SPECIAL DEFENSES: *Regeneration*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Average to high*  
 ALIGNMENT: *Neutral evil*  
 SIZE: L (6' dia.)  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*

The bleeder is a fearsome monster found in caverns or ruins. Its spherical body resembles that of the dreaded beholder, but the "eyestalks" of the bleeder are actually bloodsucking tentacles.

Bleeders favor a diet of humans and horses, but will attack anything having blood (including such things as bloated stirges).

In the bleeder's digestive process, blood is used to generate energy which is stored within organs in the body and tentacles (1 hp worth of ingested blood becoming 1 charge). The creature uses this energy for motor activity and healing. The transformation from blood to energy takes 1 round.

A bleeder expends 1 charge every 2 turns in motor activity (and thus is al-

most always hunting prey). Spending 1 charge enables the bleeder to heal 1 hit point of damage to each of its 10 tentacles and 1 point of damage to its central body (but not its eye). The healing ability can be used once per round, and the creature can attack as usual while the regeneration is going on.

Bleeders prefer to float above surfaces rather than resting upon them, and move by means of *Levitation*. (An organ located in the upper half of the rubbery, spherical central body is a valued ingredient in magical potions and inks concerned with levitation and similar acts.) A bleeder may, however, "shut itself down," remaining motionless and insensitive on the ground, and in that state remain alive for long periods. To awaken from this hibernation, the creature requires an influx of electrical energy, or a physical shock caused by a fall, blow, wound, or heat.

The bleeder's 10 tentacles are retracted into the body when not needed (resembling eyestalks up to 4 feet in length), but can lash out to a full stretch of 20 feet with blinding speed. All 10 tentacles may act separately, or they may strike a single human-sized target in concert. The initial strike of a tentacle causes 1-8 points of damage as the barbed tip attaches to the victim. Sucking orifices within the barbs will drain blood at the rate of 2 hp per round (per tentacle), beginning on the round after the hit was made.

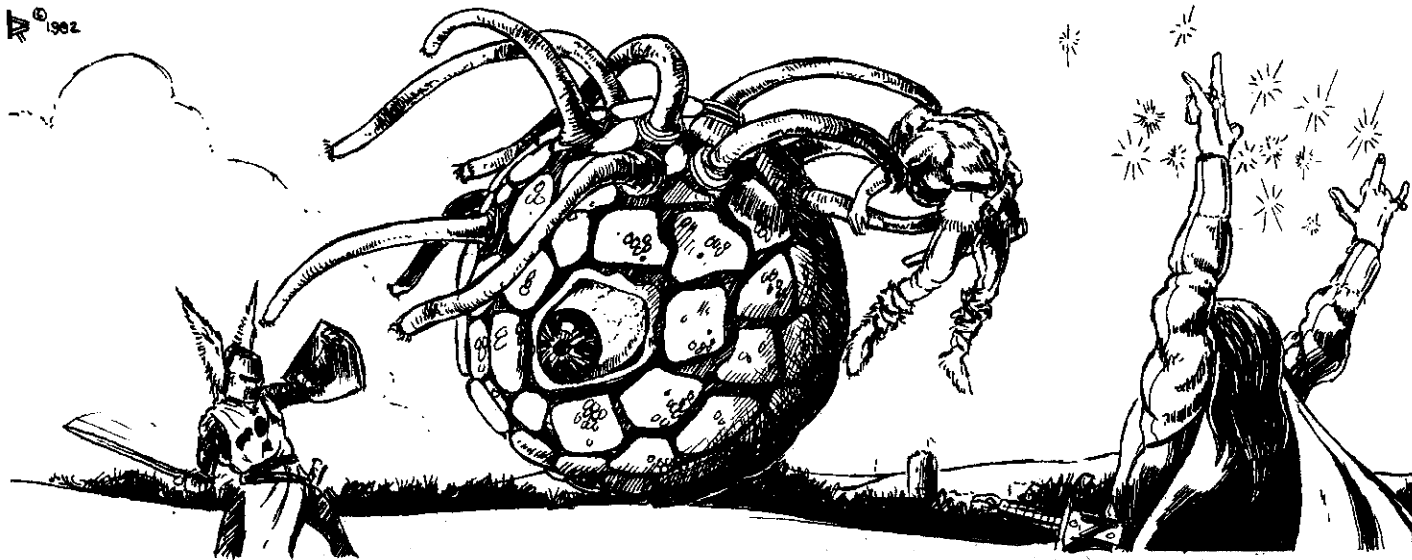
If a tentacle attached to a victim is damaged but not destroyed by any single blow, it will instantly and automatically drain from the victim's body sufficient blood (in hit points) to restore itself. Note that this reflex effect occurs after every non-killing hit, even if the ten-

tacle absorbs more than one wound in a round. This instinct does not respond to damage suffered by the central body or other tentacles. A tentacle will continue to drain blood if it is doing so when the central body reaches zero hit points. Tentacles not attached to a victim at that time are incapable of further activity.

A tentacle will remain imbedded in a victim until the bleeder retracts it, or until it is torn free by the victim and/or comrades exerting a total strength of 22. A victim freed from the tentacles forcefully will suffer 1-6 points of damage per tentacle as the barbs come loose. A bleeder will voluntarily retract a tentacle only when its victim is reduced to zero hit points, or when its central body is down to 5 hit points or less (30% chance, check each round when applicable).

Bleeders have been known to ram or crush opponents with their bulk. This attack does 1-8 points of damage, and is often made purposefully while the body is turning and its tentacles flailing, so that victims are dislodged from ledges and precarious positions. The creature's tentacles each have 6 hit points and are armor class 6. The central body has a hard, rubbery skin and is AC 4. It has 11-18 hit points, and bears a large eye (AC 8, 6 hp, 12" infravision). If its eye is destroyed, a bleeder may still locate opponents within 1" by smell and sensing vibrations.

Bleeders often meet in mid-air struggles to the death. The loser's body is left to become the breeding ground for offspring. The central body is covered with a fluid secreted by the victor, and within 1 day, from 1-4 young are "hatched." Each offspring is 50% as powerful as an adult in all respects, and matures in one month.





## Stymphalian birds

Created by Michael Parkinson

Author's note: Throughout history, creatures and characters from classic myths and legends have stirred the imagination. The ADVANCED DUNGEONS & DRAGONS® game would be a lesser game if it lacked legendary monsters such as vampires, medusae, and unicorns, to name a few such creatures.

Another formidable and fearsome creature of myth not included in the official AD&D™ monster list can be taken from the legend of the sixth task of Hercules — to destroy the carnivorous birds of Lake Stymphalus.

FREQUENCY: *Very rare*  
 NO. APPEARING: 2-12 (in flight)  
                   or 30-180 (in lair)  
 ARMOR CLASS: 4  
 MOVE: 6"/18"  
 HIT DICE: 4  
 % IN LAIR: 20% (but see below)

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## Spriggan

Created by Roger Moore

FREQUENCY: *Uncommon*  
 NO. APPEARING: 3-18  
 ARMOR CLASS: 6  
 MOVE: 9"  
 HIT DICE: 1  
 % IN LAIR: 15%  
 TREASURE TYPE: *K on individuals;*  
                   *P, Q, Y in lair*  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-5 (2-16)  
 SPECIAL ATTACKS: *See below*  
 SPECIAL DEFENSES: *Silver or magical*  
                   *weapons to hit*  
 MAGIC RESISTANCE: 10%  
 INTELLIGENCE: *Low to average*  
 ALIGNMENT: *Neutral evil*  
 SIZE: *S (2' tall)*  
 PSIONIC ABILITY: *Nil*  
                   Attack/Defense Modes: *Nil*

Spriggans are small humanoids, each of them having a distinctive, grotesque appearance. Differences between the members of a band of spriggans are considerable; no two ever have the same clothing, facial appearance, or height. Spriggans form small raiding bands and ravage the country near their lair, much as brigands do.

Individual spriggans have the thieving abilities of a 1st-level thief, with the exception of the band's leader, who has the abilities of a 5th-8th level (d4 + 4) thief. The leader of the spriggans is also able to bring down a *curse* one time per month. The curse takes effect when the leader touches a victim or is hit by the intended victim. Once the leader first employs the curse power, he will be "charged" for 10 rounds thereafter and will try to affect as many enemies as he can in that time. The leader will usually only use this ability if the spriggans' lair is raided and their spoils taken. Typical spriggan curses include penalties (-1 to -4) to saving throws, "to hit" rolls, or the like. Such a curse has a duration of 4-12 rounds depending on its severity, with weaker curses having longer durations. The effect may be negated by a *Remove curse* or a *Limited wish*.

All spriggans are capable of *Enlarge Self*, a special spell that increases a spriggan's height to six times normal, generally up to about 12'. This height increase gives the spriggan the attack power of a hill giant (2-16 damage/round, or +3 to hit and +7 to damage). This power lasts 4-9 (d6 + 3) rounds and can be

NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1 -8  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

These man-eaters dwell in the midst of malarial marshes in damp, temperate to tropical climates, but will plague the surrounding areas up to 10 miles away. Their weed-choked, stagnant swamps are inevitably girdled by thick vegetation, hence often the birds' lair is accessible only by air. Colonies in such places are densely populated (30-180 adults and 10-60 non-fighting fledglings).

The Stymphalian bird has an ibis-like body with an extended neck; grasping talons and a fell beak, both of brass; and barbed feathers.

When flying overhead, a group of these birds can loose a rain of feathers which will cause damage on any character or creature below equal to a roll of d4 plus the victim's effective armor class. Double damage, or perhaps even more than

that, is rendered upon large targets such as horses. This attack can be made only once a day by any particular group in flight.

When it lands on a victim, a Stymphalian bird will attack with its claws (doing 1-6/1-6) instead of its beak. If both talons strike, the target is knocked prone unless he rolls less than his strength on 4d6.

These foul birds are carriers of (roll d6): 1, blood disease (acute, terminal); 2, cardiovascular-renal disease (acute, terminal); 3, connective tissue disease (chronic, severe); 4, gastro-intestinal (chronic, mild); 5, gastro-intestinal (acute, terminal); 6, any two of the above diseases.

The birds can only be damaged by magic weapons or spells. A special concoction of hydra blood, when smeared on the blades and points of magic weapons, will kill the bird unless it makes a saving throw versus poison; of course, the creature must be wounded (by a successful hit) before the poison can effect. A successful saving throw vs. poison indicates no additional damage (the toxin did not enter the bloodstream).

Stymphalian birds have such a violent stench that their opponents, when in me-

lee with a hunting flight or within 100 yards of the lair, fight at -2 to hit (or at -1 if a saving throw vs. poison is made). Similarly, any spells attempted by a spell caster under these conditions have a 20% chance of failure (only 10% if the caster makes the saving throw vs. poison), in addition to any saving throws vs. magic that the birds are entitled to. This is because of the nausea and distraction caused by the acrid fumes. A new saving throw vs. poison must be rolled for in every round when the stench is present. The odor and noise these birds exude make it hard for them to gain surprise.

It may be possible to panic the birds (even an entire colony), depending on the method employed and the Dungeon Master's discretion: for example, Hercules used a device fashioned by the Goddess Athene.

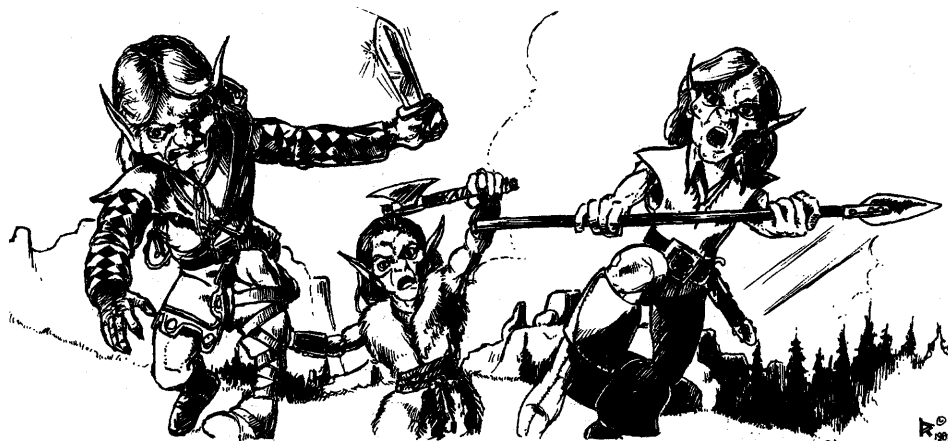
These savage birds will greedily try to attack any humanoid or demi-human. Because the Stymphalian birds eat the local citizenry and peasantry, kill animals with their feathers, and spread diseases, any party attempting or offering to destroy or rout an established colony might be rewarded (or promised a reward) by those who are grateful. The birds themselves do not collect treasure.

used once per day, usually to scare opponents into fleeing or surrendering their valuables. It takes two segments for a spriggan to grow to its enlarged height, and the creature need only make a simple somatic gesture (placing thumb in mouth and puffing out cheeks, as if blowing up a balloon).

Their use of this power has led many peasants to believe that spriggans are actually the ghosts of long-dead hill giants, and some folk may use holy symbols or holy water when confronted by a spriggan band — for good reason, and with good effect. Though spriggans are not undead, they are repelled by holy symbols and will flee if splashed with holy water. Some sages believe this happens because spriggans are said to have originated on a lower plane. Holy water does not do actual damage to spriggans, except as it affects their morale.

Spriggans gain no bonuses for dexterity or racial type when using the thieving tables for pickpocketing, hiding in shadows, etc. They have a -25% penalty to their chance to climb walls, due to their height. They cannot use thieving abilities when in giant form.

These creatures are usually found in



hilly regions. They often set up house-keeping in a lair once occupied by hill giants. One of their other major occupations in life besides robbery is kidnapping; spriggans have been known to steal the children and babies of dwarves, halflings, and gnomes, and either hold them for ransom or bring them up as their own, training each child to be a fighter or a thief. Differences between spriggan babies and babies of other races will be obvious to anyone, since

spriggan children are as ugly and foul-tempered as their parents.

Spriggans have a wide variety of skin colors; individual complexions are usually some shade of brown, gray, or yellow-white. They speak their alignment language, the common tongue, and their own language. The leader (and only the leader) knows the thieves' cant, since he may have occasional ties with a local thieves guild to sell some of the spriggans' stolen goods.

# Dragon's Bestiary



Walt Disney's  
DONALD DUCK

Written by Tom Moldvay

**10th-level fighter/berserker**  
ALIGNMENT: *Neutral good*  
HIT POINTS: 138  
ARMOR CLASS: 4  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK: 1-6 (+1 or +3)  
HIT BONUS: +1 or +3  
MOVE: 12"  
STRENGTH: 17  
INTELLIGENCE: 9  
WISDOM: 6  
DEXTERITY: 18  
CONSTITUTION: 19  
CHARISMA: 13

Like many cartoon characters, Donald Duck cannot really be killed. When reduced to zero hit points, he loses interest in the battle and wanders away. He need never make a saving throw, and attacks which require saving throws (even if checking for half damage only) never succeed against Donald. They might produce a visible effect; e.g., poison may

## VALLEY GIANT

Written by Michael Nystul

FREQUENCY: *Extremely rare*  
NO. APPEARING: 1  
ARMOR CLASS: -2  
MOVE: *Occasionally*  
HIT DICE: 9  
% IN LAIR: 100%  
TREASURE TYPE: *See below*  
NO. OF ATTACKS: 2  
SPECIAL ATTACKS: *See below*  
SPECIAL DEFENSES: *See below*  
MAGIC RESISTANCE: *Standard*  
INTELLIGENCE: *One-track mind*  
ALIGNMENT: *Neutral*  
SIZE: *Real big*  
PSIONIC ABILITY: *Nil*

The Valley Giant always dwells in his valley. This lair is an active farming area. The Valley Giant always has other creatures in his lair to act as workers. These workers are all less than four feet tall. Their weapons are +1 hoes and magic wheelbarrows which produce and hurl 1-10 giant corn kernels every three rounds.

Unlike other giants, the Valley Giant has spells unique to himself:

1: *Sonic Boom* — Upon utterance of the words "Ho, ho, ho," this spell causes a victim to take 6-36 points of damage and lose 1 point of intelligence.

2: *Charm Undersized Being* — Reduces the victim's intelligence and charisma by 2 points each, and a stricken victim will farm for the giant until dead.

3: *Polymorph Sprite Farmer* — This spell affects beings over 4'2", reducing them to 3'6" and then acting as a *Charm Undersized Being*.

4: *Box* — Enables the Giant to box material up to 10,000 gp in weight. (It takes 10 turns for a victim to escape the box, by which time he has been shipped out of the valley by the spell described below.)

5: *Teleport Boxed Material* — Up to 1,000 meters distance, no chance of error.

The Giant's special treasure is 100 to 10,000 boxes of yellow vegetables, 200 to 20,000 boxes of little square orange vegetables, 150 to 15,000 containers of round green vegetables, and 250 to 25,000 boxes of all of the above combined.

Because he appears apparently from nowhere, the Giant has a 99% chance of surprise.

Description: The Valley Giant has green skin, hair, and eyes. He wears a shirt of leaves (AC -2) and has the unusual habit of standing at all times with his hands on his hips. The Valley Giant's one weakness is that if someone asks, "What's new, Giant?" he will immediately filibuster for ten minutes and can be easily attacked during that time,



turn Donald green for a turn, a fireball may blacken his feathers for a turn, but Donald will then return to normal and be unharmed.

Donald usually wears a blue sailor suit and, while he possesses all the skills one might expect from a sailor, he is an indifferent sailor at best, preferring to remain on land. Donald often delights in playing tricks and practical jokes. He does not, however, take kindly to having the tables turned on him. He has a hair-trigger temper

which often sends him into a quacking fury. Even when berserk, he has a +2 bonus both to hit and on damage done (hence the dual statistics). It is left to the DM's discretion to decide when Donald goes berserk.

Donald especially dislikes chipmunks and mountain lions. One of the quickest ways to turn him berserk is to shoot an arrow at him or throw something at his head and then shout: "Hey, Donald, duck!"

## THE TASMANIAN DEVIL

Written by Steven Sullivan

FREQUENCY: *Very rare*  
NO. APPEARING: 1  
ARMOR CLASS: 4  
MOVE: 6"/16" in whirlwind  
HIT DICE: 12  
% IN LAIR: Nil  
TREASURE TYPE: Nil

NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 2-20  
SPECIAL ATTACKS: *Whirlwind*  
SPECIAL DEFENSES: *Regeneration*  
MAGIC RESISTANCE: *Standard*  
INTELLIGENCE: Low  
ALIGNMENT: *Chaotic neutral*  
SIZE: S (3' tall)  
PSIONIC ABILITY: Nil



The Tasmanian Devil is a mangy, vicious, beady-eyed, evil-tempered brute that will eat anything — especially rabbits. (It also has a fondness for duck.)

This ferocious creature attacks twice per round, doing 2-20 points of damage per attack to anyone it hits. It can regenerate 3-30 hit points in any round in which it does nothing else (if it is not dead). It will almost always do this if surprised or if it takes a large amount of damage from any non-melee attack.

The Devil also has the ability to go berserk, turning into a living whirlwind of teeth and claws. As a whirlwind, it moves each round in a random direction. In this form the Tasmanian Devil may bore through anything (including metal or stone) in its path except a magical barrier of some type. A character in the way of the whirlwind will take 6-60 points of damage. The Tasmanian Devil may stop this whirlwind at any time, but may not attack until a round later, when it regains its bearings.

The Tasmanian Devil is slow-witted, and can be tricked by anyone impersonating a Tasmanian She-Devil. This can be easily accomplished by anyone able to shove a bear trap into his or her mouth and flash a charming smile.

Despite its low intelligence, the Tasmanian Devil can speak a few simple sentences in the common tongue, such as "Why for you do that to me?"

## Chuck Jones' and Warner Brothers' THE MARTIAN

Written by David Cook

7th-level fighter (race unknown)  
ALIGNMENT: *Lawful evil*  
HIT POINTS: 105  
ARMOR CLASS: 2  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 1-3  
HIT BONUS: +2  
MOVE: 9"  
PSIONIC ABILITY: Nil  
STRENGTH: 9  
INTELLIGENCE: 18  
WISDOM: 8  
DEXTERITY: 10  
CONSTITUTION: 19  
CHARISMA: 15

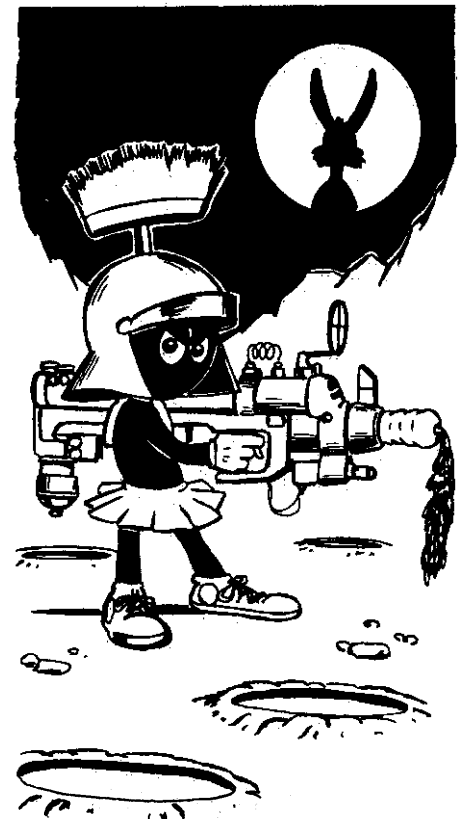
Although puny, this little creature constantly schemes to take over the Earth, the galaxy, or anything else. Although a relatively poor fighter in melee combat, he possesses a powerful Disintegrator/Re-integrator pistol. This weapon has a range of 1", and any target hit must save vs. wands (at -2) or crumble into dust. However, if the setting is reversed, the target will be restored to its previous condition. He will also have 10-100 de-

hydrated martians (treat as long-nosed green ogres) which will grow to full size upon application of 2 drops of water.

Half of the time, the Martian's flying saucer will be 'in the vicinity of the encounter. This device may carry one person (and his or her equipment) at speeds of up to 1,000 mph. However, the controls are such that only the Martian may fly it in safety. All others attempting to pilot the craft will head in a random direction (in space) for 1 to 10 hours, until they arrive at a far different location from their starting point — possibly a different planet.

The Martian wears tennis shoes and a helmet which are magically animated, thus making it virtually impossible to determine when he is dead. When his hit points are reduced to zero, the helmet will cover the body (or what remains of it), and the shoes will attempt to carry him to safety. The Martian evidently has access to sophisticated revival and restoration devices, for no matter what happens to him he always returns. The helmet also functions as a *Necklace of Adaptation*.

The Martian is seldom encountered on Earth itself, although he may be nearby. His approach is normally heralded by the sound of tinny music.



## BASEBALL BUGBEARS

Created by Karl Kesel  
and Tom Richmond

FREQUENCY: *Very rare*  
NO. APPEARING: 9, or 18 if two teams  
are in a playoff, plus one coach and

ARMOR CLASS: 5 (catchers: 3)  
MOVE: 12"  
HIT DICE: *Special*  
% IN LAIR: 10%  
TREASURE TYPE: 1-4 diamonds

NO. OF ATTACKS: 1  
DAMAGE/ATTACK: *Softball 1-2;*  
*Hardball 1-4; Baseball Bat 1-6*  
SPECIAL ATTACKS: *Nil*  
SPECIAL DEFENSES: *Nil*  
INTELLIGENCE: *Low to average*  
ALIGNMENT:  
SIZE: L (7' tall)  
PSIONIC ABILITY: *Nil*

These creatures travel around in tight, nomadic bands. If they are encountered in their camp, practice ball-throwing and hitting will undoubtedly be going on. If they are met while wandering, general team-talk and casual catching games will be happening. Baseball bugbears are unusually rowdy and will usually attack anyone for any reason. They will always attack any person disrupting a practice session, and death is too good for someone who breaks up one of their games! Because of their loud nature, baseball bugbears *never* surprise opponents, and can usually be heard a good distance away. They have uncommonly high morale, and surrender or retreat only in the most unusual circumstances.

## WEREBEAVER

Written by Jeff Goelz

FREQUENCY: *Unique*  
NO. APPEARING: 1  
ARMOR CLASS: 6  
MOVE: 9"  
HIT DICE: 4+2  
% IN LAIR: *Nil*  
TREASURE TYPE: *Nil*  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 4-16  
SPECIAL ATTACKS: *Nil*  
SPECIAL DEFENSES: *Silver or magical*  
*weapon needed to hit*  
MAGIC RESISTANCE: *Standard*  
INTELLIGENCE: *Average*  
ALIGNMENT: *Chaotic good*  
*(chaotic evil in were form)*  
SIZE: S (*M in were form*)  
PSIONIC ABILITY: *Nil*

The werebeaver is usually encountered in human form. He appears as a young boy with short, dark hair and a



For each team encountered, one baseball bugbear will be a pitcher (+1 to hit with baseballs, +1 damage), one will be a catcher (armor class 3, 75% likely to catch any missile), and one will be the coach (slightly older and a bit overweight, -1 to hit and -1 damage with anything). The coach's team will listen explicitly, and only, to him.

The rest of the group will be normal players, although a druid of 3rd level or higher may notice that various team members seem to hail from different areas of the country, due mainly to the heavy, off-season trading that occurs between teams. For each team of baseball bugbears, there is a 10% chance that one player has a batting average over .400, giving him +2 to hit and damage with a baseball bat. Also, there is a 10%

round head. It may be noticed that he has buck teeth. Accompanying the werebeaver is a slightly older boy with curly, light colored hair. This boy is named Wally. Their clothing is outdated, and they can be easily distinguished by the fact that they have no coloration. Their



chance that any given team is the current league champion, in which case each team member has an extra +1 to hit with both bats and balls.

All teams have at least one kobold batboy, who will continually supply the team with new weapons. This kobold, however, will usually run away once any bats are swung in battle. Once a kobold batboy begins to show signs of wanting independence from his team, baseball bugbears will hold a large feast in his honor, usually with the kobold batboy as the main course. Baseball bugbears have been known to raid human, and even elven and dwarven, villages in search of new batboys when a fresh supply of kobolds is not readily available.

All baseball bugbears have proficiency in both bats and balls. They will always attack with baseballs from a distance, switching to bats when their opponents come within reach. The team will have at least 9 wooden bats ready to use at any given moment, and 10-60 balls. If the baseball bugbears are male, they will use hardballs. A female team will use softballs. However, one team in 20 will be found carrying some of both. All teams will have an ample supply of baseball mitts or gloves. These gloves may be used as an equivalent to a small, wooden shield, making the average baseball bugbear armor class 4 while the mitt is in use. Mitts may not be worn when bats are being employed.

For game purposes, baseball bug bears are treated as 3+1 hit dice monsters. In battle — regardless of how much or how little damage they have suffered — each team member will be killed automatically after being hit three times: Three strikes and they're out!

bodies and clothing are various shades of white, grey, and black. Also, it is possible that a certain identifiable theme music will be heard whenever the werebeaver is encountered.

Once the werebeaver is encountered, he will appear to get nervous, and Wally will tell the party, "Why don't you guys leave before I start to think you're a bunch of creeps or goons or something. You guys better watch out or I'll tell my dad and he'll clobber you." When he hears words of this sort, the werebeaver will respond by saying, "Gee, thanks, Wally. You're not such a bad brother after all."

If the werebeaver is still threatened after Wally has issued his warning, there is a 25% chance per round (cumulative) that the stress will overcome the little fellow, and he will transform into a werebeaver and attack with his powerful bite. If either he or Wally is attacked, he will transform into the werebeaver immediately, and will be extremely hard to get under control.

# Dragon's Bestiary

## Firetail

Created by Ed Greenwood

FREQUENCY: *Rare / very rare*  
NO. APPEARING: 1-6/1-2  
ARMOR CLASS: 6/2  
MOVE: (*flight*) 14"/19"  
HIT DICE: 4+4/9+9  
% IN LAIR: *Nil*  
TREASURE TYPE: *Nil / Gems only*  
(25% chance)  
NO. OF ATTACKS: 2/4  
DAMAGE/ATTACK: 1-6/1-12  
SPECIAL ATTACKS: *Heat/Heat, magic use*  
SPECIAL DEFENSES: *Nil / +1 or better weapon to hit*  
MAGIC RESISTANCE: 40% / 90%  
INTELLIGENCE: *Average / Genius*  
ALIGNMENT: *Chaotic neutral*  
SIZE: *S (2-4' long)*  
PSIONIC ABILITY: *Nil*  
Attack/Defense Modes: *Nil*

The firetail appears as a frolicsome, fey creature of living flame, which loops and darts dazzlingly in the air and is reputed to employ magic. Only the "greater firetail," or *tshala* (listed to the right of the slash marks in the table above), actually casts spells, but the two species are outwardly identical.

The firetail originates on the Elemental Plane of Fire, where it is *Uncommon/Rare*, but some few have been transport-

ed elsewhere by diverse means, and some have travelled to other planes of their own whim, for greater firetails may *Plane Shift* themselves and 1-6 lesser firetails (in a group) once per day.

Such groups are short-lived (thus stranding lesser firetails in unfamiliar planes), for firetails are creatures of whim and independence. Usually solitary, they prefer the company of their own kind to that of other creatures. Occasionally they will take a companion, which may be almost any sort of creature. Firetails have accompanied others of their kind, pegasi, sylphs, elves, and even humans. Although they never forget friends, firetails may suddenly ignore a familiar being, depart for a time and return without discernible reason, or even break off combat and attempt to befriend an opponent.

Firetails tend to take sides in conflicts, and may wreak great havoc or do much

good. They hate salamanders and will attack them on sight. Firetails and fire elementals tend to ignore each other.

Greater firetails can use the following spells, cast as though they were spellcasters of the 14th level: *Plane Shift* (see above), *Remove Curse*, *Heal*, *Feeblemind*, *Maze*, *Fire Trap* (all once per day), and *Fireball* (once per turn). When spellcasting, they can take no other action.

Firetails take no damage from heat- and fire-based attacks, but suffer +3 per die additional damage from water- and cold-based attacks. Their fiery bodies can be disturbed (preventing them from spellcasting or attacking for one round) by strong, sudden winds (such as the magical *Gust of Wind*). They blaze from fiery orange to blue-white, varying intensity, hue, temperature, and pattern of coloration as a means of communication. Their flames do 1-6 or 1-12 points of damage (depending on type) upon contact, and will ignite flammable materials such as parchment and cloth.

Once every three rounds a firetail may blaze intensely for a few seconds, so that *one* of its attacks in that round does an additional 1-12 points of damage, its great heat damaging all items within 1/2" that fail a saving throw.

Some firetails on the Prime Material Plane have accumulated hoards of twinkling gems, tending to take stones of fiery color which catch the light.

When they reach very old age (400 man-years), firetails burst, producing 1-4 lesser firetails, or (20% chance) 1-2 greater firetails.



## Umbrae

Created by Theresa Berger

FREQUENCY: *Very rare*  
NO. APPEARING: 1-6  
ARMOR CLASS: 3  
MOVE: 18"  
HIT DICE: 4  
% IN LAIR: *Nil*  
TREASURE TYPE: *Nil*  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 2-5  
SPECIAL ATTACKS: *See below*  
SPECIAL DEFENSES: *See below*  
MAGIC RESISTANCE: *Standard*  
INTELLIGENCE: *Non- to semi-*  
ALIGNMENT: *Neutral evil*  
SIZE: *M (4'-6' tall)*  
PSIONIC ABILITY: *Nil*  
Attack/Defense Modes: *Nil/Immune to psionic attacks*

Umbrae appear as humanoid-shaped shadows upon walls, floors, and other surfaces, wherever they can find light (the brighter the better). Umbrae are not undead; their origins and motives are obscure, though their characteristics suggest a source on the Negative Material Plane.

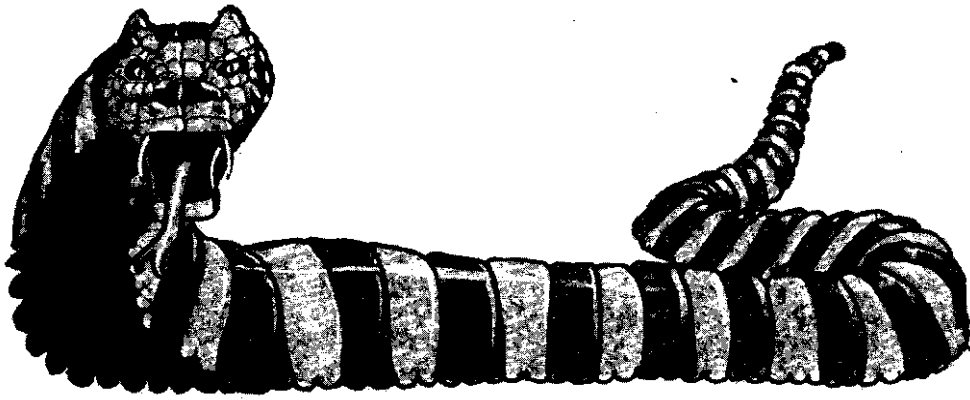
Umbrae "feed" upon humanoids by striking a victim's shadow with their "hands" or with what appear to be the shadows of weapons. They attack as if the target had a base armor class of 10, and only magical or dexterity bonuses improve this (i.e., *Bracers of Defense* would give no benefit, but +2 *Armor* or a *Cloak of Displacement* would raise the target's AC to 8). Each hit upon the victim's shadow damages the victim and causes his or her shadow to fade slightly (an effect which lasts until the victim is healed). Any humanoid whose shadow (and life) is consumed by an umbra will become an umbra unless a *Remove*

*Curse* is cast upon the body within one turn.

Umbrae are unaffected by direct attacks against their form; only the *shadows* of weapon or spells attacks will harm them. Thus, a warrior would have to "strike" an umbra with the shadow of his or her sword, and a mage could ensnare an umbra with the shadow of a Web. Weapons do normal damage if their shadows hit, but no strength bonuses or magical damage bonuses apply. Umbrae are immune to any attack form which does not cast a shadow of itself.

Opponents facing umbrae for the first time suffer a penalty of -4 "to hit" due to unfamiliarity with the necessary attack forms, and will inflict only "accidental" damage until they recognize the proper approach. Opponents improve by +1 in each succeeding encounter with umbrae, until no penalty is incurred on the fifth and subsequent encounters. (Monks ad-





# Light worm

Created by Willie Callison

FREQUENCY: *Very rare*  
 NO. APPEARING: 1 (75%) or 1-3  
 ARMOR CLASS: 6  
 MOVE: 6"  
 HIT DICE: 4  
 % IN LAIR: 40%  
 TREASURE TYPE: I, Y  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 1-6  
 SPECIAL ATTACKS: *See below*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: 75% (*see below*)  
 INTELLIGENCE: *Semi-*  
 ALIGNMENT: *Neutral*  
 SIZE: L (7'-10' long)  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*

These creatures are usually found singly in dungeons and similar subterranean settings. The light worm's principal weapon is a very poisonous bite. Victims must make a saving throw vs. poison (at

+1 on first bite, then -2 for each additional bite, cumulative) or die in 1-8 minutes. There is no known antidote for this poison, although *Slow Poison* and *Neutralize Poison* spells are effective.

The bite, however, isn't the creature's most potent weapon. There is a 35% chance per round that the light worm will create a sphere of colored lights around its victims. The diameter of this hypnotic sphere is 20 feet, and the monster can cast it at a range of 120 feet. During the first three rounds of its use, all in the affected area are dizzy (-2 "to hit" per round, cumulative). In rounds 4 and 5, the victims will have become so dizzy that no forms of attack are possible, and it will be a struggle merely to keep their feet. After six rounds of continuous exposure to the lights, those affected will fall unconscious for 11-20 minutes, during which the light worm will devour its prey if left undisturbed.

A saving throw vs. spells at -2 is allowed during the first round of the worm's mental attack; those who make the save will suffer only the dizzying effects of the first three rounds, with the corresponding penalties "to hit." After three rounds, they will shake off the hypnotic effects of

the sphere and will be able to attack normally. *Dispel Illusion*, *Mind Blank*, and *True Seeing* stop the effects of the light pattern, as does the use of a *Helm of Telepathy*.

Once the creature begins to use its colored-light attack, there is only a 5% chance per round thereafter that it will discontinue that form of attack. The creature has the ability to maintain the pattern despite all attacks directed at it, or any damage it takes short of death. If the lights are negated by some means or the worm ceases to maintain the sphere, the monster will immediately return to biting or it will disengage. It generates a sphere of light once every 12 hours.

If more than one light worm is encountered, and more than one uses the colored-light attack, victims must make saving throws against each sphere of lights. If a victim is affected by more than one sphere, each at full strength, the effects are cumulative.

Light worms are immune to *Sleep*, *Charm*, *Hold*, and *Illusion* spells of any strength or form. *Snakes to Sticks* will stun the creature for 1-3 rounds, cancelling the light pattern in use at the time. Cold- and heat-based attacks do double damage if the creature fails a saving throw, normal damage otherwise. The worm's magic resistance does not apply to cold- and heat-based spells, or to spells which negate the light pattern.

The light worm looks very much like a giant snake, but there are several distinguishing features. The worm's coloring is black on the underside and alternating bands of violet and light blue on top. The head is that of a normal snake, except for two small bumps above the eyes that may have been or may yet evolve into horns. Along the beast's underside are two rows of small stubs which are apparently the vestiges of some sort of "feet."

just more rapidly due to their training; they suffer only a -2 penalty on their first encounter, and no penalty thereafter.)

Umbræ inflict damage only when they strike, and never simply when the victim's shadow overlaps an umbræ. Such contact causes discomfort to the victim; thus, umbræ cannot hide in the shadow of a living creature without alerting it. They have a 100% chance of hiding in the shadow of an inanimate object, and they surprise on a 1-5.

Generally, umbræ will not attack unless distinct shadows are present, and they are harmless in areas of complete darkness or diffused light. However, they can and will follow intended victims until a well-lit area is reached. An umbræ will continue to attack until it has entirely consumed a shadow (and slain the victim), or until it is killed, in which case any surviving umbræ are 80% likely to flee.

Despite their great affinity for light, umbræ are never found above ground.



# Tybor

Created by Jeff Brandt

FREQUENCY: *Very rare*  
 NO. APPEARING: 1  
 ARMOR CLASS: 0  
 MOVE: 48"  
 HIT DICE: 10  
 % IN LAIR: 20%  
 TREASURE TYPE: I, S, T  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 2-8/2-8/3-18  
 SPECIAL ATTACKS: *See below*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: 50%  
 INTELLIGENCE: *Genius*  
 ALIGNMENT: *Neutral*  
 SIZE: *M (6-7' tall)*  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*



The tybor are a race of flightless birds that, when running at maximum speed, seem to "float" above the ground without touching it. Males are never encountered, and females are always solitary.

The tybor attacks physically with its two claws and a beak slash. Its magically sharp beak is +3 to hit. However, it prefers to use its spell-casting ability in combat (or to avoid combat) whenever

possible. Tybor are able to employ magic-user spells at the 20th level of ability. They can use nine 1st-level spells, eight 2nd-level spells, seven of the 3rd level, six of the 4th, five of the 5th, four of the 6th, three of the 7th, two of the 8th, and one of the 9th level during any given day. (Spells should be determined randomly by the DM for each individual creature.) In addition to these spells, the

tybor can cast both *Haste* and *Slow* spells (no saving throw for either type) four times a day.

It is rumored that the feathers of the tybor are magical in nature, but only if plucked from a live creature. (DMs are encouraged to make some of the feathers small magical tokens; for instance, a feather might grant the owner the ability to use a *Haste* spell 3 times a week without the aging side-effect. But not all feathers from a single bird should be magical.)

The tybor have their own language, but never use it in communication with other creatures. They know the tongues of all birds and flying reptiles, and have a limited form of telepathy whereby they can communicate with most humanoids.

If the tybor is encountered in her lair, there is a 60% chance there will be 1-3 eggs (worth 7,000 gp apiece on the open market) in the nest. The tybor will let no one near the eggs, defending the nest until death.

The tybor has a purple crown and tail. The majority of the body feathers are orange with a sprinkling of green. The head is blue with red around the edges and a bridge of green above the beak.

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# From the Sorcerer's Scroll

by Gary Gygax

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Many of you have probably wondered why you haven't seen anything from me in these Exalted Pages for a year or so now. In fact, some of you might have noted that my very name has been absent from DRAGON® Magazine. Well, TSR, Inc., has been generous enough to allow me the opportunity to explain what has been going on.

Since October 1985, I have had no active role in the management of TSR, nor made any contribution to that company's creative efforts. At that time, the Board of Directors of the corporation saw fit to remove me as the company's President and Chairman of the Board, although I remained on the board as a Director.

There was a dispute over stock ownership and various other matters as well. Finally, in October 1986, I resigned all positions with TSR, Inc., in order to form and direct another publishing enterprise. My association with TSR ended absolutely at that time. Since then, I have devoted all of my energies to New Infinities Productions, Inc. In December 1986, just before the New Year, I settled all disputes with TSR. As of that date, it became a very clear-cut matter. No relationship between TSR and Gary Gygax existed as of that point. What does that mean?

Well, from now on, there is no question of my total disassociation from not only the corporation but from all of the games and other products I created during my relationship with TSR. The shape and direction of the DUNGEONS & DRAGONS® game system, for instance, or that of the AD&D® game system, are now entirely in

the hands of others. Similarly, the adventures of Gord will no longer appear under the TSR banner. Stories of Gord will still be published, but under a different title. TSR has been good enough to allow me to continue to write them, and TSR will receive acknowledgment for this grant.

This is also my last foray into this journal as well. It seems strange to say that, since I have contributed to this magazine on a fairly regular basis. Yet, it is true. After this brief column, I'll be absent from the pages of DRAGON Magazine, but you'll run into me elsewhere, so stick around. Most of you Gentle Readers are aware of how hard it is to keep me quiet on any thing that has to do with gaming. In a short time, there will be yet another soap box for me to clamber up on so that I can continue to sound off.

That covers the disassociation pretty well. Now for the association. In October 1986, I finally made up my mind as to what I wanted to do. Until that time, I was torn between remaining an independent creator and associating myself with a new publishing enterprise. Of course, I opted for the latter choice. I guess it's in my blood.

In October, I became the Chairman of the Board of New Infinities Productions, Inc., and head of the company's Creative Committee. Frank Mentzer and Kim Mohan joined New Infinities as Design Executives, and also serve as the other two members of the Creative Committee. Those two are the ones who will really determine the creative direction of the company. All of our work, and the work of other designers and authors, both freelance and otherwise, will be published by New Infinities from now on. In this flow will be new games from me, more Gord books, and articles, too.

Penny Petticord, former editor of the POLYHEDRON™ Newszine, and Pamela O'Neill, former assistant editor of AMAZING® Stories, have also joined New Infinities. In addition to other editorial and creative responsibilities, both of them will be heavily involved in the creation and production of a gaming magazine to be published by New Infinities.

Frank, Kim, and I are working together to produce a broad-based line of materials to be published by New Infinities. Some will be my work, some Franks, others Kim's, and much of it will be co-written by two or three of us.

New Infinities Productions currently consists of only a few people. Forest Baker is our Chief Operating Officer, Gail Carpenter the treasurer, Pamela and Penny are our Senior Editors, Karen Murphy holds down everything as Office Manager, and Sam Lewis, formerly of Mayfair Games, has recently joined as Director of Administration.

Sadly, this ends my appearances in these pages, but I hope you'll look for me elsewhere. Until then, Prosper and Good. Gaming!

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