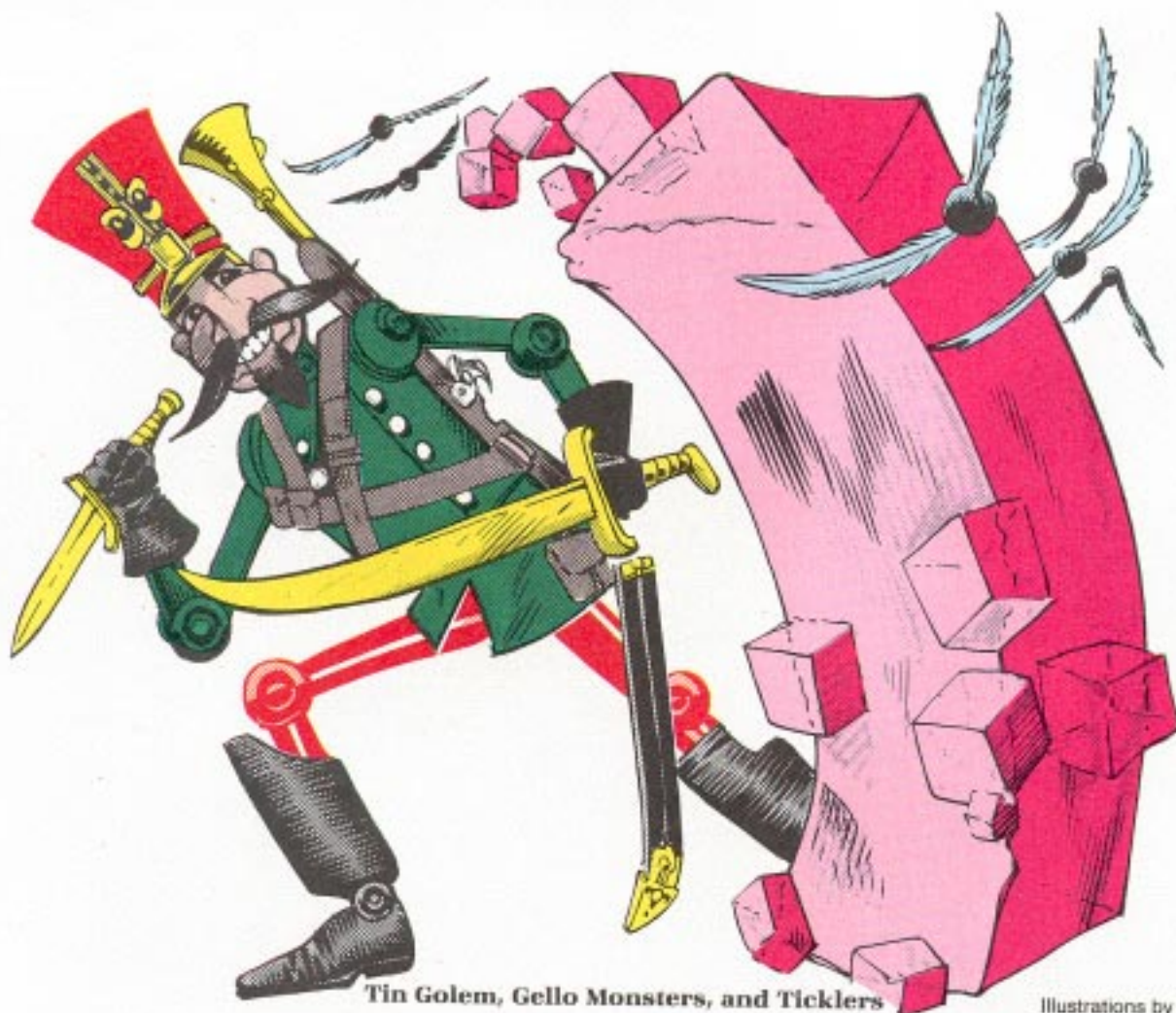
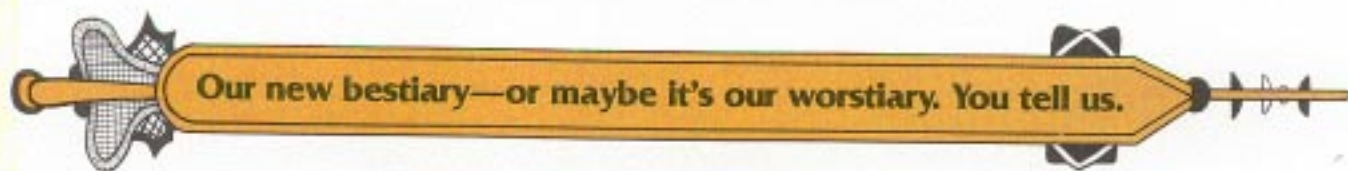


Not Necessarily The ?? Edition

Monstrous Compendium



Tin Golem, Gello Monsters, and Tickers

Illustrations by Mark Nelson

Monstrous Compendium?

We've seen a lot of weird monsters here at DRAGON® Magazine. We've even published some of them, like the giant vampire frog in issue #50, but some monsters we've received were so weird that we'd read one of them and think, "Jeez, nobody will ever want to see this thing!" Fat lot we knew. There were giant evil black squirrels in the *Monster Manual II*, and there was the flumph and the cavalier, and in the SPELLJAMMER™ boxed set are giant-no, we can't say it. It's too awful. (Hint: One of them could store a 100-lb. sack of Hartz Mountain Hamster Nummies in each cheek.)

We've learned a bitter lesson. We've searched our monster files for every single weird monster that we could find, and at no small personal cost to ourselves, we've converted them into AD&D® 2nd Edition game statistics, just in case you happen to use them on your players. They'd love it. You bet. —The Editors

Blink Woolly Mammoth

Created by: Sharon Jenkins

CLIMATE/TERRAIN: *Subarctic plains*
 FREQUENCY: *Very rare*
 ORGANIZATION: *Herd*
 ACTIVITY CYCLE: *Day*
 DIET: *Herbivore*
 INTELLIGENCE: *Semi-*
 TREASURE: *Tusks (good luck!)*
 ALIGNMENT: *Neutral*
 NO. APPEARING: 1-12
 ARMOR CLASS: 5
 MOVEMENT: 12
 HIT DICE: 15
 THACO: 5
 NO. OF ATTACKS: 5 (2 tusks, 1 trunk constriction, 2 forefeet)
 DAMAGE/ATTACK: 2-16/2-16/2-12/2-12-12
 SPECIAL ATTACKS: *Blinking*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 SIZE: *L (14' tall at shoulder)*
 MORALE: *Elite (14)*
 XP VALUE: 12,000

These otherwise normal mammoths blink in and out at random when attacked, using a limited form of teleportation as do blink dogs (see *Monstrous Compendium*, "Dogs"). They will blink on a roll of 5 or better on 1d12, with a range of up to 60', and will reappear as per a 1d12 roll: 1 = in front of opponent; 2 = shield (or left

front flank; 3 = unshielded (or right) front flank; 4-8 = behind opponent; 9-12 = on top of opponent. If a blink mammoth appears directly above its opponent, the victim is crushed for 6-36 hp damage. All of his equipment must save vs. crushing blow, and the victim must save vs. wands to avoid being knocked unconscious for 2-12 rounds. Only one blink mammoth will "drop in on" a victim at a time. Additionally, any victim so struck must make a dexterity check on 4d6 to avoid being knocked down, thus giving the blink mammoths a +2 to-hit bonus if the victim fails to get initiative to stand up.

The heavy tusks of these mammoths have 150% of the weight and value of elephants' tusks, being worth 1d6 × 150 gp each, or about 6 gp per pound. Getting the tusks, of course, is a problem.

Death Sheep


Created by: M. W. Rodgers

CLIMATE/TERRAIN: *Temperate hill*
 FREQUENCY: *Bather rare*
 ORGANIZATION: *Herd*
 ACTIVITY CYCLE: *Day*



DIET: *Carnivore*
 INTELLIGENCE: *Animal*
 TREASURE: *Wool (if you can get it)*
 ALIGNMENT: *Neutral evil*
 NO. APPEARING: 2-20
 ARMOR CLASS: 7
 MOVEMENT: 15
 HIT DICE: 1 + 1
 THACO: 19
 NO. OF ATTACKS: 1 bite
 DAMAGE/ATTACK: 2-8
 SPECIAL ATTACKS: *Poisonous bite*
 SPECIAL DEFENSES: *Immune to fear, charm, and hold spells*
 MAGIC RESISTANCE: *Standard*
 SIZE: *S-M (3-4' tall at shoulder)*
 MORALE: *Fearless (19)*
 XP VALUE: 175

From some unknown source, these deadly sheep roam the verdant hillsides where they live, ravaging anything in their paths. From a distance, they seem to be nothing more than wild, somewhat dirty sheep. Up close, however, the sheep can be seen to have an evil nature. Their large mouths are filled with long, sharp black teeth that drip vile ichor.

These sheep attack any living thing that




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they can find, fearing nothing and fighting to the death. Because of their ferociousness, the sheep make all attacks at +2 to hit and damage. If a victim is bitten, he must make a save vs. poison at +2 or become as mad as the sheep are in 1-10 days. The victim's teeth gradually turn black and become sharp and pointed, and finally the victim is totally consumed with insanity and berserkly attacks any living thing that it senses, using only its teeth.

The only way to save an infected creature is to cast *remove curse*, *cure disease*, and *neutralize poison* spells upon it before half of the 1-10 day cycle is complete. Any of the above three spells cast singly only slows down the progress of the disease by one day.

Any creature consumed by the disease cannot be tamed or controlled in any fashion. Such creatures can be captured and penned up, or perhaps tied up and released later. A favorite battle tactic of one general was to capture several of these sheep, place them in boxed carts, and release them in the direction of his enemies. It worked well until one sheep turned around and looked back; then things got a little sticky.

All maddened and surviving victims of the death sheep, except other sheep, live only as many days as they have hit points. Therefore, only the death sheep are ever found, and they do not attack one another. Death sheep typically travel in flocks (woe to the unwary wolf!) and eat animal flesh, be it fresh or rotten. Birds, reptiles, and all other animals (except mammals) are immune to the poisonous bite of the death sheep. It is speculated that the death sheep are a product of some mage's experiments with rabies, and rumors hold that one particularly ambitious death sheep named Basil (9 hp) is their leader.

Gello Monster

Created by: William S. Greenway

CLIMATE/TERRAIN: *Subterranean*

FREQUENCY: *Quite rare*

ORGANIZATION: *Solitary*

ACTIVITY CYCLE: *Any*

DIET: *Omnivore*

INTELLIGENCE: *Non-*

TREASURE: *Incidental*

ALIGNMENT: *Neutral, if squishy*

NO. APPEARING: 1

ARMOR CLASS: 10

MOVEMENT: 9 (*and can climb flawlessly*)

HIT DICE: 1-28 (3d10 -2) *servings*

THACO: Nil; *see text*

NO. OF ATTACKS: 1 *smother*

DAMAGE/ATTACK: *See text*

SPECIAL ATTACKS: *Smothering*

SPECIAL DEFENSES: *Only harmed by snarfing (see text)*

MAGIC RESISTANCE: *Immune to all spells (see text)*

SIZE: 5 (1-3' square, or 1-28 cubic feet)

MORALE: *Fearless (20) until snarfed; then Average (10)*

XP VALUE: 10 *calories per serving*

The gello monster is a variant of the gelatinous cube. These dreaded monsters came into being when a convention of gelatin merchants, which had mistakenly been held in the Grotto of the Gelatinous Cubes because the organizer thought it sounded appropriate, was ambushed by a horde of gelatinous cubes. The cubes, of course, devoured all that was there, including many of the gelatin mixes that the merchants had on display. Once inside the cubes, the gelatin mixes diffused throughout their bodies, reacting with the internal juices of the cubes and radically altered their physiology.

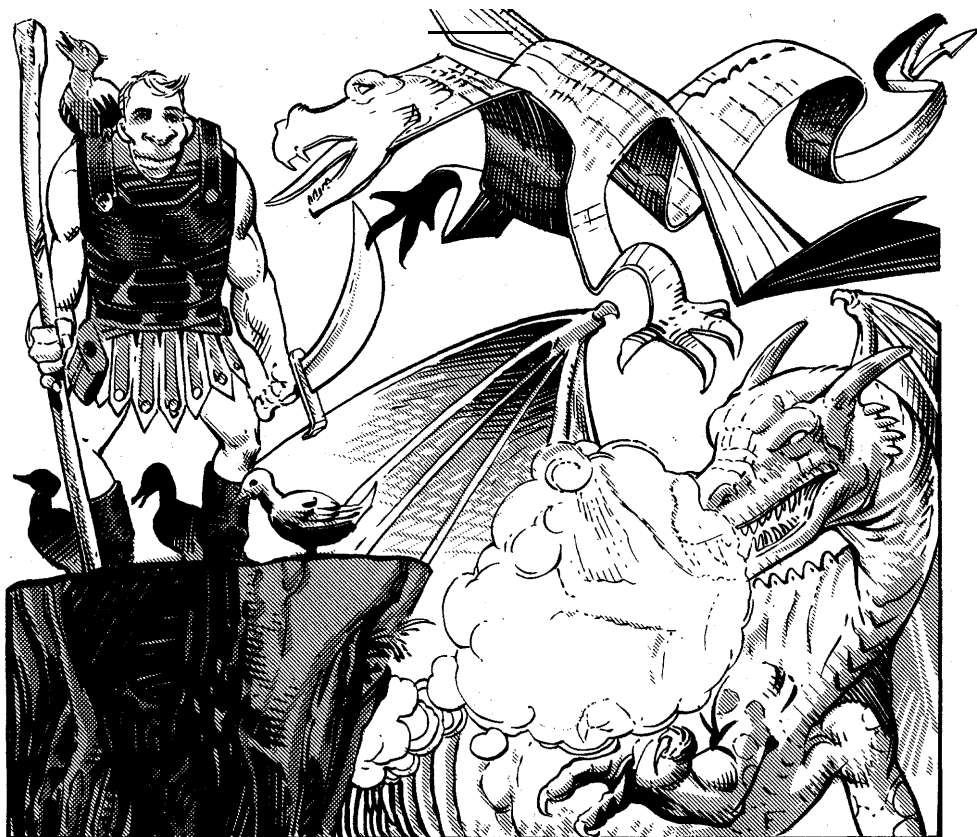
The cubes, of course, acquired the flavor and coloring of the mixes they consumed, and are now found in many colors and flavors, varying from red to puce, and from cherry to blackberry-orange. As a result of having acquired the coloring of the gelatin mixes, the silent-moving gello monsters cause victims to have a -1 on their surprise rolls (gello monsters are small, which helps, but they all smell very strongly of whatever flavor they happen to be).

When attacking, a gello monster slithers up a character's body and attempts to cover his breathing orifices, doing 2-8 hp smothering damage per round (no to-hit roll required). Once a meal is dead, a gello monster takes 2-8 days to eat it by means of weak digestive juice (also a result of the gelatin infusion).

Defensively, gello monsters are well-nigh invulnerable. Blows from edged weapons only divide them evenly into smaller monsters, and blunt weapons bounce off them harmlessly, with a 35% chance of hitting the wielder on the rebound. Magical spells affect them, but only in a limited way. Heat- and cold-based spells make them either warmer or colder but do not harm them, and all other spells have similar results. For example, a *magic missile* attack would make one only quiver, and an *ice storm* would only serve as a decorative topping.

The only way to defeat a gello monster is to snarf it — i.e., eat it as fast as possible.

Man-Drake, Paper Dragon, and Pink Dragon



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Snarfing attacks are made by rolling 4d6 vs. the snarfer's constitution. If the roll is less than the constitution of the snarfer, then he has successfully snarfed one serving of damage against the gello monster. If the roll is greater, the character is unable to snarf that round (but he can try later, as there's always room for gello). If the roll equals a snarfer's constitution, he must rest for one round but may automatically snarf on the following round. If a snarfer eats at least two servings but then fails his snarfing roll three times in a row, he may snarf no more and must excuse himself from combat. If the snarfer does not escape, he will be at the mercy of the gello monster. About one cubic foot of a gello monster equals the amount a character may snarf in one round.

Huge versions of gello monsters are whispered of, so large that only giants could snarf them. Little else is known.

Killer Spruce

Created by: Hans Persson

CLIMATE/TERRAIN: *Subarctic forests*
FREQUENCY: *Sorta rare*

ORGANIZATION: *Grove*
ACTIVITY CYCLE: *Any*
DIET: *Photosynthesis, with supplemental "organic enrichment" of the soil in which it lives*
INTELLIGENCE: *Non-*
TREASURE: *Incidental*
ALIGNMENT: *Neutral evil*
NO. APPEARING: 1-4
ARMOR CLASS: 0 (*trunk*)/3 (*branches*)
MOVEMENT: *Nil*
HIT DICE: 8
THACO: 13
NO. OF ATTACKS: 6 *branch strikes*
DAMAGE/ATTACK: 2-12 *per strike*
SPECIAL ATTACKS: *Dying blow, possible poison*
SPECIAL DEFENSES: *Camouflage, resistant to blunt weapons*
MAGIC RESISTANCE: *Standard*
SIZE: *L (30' tall)*
MORALE: *Fearless (20), as it can't run away*
XP VALUE: 5,000 (7,000 *if poisonous*)

A killer spruce is an ill-tempered tree that can stand no other kinds of life near it. It attacks all creatures passing under it by hitting downward and inward with its

lowest branches, which are equipped with seemingly normal but unusually hard and strong needles. There is no way to distinguish a killer spruce from a normal spruce except to examine its needles carefully (at which point it will attack you anyway). Young killer spruce behave in all ways like normal spruces until they reach full treehood. All killer spruce show a marked preference for elven victims.

If a killer spruce has been brought to zero or fewer hit points, it makes one final attempt to destroy its opponents by falling over onto them. Anyone hit by such an attack suffers 5-30 hp damage and must make a dexterity check on 1d20 or be trapped beneath the fallen spruce. A killer spruce does not care about treasure, but there might still be some valuables lying under it, left there by past victims at the DM's discretion.

Some of these fierce conifers (15%) also have a weak poison on their needles that requires a character to save vs. poison at +3. Anyone who fails the save falls into a comatose sleep for 1-4 turns and may be attacked at +4 to hit by the spruce.

Attacking a killer spruce with blunt weapons does only one-quarter normal damage. A killer spruce is very susceptible to fire, and all such attacks are saved against at -4. Druids can only speculate as to how killer spruce originated, and they dislike the time they spend rescuing adventurers from their clutches.

Death Sheep, Pigeontoads, and Killer Spruce



Man-Drake

Created by: R. Derek Pattison

CLIMATE/TERRAIN: *Temperate wetlands*
FREQUENCY: *Fairly rare*
ORGANIZATION: *Solitary (bachelor)*
ACTIVITY CYCLE: *Day*
DIET: *Herbivore*
INTELLIGENCE: *Low-Average*
TREASURE: *10% chance of V per hit die*
ALIGNMENT: *Chaotic neutral*
NO. APPEARING: 1
ARMOR CLASS: 7
MOVEMENT: 12, *Fly 12 (B), Swim 9*
HIT DICE: 1-6 (*as per druid of level 1-6*)
THACO: *As per druidic level*
NO. OF ATTACKS: 1 *beak bite, or by weapon type in human form*
DAMAGE/ATTACK: 1-2 *or by weapon*
SPECIAL ATTACKS: *Spells*
SPECIAL DEFENSES: *Spells*
MAGIC RESISTANCE: *Standard*
SIZE: *T (1' tall as duck) to M (5-6' tall as human or elf)*
MORALE: *Average (9)*
XP VALUE: 65 to 975 (*max.*)

A man-drake is a duck that has the magical ability to periodically assume the form of a very charismatic and comely (but

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stupid) human, elven, or half-elven male. This power is inherited by all of the man-drake's male children (born or hatched), who undergo their changes upon reaching adulthood and for 1-4 days around each full moon thereafter.

In manlike shape, all man-drakes are druids. To find the druidic level of a random man-drake, roll 1d6; their druidic levels never improve or worsen. Spell selection is completely random.

Man-drakes constantly woo swanmays, although the latter are appalled by them and always ignore them. If not encountered while doing some over-chivalrous things in the presence of a swanmay, a man-drake is usually sulking, alone except for his constant duck companions (1-6 ducks, forget the stats). A man-drake wears no armor in manlike form, but he can fight with simple weapons like a club or staff. The man-drake is not to be confused with a mandrake, which is something completely different.

Paper Dragon

Created by: Kay I. Lilley

CLIMATE/TERRAIN: *Any place with magical scrolls, books, etc.*

FREQUENCY: *Darn rare*

ORGANIZATION: *Solitary*

ACTIVITY CYCLE: *Any*

DIET: *Any paper with magical writings*

INTELLIGENCE: *Very-high*

TREASURE: *T*

ALIGNMENT: *Chaotic good*

NO. APPEARING: *1*

ARMOR CLASS: *6 (2 in flight)*

MOVEMENT: *6, Fly 24 (B)*

HIT DICE: *2 +2*

THAC0: *19*

NO. OF ATTACKS: *4 (claw/claw/bite/tail sting)*

DAMAGE/ATTACK: *1-2/1-2/1-4/1-3*

SPECIAL ATTACKS: *Poisonous sting, possible spell use*

SPECIAL DEFENSES: *Camouflage*

MAGIC RESISTANCE: *Standard*

SIZE: *T (6" long)*

MORALE: *Steady (12)*

XP VALUE: *650*

Legend holds that this almost two-dimensional creature was created to resemble, or possibly is, a true dragon. The wizard responsible for its creation was a bit eccentric (obviously) and had set out to make a guardian for his library of spells. After creating the paper dragon and finding out how well the creature worked, he channeled more magical energy into making it a living thing, able to exist anywhere and to breed, therefore causing a new race of dragons to come forth. But in the process of accomplishing this, something

went wrong, and the paper dragon's purpose was altered. Instead of protecting scrolls, it now considered them a food source. By the time the wizard found this out, the dragon had gone—and left him with an empty library.

The paper dragon can now be found in scrolls, spell books, or almost any sort of magical writings. It derives nourishment from the magical inks used in such writings. Due to its two-dimensional appearance and coloration, it has a 50% chance of being mistaken in low torchlight for merely a drawing of a dragon. Closer inspection or better lighting reveals its true nature.

The paper dragon attacks by two methods. The first method is a physical attack with two claws, a bite, and a tail sting. The tail stinger injects poison that causes sleep for two turns. If a save vs. poison is made, the effect is drowsiness that also lasts for two turns. While drowsy, the character cannot engage in any activity that requires fast movement or dexterity (climbing, picking locks, dodging missiles, etc.), and he suffers a -3 penalty on to-hit and damage rolls (minimum of 1hp damage).

The paper dragon's second mode of

attack is the hurling of its most recently eaten spell. When encountered, a paper dragon has 1-4 magical scrolls in its lair that it is saving for food. Generate each scroll using Table 90 in the AD&D 2nd Edition *Dungeon Master's Guide* (pages 135-136), then generate one extra scroll to represent the last meal that the paper dragon has eaten. Randomly generate one spell from that eaten scroll, and that will be the spell the paper dragon is able to cast at the adventurers. If the scroll was a protection scroll, the dragon can create that protective effect; if the scroll was cursed, the dragon has no effective spell attack. The paper dragon casts its spell or effect by appearing to burp in the direction of its victims. If hard pressed, a paper dragon may hurriedly gulp down part or all of a scroll; it is able to eat one spell from a scroll without disturbing other spells, and it can *read magic* to determine which spell will be the most advantageous. The consumption of part or all of a scroll takes one round.

Paper dragons are good natured but destructive. How they manage to reproduce is a complete mystery. If slain, a paper dragon may be unfolded like an

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origami figure; if the unfolder passes a dexterity check on 1d20 (to keep from tearing the paper) and if the paper dragon was not damaged in any way by its cause of death, the dragon unfolds into a 1'-square sheet of paper upon which the contents of the last scroll it has eaten are written down.

A paper dragon appears to be a very small dragon made of some expensive parchment, upon which decorations appear like handwriting or illustrations.

Pigeontoad

Created by: John Hamilton

CLIMATE/TERRAIN: *Temperate wetlands and forests*

FREQUENCY *Mostly rare*

ORGANIZATION: *Flock*

ACTIVITY CYCLE: *Day*

DIET: *Carnivore*

INTELLIGENCE: *Animal*

TREASURE: *Nil (lizard men like their eggs, though)*

ALIGNMENT: *Neutral*

NO. APPEARING: 2-12

ARMOR CLASS: 7

MOVEMENT: 6, *Fly 12 (D)*

HIT DICE: 1

THACO: 19

NO. OF ATTACKS: 3 (*claw/claw/bite*)

DAMAGE/ATTACK: 1/1/1-4

SPECIAL ATTACKS: *Automatic damage with grasp, possibly poisonous bite*

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *Standard*

SIZE: *S (2' long, 15 lbs.)*

MORALE: *Steady (12), or Elite (14) in a group of 10 +*

XP VALUE: 35 (*175 if poisonous*)

These awkward, oviparous crossbreeds are usually found only in swampy conditions, although they sometimes dwell in dark forests near pools of water. They have also been found underground, but again only when they have easy access to water. They are more common in warm climes but are found in less temperate zones as well. Pigeontoads have toadlike bodies with leathery wings and birdlike talons.

A pigeontoad attacks a single opponent with two grasping claws and a sharp-beaked bite. If both claws hit in the same round, the opponent has been grasped and the claw damage is automatic until the creature has been killed. Beak attacks are at +2 to hit while an opponent is grasped,

About 15% of all pigeontoad flocks are poisonous; poisonous and nonpoisonous flocks never mix. The poison is administered by a successful bite and causes damage equal to that of the bite (so if the bite does 3 hp damage, the poison damage is likewise 3 hp). If the victim fails a save vs. poison, he becomes weak, gradually losing strength and constitution points as the poison takes effect at the rate of one point (each) per turn. Once both scores have reached 1, the victim is too weak to move and will die in 13-24 hours unless the poison is neutralized.

The female pigeontoad lays a clutch of 10-100 eggs in the water every spring. At least 75% of these eggs are consumed by natural predators. The young that hatch resemble tadpoles, with vestigial wings that serve as fins. Their size is about 3" at hatching, and growth is gradual at first; but by summer's end, the tiny pigeontoads can fly short distances. By the end of fall, they have reached normal size and either join the flock or, if enough have survived, form a new flock and search for a new nesting ground. The life span of these creatures is 3-5 years,

Pigeontoad flocks can be a menace to local communities, feeding indiscriminately on pets, herd animals, and humans. The flock attacks en masse and does not fear humans except in great numbers. Their normal diet consists of snakes, liz-

ards, and other swamp creatures, but pigeontoads eat whatever they can kill, and a flock can kill quite a variety of things.

These creatures have no treasures, at least not so far as humans are concerned. Lizard men, however, eat the jellylike mass of eggs and have been known to domesticate small flocks of the creatures, using them as guards and to produce quantities of eggs for consumption. Adult pigeontoads do not seem to venture into the water except to mate; they lair in hollow trees, bushes, or stumps.

Olive-green is the predominant color of most pigeontoads, fading to a pale yellow underbelly. Their wings are gray with some greenish tint. The beak and feet are black. Pigeontoads make a croaking sound when alarmed, sounding not unlike normal toads.

Pink Dragon

Created by: Jeanne McGuire

CLIMATE/TERRAIN: *Any*

FREQUENCY: *Really, really rare*

ORGANIZATION: *Family group*

ACTIVITY CYCLE: *Any*

DIET: *Carnivore*

INTELLIGENCE: *High*

TREASURE: *E*

ALIGNMENT: *Chaotic neutral*

NO. APPEARING: 1-4

ARMOR CLASS: 2

MOVEMENT: 9, *Fly 18 (B)*

HIT DICE: 6-8

THACO: 15 (6 HD) or 13 (7-8 HD)

NO. OF ATTACKS: 3 (*claw/claw/bite*)

DAMAGE/ATTACK: 1-6/1-6/3-18

SPECIAL ATTACKS: *Breath weapon, possible spell use*

SPECIAL DEFENSES: *Possible spell use*

MAGIC RESISTANCE: *Standard*

SIZE: *L (up to 36' long)*

MORALE: *Average (10)*

XP VALUE: 650 to 2,000

Pink dragons can be found almost anywhere, most frequently in some form of underground lair. Many hapless adventurers have been fatally fooled by the dragon's dopey appearance and delicate pink coloration. Pink dragons love to talk, but they are prone to eat those who do not laugh at their jokes.

The breath weapon of the pink dragon is highly unusual. A special stomach serves to mix fatty secretions with a fluid closely resembling lye. The resulting goop produces the breath weapon, a *bubble cloud* similar to that produced by a *horn of bubbles*. This cloud is 60' long, 50' wide, and 20' high, and it lasts 2-12 rounds. Anyone trapped in this cloud is painfully blinded for 4-16 rounds due to soap in his

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eyes, making magic virtually impossible to cast; this places a -6 penalty on all attack rolls, saving throws, and damage (1 hp damage minimum), and negates dexterity bonuses to armor class. Movement is random as the affected person stumbles around. A successful save vs. breath weapon indicates that the character closed his eyes before the soap affected them, in which case only the normal penalties for fighting blind apply, without the distraction caused by the pain of the soap in the eyes. If the victim's eyes are protected, as by goggles, the obscuring effects alone are operative, giving only a -2 modifier to hit for as long as the bubbles last. There is no saving throw against the obscurement effect, as the cloud also affects infravision and ultravision. When the bubble cloud is in place, the dragon merely closes his transparent protective third eyelids and, using a batlike sonar, attacks with his highly accurate claw/claw/bite routine.

Those few pink dragons able to use magic (20%) gain one first-level mage spell (as per illusionists), determined randomly, for each stage of growth. If a spell is rolled twice, the dragon is able to use that spell twice per day. Due to the somewhat silly appearance of the pink dragon, it completely lacks any sort of *fear* aura.

Tickler

Created by: Erik Freske

CLIMATE/TERRAIN: *Any*
FREQUENCY: *Awfully rare*
ORGANIZATION: *Flock*
ACTIVITY CYCLE: *Any*
DIET: *Feeds off laughter*
INTELLIGENCE: *Non-*
TREASURE: *Nil*
ALIGNMENT: *Neutral*
NO. APPEARING: 3-12
ARMOR CLASS: -6
MOVEMENT: *Fly 18 (A)*
HIT DICE: *1 hp*
THACO: 20 (*but see text*)
NO. OF ATTACKS: *1 tickle*
DAMAGE/ATTACK: *Nil*
SPECIAL ATTACKS: *Tickling*
SPECIAL DEFENSES: *+4 to surprise if in flight*
MAGIC RESISTANCE: *Standard*
SIZE: *T (2" long)*
MORALE: *Average (10)*
XP VALUE: *Be serious*

This bizarre creature appears as a tiny ball of gray flesh from which projects a pair of featherlike white wings. It is under 2" long and can fly rapidly. It can be found anywhere, both above and below ground, except in the very hottest and coldest regions.

The tickler does not attack for damage.

Instead, it attempts to slip under the clothes and armor of its victim and to tickle the character unmercifully. Victims are treated as AC 10 plus any dexterity adjustments and magical bonuses from *rings of protection* and the like. However, armor (magical or not) affords no protection against these creatures.

The victim's laughter prevents him from taking action of any sort and can also double the chances of wandering monster encounters, because of the noise. Furthermore, if the laughter is allowed to persist for more than six rounds, the victim must make a constitution check on 1d20 every subsequent round or suffer 1 hp damage.

It is theorized that these creatures feed off the laughter generated by their attacks. They will depart a dead or unconscious victim or any victim otherwise silenced, such as by a *silence 15' radius* spell.

While in flight, ticklers are difficult to see and to hit. Victims have a -6 penalty on surprise, until the ticklers enter their victim's clothing. Undetected ticklers get a +2 to hit. While in the victim's clothing, they may only be slapped at, and there is only a 10% chance of hitting and killing

one regardless of the slapper's level, class, race, abilities, or attributes. Ticklers cannot be slapped through any form of plate armor.

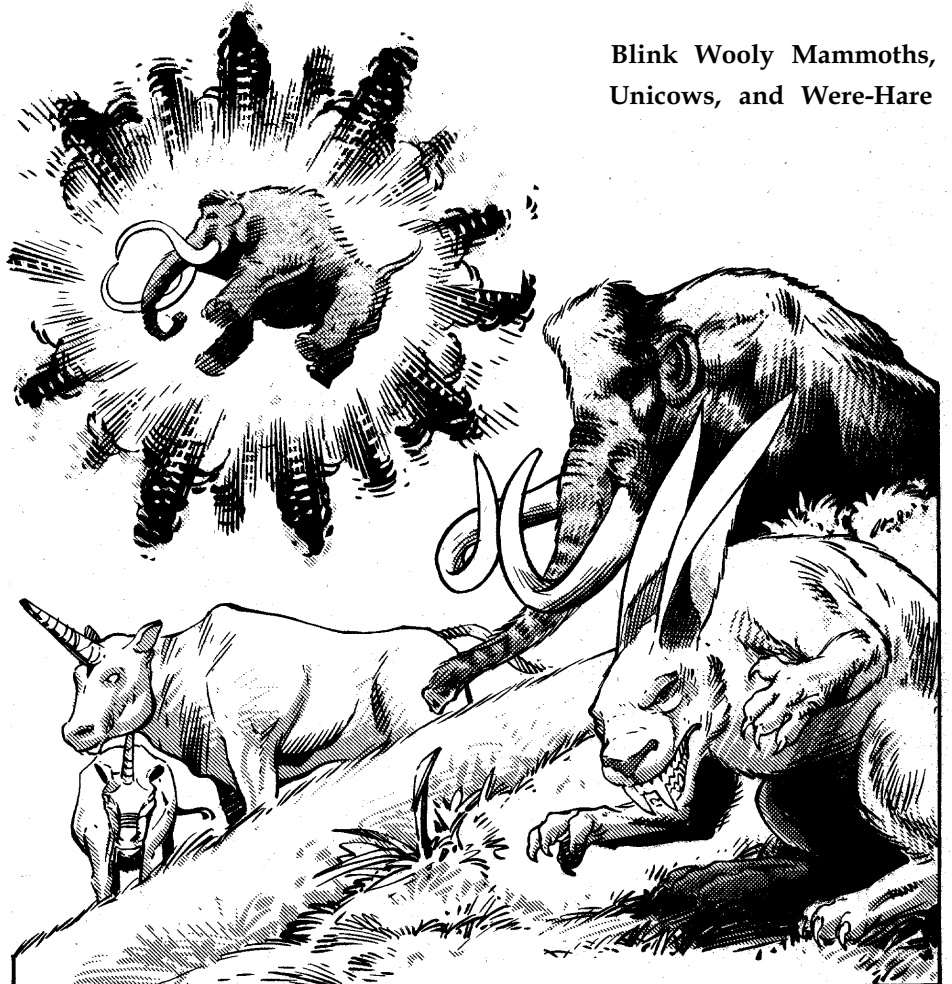
Other methods of getting rid of these creatures include stripping the clothing off a victim, which results in the tickler going to a new victim. Fire kills them instantly, doing appropriate damage to the victim. Water is the best method, rendering the tickler helpless and immobile for 2-5 rounds, during which time they may be killed at leisure.

Tin Golem

Created by: Scott Wile

CLIMATE/TERRAIN: *Any*
FREQUENCY: *Usually rare*
ORGANIZATION: *None*
ACTIVITY CYCLE: *Any*
DIET: *Pretty little, considering that it doesn't eat*
INTELLIGENCE: *Non-*
TREASURE: *Nil*
ALIGNMENT: *Neutral*
NO. APPEARING: 1
ARMOR CLASS: 4

Blink Woolly Mammoths, Unicows, and Were-Hare



Monstrous Compendium?

MOVEMENT: 6
HIT DICE: 10 (45 hp)
THACO: 11
NO. OF ATTACKS: 1 *weapon*
DAMAGE/ATTACK: 1-12
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: *Resistances and immunities to spells and weapons*
MAGIC RESISTANCE: *Standard*
SIZE: M (6-7' tall)
MORALE: *Fearless (20)*
XP VALUE: 3,000

Construction of a tin golem requires a wizard and priest, each of at least 12th level, employing *wish*, *polymorph any object*, *geas*, *resist fire*, *resist cold*, and *protection from normal missiles* spells. The cost of construction is 1,000 gp per hit point and two months' construction time.

The tin golem remains under the control of its wizard creator. It obeys any simple commands and remains motionless indefinitely until called forth. The wizard can optionally "program" it with a command word for use by others, but the commands

of the wizard override any others.

Tin golems can be struck by any weapon, but edged or pointed weapons must save vs. crushing blow or else be bent or dulled (-2 to hit and damage); each magical "plus" gives the weapon a saving-throw bonus. In addition, all edged and pointed weapons do only half damage to a tin golem. Crushing weapons do full damage unless they are made of wood or bone, in which case they do half damage. Tin golems are immune to cold- and fire-based attacks; electricity ricochets off them, but acid does full damage. Gas and magic missiles do not affect them, nor does any spell that affects living things (e.g., *hold*, *charm*, *hypnotism*, etc.).

Tin golems appear to be toylike caricatures of mankind, dressed in red coattails and with tall blue or black hats with matching high boots. Most have white baldrics with white pants tucked into their boots. All carry huge sabres. The outfit is considered to be traditional (its origin is unknown) and does not appear to affect the performance of the golem, which is also called a tin soldier.

Unicow

Created by: Sharon Jenkins

CLIMATE/TERRAIN: *Temperate grasslands, like Wisconsin*
FREQUENCY: *Medium rare*
ORGANIZATION: *Herd*
ACTIVITY CYCLE: *Day*
DIET: *Herbivore*
INTELLIGENCE: *Average*
TREASURE: *X*
ALIGNMENT: *Neutral*
NO. APPEARING: *1-10*
ARMOR CLASS: *2*
MOVEMENT: *12*
HIT DICE: *3 +2*
THACO: *27*
NO. OF ATTACKS: *3 (hoof/hoof/horn)*
DAMAGE/ATTACK: *1-4/1-4/1-10*
SPECIAL ATTACKS: *Charge*
SPECIAL DEFENSES: *Immune to certain spells*
MAGIC RESISTANCE: *Standard*
SIZE: *L (5' tall at shoulder)*
MORALE: *Average (10)*
XP VALUE: 420

The unicow lives in grassy plains and shuns contact with humans and humanoids. Like the unicorn, it can be tamed by a maiden pure of heart, though she must be of neutral alignment and probably not very bright. These "milkmaids" (or "cow-girls") care for their unicows with great love and diligence right up to the day they sell their unicows to the Elven Stockyards for meatloaf.

Each unicow has one blue horn in the

center of its forehead that can strike for 2-20 hp damage with a +2 bonus on to-hit rolls if the beast charges 30' or more before striking its opponent. Coloration is usually white with black patches.

This creature saves as a 7th-level wizard, cannot be *charmed* or *held* by magic, and is unaffected by death spells. Its milk gives any drinker a +2 bonus to constitution for 2-5 hours.

Unicows (unicattle?) speak their own language, though their conversations are rather narrowly restricted to discussions of grass quality. No one has any clue as to how or why these creatures exist. Your editors are not making any judgments, either.

Werelagomorph (Were-hare)

Created by: Sharon Jenkins

CLIMATE/TERRAIN: *Temperate climes, underground*
FREQUENCY: *Not rare enough*
ORGANIZATION: *Herd, if that is the right word for a bunch of rabbits*
ACTIVITY CYCLE: *Any*
DIET: *Herbivore (kills out of meanness)*
INTELLIGENCE: *Low*
TREASURE: *Nil*
ALIGNMENT: *Chaotic evil*
NO. APPEARING: *1-8*
ARMOR CLASS: *4 in hare form, 6 in were-hare form*
MOVEMENT: *24 in hare form, 12 in were-hare form*
HIT DICE: *3 (24 hp in were-hare form, 3 hp in hare form)*
THACO: *17*
NO. OF ATTACKS: *3 (claw/claw/nibble) or 1 (weapon) in were-hare form, nil in hare form*
DAMAGE/ATTACK: *1/1/1 -4 or by weapon type (were-hare form only)*
SPECIAL ATTACKS: *Diseased bite (lycanthropy)*
SPECIAL DEFENSES: *Struck only by silver or magical weapons*
MAGIC RESISTANCE: *Standard*
SIZE: *S (2' long in hare form) to M (4½' tall in were-hare form)*
MORALE: *Unsteady (5)*
XP VALUE: 175

This creature appears as a hare but changes to its were-form if attacked. In were-form, it can attack with a one-handed weapon for normal damage. This creature has a mean streak a mile wide, and passes up no opportunity to prove how awful it can be, though it is not particularly brave and so rarely carries out its plans.

This creature can be hit by only silver or magical weapons, including Holy Hand Grenades. Ω

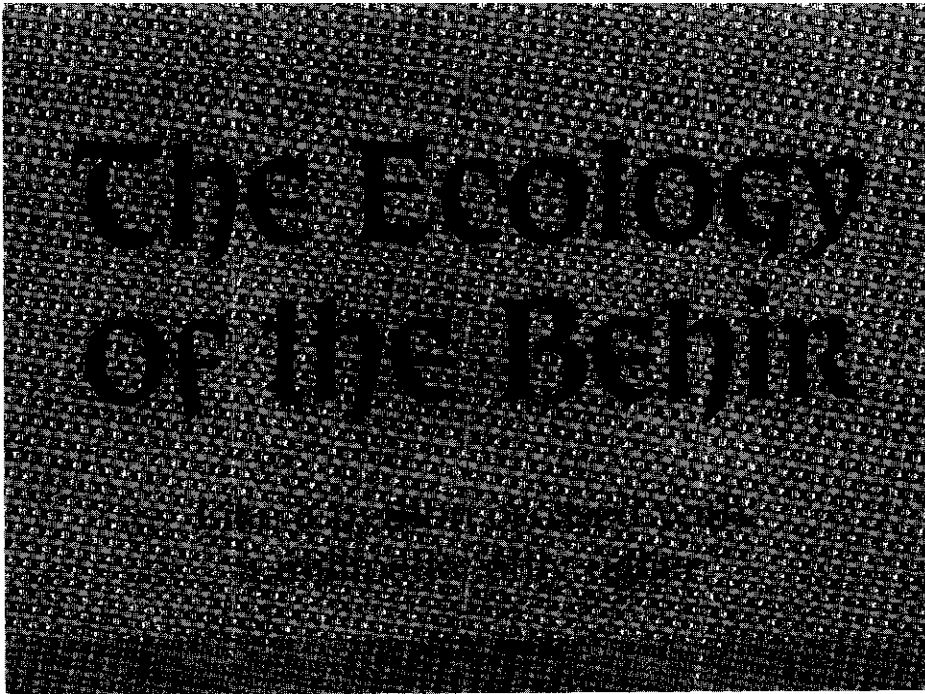
Errors

We've caught a few editorial mistakes in our magazine recently (take out your red pens):

In DRAGON® issue #152, page 70, the computer-game clues for *Hillsfar* are actually for *Heroes of the Lance*.

For some reason, the editor placed a "Jr." on the end of author Craig Barrett's name every time it was mentioned in issue #153. Craig is not a "junior." Sorry, Craig.

Readers checking out "Role-playing Reviews" in issue #154 may have noticed some strange wording on page 56. The second line from the bottom of the second column was somehow repeated from earlier in the text. The complete sentence (more properly edited) should have read: "The eclipse of national governments by multinational corporations; the enhancement of human senses, reactions, memory, and processing by cybernetic hardware and software; the adventures of netridders and data-pirates in the computer analogue universe of Cyberspace and the Matrix—all will be familiar genre conventions to readers of cyberpunk novels like *Neuromancer* and *Hardwired*."



*An excerpt from the tome **Creatures of the Wilderlands**, by the sage and explorer Radamust:*

One of the most malevolent creatures I have ever encountered is the behir. Having nearly fallen victim to its depredations on two separate occasions, I have endeavored to learn more about this wild and curious beast, which is occasionally mistaken for a wingless dragon by the uneducated.

A behir is unmistakable to the learned, once you have seen it. It is a twelve-legged serpent, with each foot bearing three toes that end in razor-sharp talons. These talons are hooked like a raptor's but are designed for slashing, not grasping, prey. The body is covered in bandlike scales from light to dark blue in color with grayish tints along the edges. The underside is also light blue and composed of a vertical row of banded scales. The upper scales are very hard and tough and, if treated correctly, can be made into serviceable armor.¹ The head is long, and the narrow mouth is filled with many sharp teeth. Two backward-curving horns project from the rear of the skull, each black in color and 3-4' in length.

Upon beginning my investigation, I discovered there was more than one species, each with its own special abilities and wildly divergent habitats. However, thankfully, these two other species are much rarer than the common (or lightning) behir, and are rarely encountered by anyone who is not an explorer or a savage, for they inhabit the fringes of the world: humid jungles, deserts, and volcanic plains. Because of their rarity, I was unable to discover much beyond their habitats and have named them accordingly: desert behir and jungle behir. Numerous tales have been told of them, each giving various descriptions of these beasts. Most

are too fanciful to believe. I will assume their natures are much like that of the common behir until more is known.²

The common behir is a violent, destructive creature that frequents mountainous and hilly terrain as well as open plains and temperate forests. It never remains in one area very long, even if prey is plentiful, and thus never accumulates much in the way of spoils. Its den is usually a cave or well-hidden thicket where it rests while it is not hunting. It never brings prey back to its lair, preferring for the lair to remain unnoticed by scavengers and thus unlikely to draw attention to the behir there.³

Behir are active during the day, though not exclusively, and they sleep during the moonlit hours. They prey on all creatures smaller than they, particularly medium and larger mammals such as boars, though they will also attack humans, ogres, and elves. Being reptilian in nature, behir

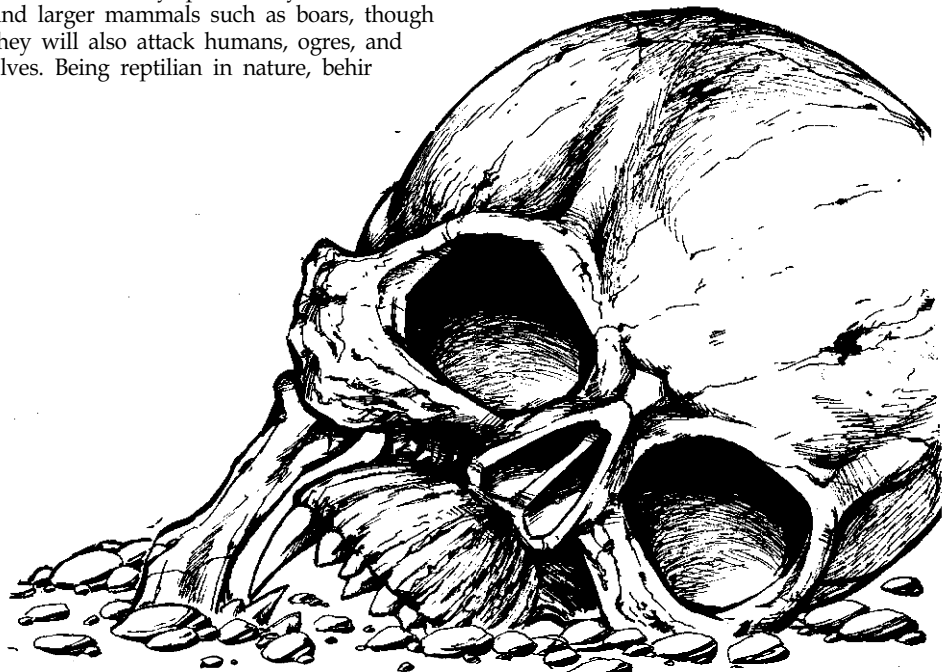
several days recovering from their gluttony. Common behir hibernate during the winter and spend much of their time fattening up before its onset.⁴

Though massive and bulky creatures, behir are surprisingly quick and nimble, capable of overtaking human prey though not horses. They also climb remarkably well and can move straight up the face of a mountainous cliff. When full grown, behir often measure as much as 40' in length, though being reptilian they never stop growing. Enormous shed scales have been found that indicate some ancient specimens might be 60' long.

Although only dimly intelligent when compared to humans, behir have a terrible natural cunning and are quite adept at acquiring prey by simple means. They prefer to attack from ambush, and openly confront only small groups of creatures. A pair occasionally works in concert to obtain prey, one flushing prey into the waiting claws and jaws of the other, but this working together seems to be unintentional, as behir are unsociable as a rule and will fight over a large kill.

A behir can attack in numerous ways, most commonly by biting and, by rearing up on the hindmost eight legs, clawing with the four foremost legs. The behir can also wrap its upper body around a large victim to crush it, a tactic that also allows it to make two to six talon attacks on the victim (depending on the latter's size) until the victim dies or manages to break free. Having witnessed a mercifully brief battle between an ogre and a behir, I can attest that even ogres find this a daunting task and are unlikely to win such a struggle. Less commonly, a behir will ram an opponent with its forehead or trample it underfoot. Both of these attacks can be fatal to smaller creatures, although they are fairly easy to avoid.⁵

On account of their size, behir can swal-



low man-size or smaller creatures whole. The chance of this occurring is not very large, but once swallowed, there is almost no chance of its prey escaping alive. The digestive juices are strong enough to corrode and dissolve metal in a few days, flesh in a considerably shorter time. Needless to say, I have seen no one survive being swallowed. However, the acid is not strong enough to dissolve gems or glass and these sometimes will be found inside the stomach of a behir, the only treasure they will possess.⁶

Before I could continue my study of the beast, I needed a dead one for dissection. Rather than risk life and limb in this pursuit, I employed cunning that I thought even a behir would be proud of. Knowing from my studies that behir are not averse to adding carrion to their diet, I poisoned the body of a dead ox and left it for a behir to find. However, the ploy was a failure, for no matter what poison I used, the behir walked away unscathed. Apparently the strength of its digestive juices somehow destroyed the poison before it could take effect. Poisoned missiles also had no effect, and I was at a loss to explain why until I found that the behir has a thick layer of fat under its scales, like a pig. This explains why poison from arrows never gets to its bloodstream.

The most dangerous aspect of a behir, however, is its ability to generate a bolt of lightning, perhaps in the same manner as a blue dragon. This bolt is roughly seven yards long and is directed from its mouth. Upon studying the remains of the behir I finally managed to obtain, I have discovered a few clues to how this might be done, but nothing conclusive. A large organ with an unusually high concentration of metals lies adjacent to the stomach. This organ is connected by a system of nerve structures to another, smaller organ in the back of the mouth. Again, the smaller organ has a high concentration of metals. I hypothesize that an electrical current is produced in the larger gland by some as yet unknown method, then stored in the smaller gland until discharged. The behir seems to have complete control over this ability and is able to fire this bolt as often as five or six times per hour.

Perhaps to supply these organs, behir ingest fairly large quantities of metal, preferring copper and silver over all others. Few items of metallic nature are found after a behir has slain a victim. Occasionally, a behir can be distracted by great amounts of copper or silver coins, allowing passage or not attacking, but only if the behir is well fed beforehand. The high metal content in the behir's bodily systems seems to have an added advantage in that they are themselves unaffected by electrical discharges in any form. Exactly how the behir uses the metal it eats or how it is involved in the generation of and resistance to the lightning is unknown, but I plan to continue my research into this

interesting phenomena.

At this point I would also like to hypothesize on the natures of the other species of behir. Although unable to examine one close at hand, I have heard stories that lead me to suspect each species has its own ranged magical attack, probably working on the same general principles as those of the common behir. From this and other aspects of its nature, I believe that behir are magical in nature and are the result of some ancient magical experiment of wizards or godlings—as so many beasts we know seem to be. Perhaps time and further research will tell.

Behir grow steadily and are able to mate by their tenth year, the point at which they can be considered adults, Behir can live as long as 50-60 years in the wild, but few actually reach that age as most are killed by predators before then. Mating takes place in early spring, with the pair choosing a secluded cave in which to live during this time. The female lays 1-4 eggs, blue-green in color and about 2' in length. The eggs are leathery like a snake's, and they are buried under a light layer of sand or dirt. During the time it takes the eggs to hatch—three to four weeks, normally—the female remains on guard at the nest. The male forages for both.⁷

But parental attitudes do not last long, as the young are quickly driven from the lair after hatching and must fend for themselves. Few survive to adulthood, as any number of other monsters and foes—not the least of them being adventurers—will slay the young at any opportunity. It is possible to train behir if captured while only months old. Such behir can be taught to understand simple commands and even to speak a few words of Common, but they are capricious and wicked by nature, respecting only power, and this loyalty usually lasts from one meal to the next or until a more powerful master comes along. Thus, ownership of a behir can be a double-edged sword. A behir that is much larger than its owner is certain to strike out and become unmanageable.⁸

The behir, surprisingly for its size, actually does not upset its environment beyond its tendency to lay waste to civilized dwellings in search of two-legged prey. Granted, it is hated by all intelligent beings, which it in turn hates, but it eats relatively little. However, being so well armored, so large, and so well equipped with weapons as it is, one cannot imagine what possible good it serves except to torment humanity. Certainly nature would not miss this beast, and it may be that extinction at the hands of warriors and wizards will someday be the fate of this species. Would that it were gone tomorrow!

Footnotes

1. A trained armorer or smith can construct armor from a behir's hide. Such armor takes two to four weeks and 2,000 gp to construct. Equivalent to chain mail in

encumbrance, such armor provides protection equal to banded mail. Up to three man-size armors can be constructed from a single slain behir. Some armorers or smiths pay 500-1,000 gp for a behir's hide in good condition.

2. The other species of behir are detailed later. Both the desert behir and jungle behir are like the common behir in most respects, particularly in their destructive habits, general life cycles, etc.

3. There is a 5% chance of encountering a behir in its lair. If an encounter is indicated, there is a 75% chance that the behir is sleeping. Any undue noise, as well as any attacks, will bring the behir instantly awake.

4. Because of their reptilian nature, behir become extremely sluggish when temperatures fall below the freezing point, especially if the weather is cloudy. Thus, cold-producing spells, such as *cone of cold* and ice storm, reduce a behir's movement by half for 2-8 rounds. If the low temperatures can somehow be maintained, the behir will go nearly dormant, seeking only to defend itself from attack and escape the cold by whatever means possible.

5. It seems unlikely that a behir will constrict prey that is only of human size. If confronted with a human-size opponent, it will bite (2-8 hp damage) and rear back

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to get four claw attacks (each doing 1-6 hp damage). If it meets an ogre, hill giant, bull, or similar large animal, it will bite (2-8 hp damage) and simultaneously wrap its body around the victim (doing 2-5 hp damage from crushing and abrasion). On the following round, the behir gives a slight roll to its body to bring its "interior" talons to bear on the entrapped prey, and it can bite (2-8 hp damage) and attempt six separate strikes with those talons (each strike doing 1-6 hp if it hits), though no damage from constriction will be done, as the body will have pulled back far enough to allow the talon attacks. If fighting a dragon, a behir could even wrap itself around the dragon on an attempt to bring all of its claws to bear, biting and constricting as well, and perhaps using its electrical attack, too. The lightning strike is primarily used against spell-casting adventurers, dragons, and other dangerous foes.

A behir may also choose to butt an opponent (1-10 hp damage) or trample an opponent (4-16 hp damage). Both attacks are at -2 to hit against man-size or small creatures, but if successful such attacks stun victims for 1-4 rounds, not allowing them to attack, defend, or escape.


6. It should be noted that the strength of the acid is necessary to dissolve the metal items the behir eats. For this reason, no items of metallic origin are found in a behir's stomach. Only gems and glass objects are safe from the corroding effect of the acid. It takes a full day for the digestive acids to dissipate enough for safe removal of any gems or objects that might be in the stomach. If the behir is cut open before then, anyone who touches the stomach liquids will take 1-4 hp damage and, if a hand was used, be unable to grasp anything for 2-8 rounds from pain.

7. A behir grows according to the statistics in the Behir Growth Table. Rapid growth takes place during the first five years of a behir's life before it slows considerably. Young behir must fend for themselves while still quite young and, as noted by Radamust, few survive to adulthood. Those that do are extremely cunning and dangerous for beasts with simple minds.

For the three to four weeks it takes for the eggs to hatch, the female is always found in the lair, and the male is never far away. Although the male brings prey back to the lair for the female, they meticulously clean the area of remains to avoid drawing the attention of any predators. Both male and female fight ferociously to protect the eggs, gaining a +2 bonus to hit and damage when doing so.

8. Behir can be trained if caught within a year of their hatching. For this reason, young behir and behir eggs can be sold on the open market for 500-750 gp. Such training takes about two months for a skilled animal trainer, after which the behir can understand and speak Common as well as a five-year-old child. However, its natural tendency toward treachery can

never be removed; there is a 50% chance the behir will abandon its current master for a new one if approached properly. (This chance should be adjusted either up

or down by the DM depending on the circumstances.) By its tenth year, a behir will attempt to free itself and will become unmanageable in all respects. 

Behir, variant

	Desert	Jungle
CLIMATE/TERRAIN	Dry, deserts	Wet, rain forests
FREQUENCY	Very rare	Very rare
ORGANIZATION	Solitary	Solitary
ACTIVITY CYCLE	Day	Day
DIET	Carnivore	Carnivore
INTELLIGENCE	Low	Low
TREASURE	Incidental	Incidental
ALIGNMENT	Neutral evil	Neutral evil
NO. APPEARING	1-2	1-2
ARMOR CLASS	3	4
MOVEMENT	15	15
HIT DICE	10	14
THACO	11	7
NO. OF ATTACKS	See below	See below
DAMAGE/ATTACK	See below	See below
SPECIAL ATTACKS	See below	See below
SPECIAL DEFENSES	Immune to poison and heat	Immune to poison and acid
MAGIC RESISTANCE	Standard	Standard
SIZE	L (35' long)	L (45' long)
MORALE	Champion (15)	Champion (15)
X P V A L U E	8,000	12,000

Desert Behir: These creatures are found in deserts as well as volcanic plains. Their platelike upper scales range in color from yellow to orange, while the belly scales are fiery red. When attacking, the desert behir has available all the physical attacks of a normal behir. The desert behir's breath weapon, however, is a jet of flame, 20' long, that does 30 hp damage unless a successful saving throw vs. breath weapon is made, success indicating half damage is sustained. This jet can be used once every 12 rounds.

Jungle behir: As the name implies, the jungle behir is found in tropical jungles and rain forests. The large scales that cover the upper half of the body are emerald green in color, while the scales covering the lower half are a lighter coppery green. The jungle behir possess the same attack routines as the other behir types, but its breath weapon is a jet of acid that does 20 hp damage unless a successful saving throw is made. Half damage is applicable if the save is made. The jet can be used once every eight rounds.

Behir Growth Table

Age	HD	Size	Damage
0 year	3	6' long	1-4/1-2x4
1 year	4	12' long	2-5/1-4x4
2-3 years	6	20' long	1-6/1-4X4
4-5 years	8	28' long	2-8/1-6x4*
6-10 years	9	34' long	2-8/1-6x4**
11-15 years	10	36' long	2-8/1-6x4***
16-22 years	11	38' long	2-8/1-6X4
23+ years	12	40' long	2-8/1-6X4

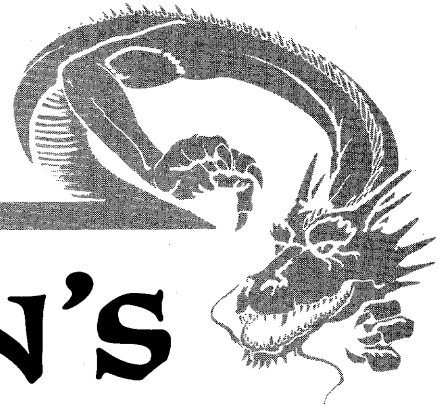
* The behir gains its constriction attack during its fifth year (1-2 hp damage) as well as six claw attacks, regardless of the victim's size.

** The behir becomes an adult at age 10 and does 1-4 hp damage with its constriction attack.

*** At age 15, the behir gains its trampling and butting attacks. The behir also does 2-5 hp damage with its constriction attack.

The Dragon's Bestiary

Two almost-but-not-quite dragons



Gorynych

by Spike Y. Jones

CLIMATE/TERRAIN: *Temperature mountains, any subterranean area*

FREQUENCY: *Very rare*

ORGANIZATION: *Solitary*

ACTIVITY CYCLE: *Any*

DIET: *Carnivorous*

INTELLIGENCE: *Average*

TREASURE: *H*

ALIGNMENT: *Chaotic evil*

NO. APPEARING: *1*

ARMOR CLASS: *4*

MOVEMENT: *9, 18 fly (E)*

HIT DICE: *9*

THACO: *11*

NO. OF ATTACKS: *5*

DAMAGE/ATTACK: *1-8/1-8/1-12/1-12/1-12*

SPECIAL ATTACKS: *Tail capture, "wishboning"*

SPECIAL DEFENSES: *Difficult to surprise*

MAGIC RESISTANCE: *Nil*

SIZE: *G (50' including tails)*

XP VALUE: *6,000*

While it has all the hallmarks of dragon-kind, the gorynych is unlikely to ever be mistaken for a true dragon if seen in good light; it is more likely to be seen as a dragon gone to extremes of evolution and diversification. The gorynych has a long and supple body covered with tiny blue-green scales, and giant dragonlike wings with scales so fine they almost make a feathered pattern on the leathery surfaces. Two other features differentiate them from true dragons: They have three wolfish heads, each on its own serpentine neck, and a multitude of tails, starting as three thick ones at the base of the spine but eventually dividing out to as many as 12 whip-thin tails.

Combat: Although gorynyches have no breath weapon, they are fearsome fighters nonetheless. Whether in flight or on the ground, their attack methods are the same. Each first whips its flexible tails

about in an attempt to entangle its opponents, each tail striking as a separate attack. Then it uses normal clawing and biting attacks on the entrapped foes. The tail strikes do no damage in themselves, but for every tail that holds a man-size victim (smaller creatures are usually ignored, as they would be so engulfed by even a single tail that the gorynych could not bite them without fear of biting itself), the gorynych gets a cumulative +1 to hit on all attacks made against that victim. Thus, if it wraps two tails around a fighter in the first round of combat, the gorynych can claw and bite at +2 to hit that round, and—if the fighter does not manage to eliminate or escape the two tails holding him—it can wrap more tails around him at +2 to hit in the next round. Each tail takes 2-12 hp damage before being severed, with none of these hit points being counted in the monster's hit-point total; even if rendered tail-less, there is a good chance that a gorynych will continue to fight if victory appears close. When first caught in one of these tail coils, the victim has a 10% chance of being held in such an awkward position that he won't be able to attack the gorynych (and this increases to 25% on the rare occasions when a smaller-than-man-size creature is attacked).

Another attack form unique to the gorynych is called "wishboning" by those who witness it from a distance. If the beast scores hits on a single opponent with at least two of its heads in a round, it will try to rip the victim in half between them, scoring an automatic 2-12 hp damage on that round. It does not do this automatically in every round after this first, as it must release its bites each round to get a new grip (and make a new series of attack rolls), but this doesn't present much difficulty if the victim is still held by its tails.

Unlike some monsters with multiple heads, the gorynych cannot be defeated by setting up arguments between the different brains of its body. It has only one

personality divided between its three brains, and each of these brains is fully capable of handling the operations of the entire body on its own. Thus, cutting off two of the heads will not disable its thinking or the control of its movements in any way. Because of this single mind in multiple heads, it cannot 'take turns resting heads, leaving one alert at all times; when it sleeps, all heads sleep. But with six dragon-sharp ears to hear with, the gorynych is difficult to surprise, even when asleep, and gets +2 on all surprise rolls. In addition, while it has more than one head, it cannot be attacked from behind, as it peers in all directions, even when the only apparent threats are to the front.

Habitat/Society: The gorynych is a mountain-dwelling creature, preferring windy and desolate regions to the more thickly populated tracts of true dragons. They live in deep caverns within the rocks; the long, winding tunnels to their lairs are full of evidence of their presence—scales scrapped off on the rocks, claw marks on all surfaces, the occasional coin or gem dropped from their mouths when stocking their hoards, and the rare bone that misses the periodic cleaning of the refuse in their homes. While they avoid areas where human incursions are frequent, they are intelligent enough to take note of any roadways, caravan paths and isolated settlements within a few hours flight of their caves so that they have little trouble finding food and treasure. They reproduce by laying eggs, but the young are forced out into the world as quickly as possible after hatching. The young grow rapidly, attaining full growth in nine years and living for about 400 years total.

The gorynych is not well versed in speech and has no language of its own. If there is a race that is dominant in the regions around its lair, it will have a slight understanding of this race's tongue, no matter what it is, but that is the extent of

the beast's linguistic knowledge. If its lair is in an empty tract of land, it will have no language at all, as there would be no creatures to converse with and it doesn't talk to itself.

Ecology: Gorynyches are usually the most powerful carnivores in their local food chain. They rarely interact with any other species, intelligent or not. However, they are often attacked by other highly competitive and magically powerful monsters such as dragons and beholders.

Common dragonet

by Steve Fetsch

CLIMATE/TERRAIN: *Temperate wilderness*

FREQUENCY: *Rare*

ORGANIZATION: *Group*

ACTIVITY CYCLE: *Any*

DIET: *Carnivorous*

INTELLIGENCE: *Animal*

TREASURE: *C*

ALIGNMENT: *Neutral*

NO. APPEARING: *2-20*

ARMOR CLASS: *4*

MOVEMENT: *22, 24 fly (C)*

HIT DICE: *3 +3*

THACO: *17*

NO. OF ATTACKS: *3*

DAMAGE/ATTACK: *1-4/1-4/1-6*

SPECIAL ATTACKS: *Limited breath weapon*

SPECIAL DEFENSES: *Immune to acid*

MAGIC RESISTANCE: *Nil*

SIZE: *M (6' long)*

MORALE: *Average (9)*

XP VALUE: *420*

Those who reject the notion that Tiamat originally spawned evil dragonkind usually regard the common dragonet as the ancestral species of all dragons—good, evil, Oriental, and so on. The common dragonet once roamed the skies in vast flocks (they were truly common then), but hunters and more aggressive creatures have made them scarce. The female of the species is dull green in color, whereas the male is reddish brown, frequently with orange patches. Common dragonets have the same body form as regular dragons: a long neck and tail, two wings, four legs, and a serpentine body.

Combat: Common dragonets are fairly aggressive but rarely attack creatures larger than man size. However, they fight fiercely if they or their nests are threatened. Their preferred mode of attack is to spit a corrosive and flammable saliva—an evolutionary prelude to the better-known breath weapons. They may spit in combat for two rounds in a row, then once every four rounds thereafter for a total of 5-8 attacks each per day. Only one victim at a time may be so attacked.

To determine the effectiveness of a com-

mon dragonet's spitting attack, make a to-hit roll for it as for a normal attack (out to a 30' range). Note whether or not the attack roll would have hit the victim if the victim had not been using a shield by checking against the shield-using and shieldless armor-class values of the victim. If the shield deflected the attack, the shield must then make a saving throw vs. acid or else be destroyed (magical bonuses apply). If no shield deflects an attack that hits a victim, the victim's armor and equipment must save vs. acid or be destroyed (magical bonuses apply); the victim himself takes 2-20 hp damage. The victim must make a saving throw vs. dragon breath to avoid permanent blindness from the attack. The saliva is also flammable, and any character who is carrying a flame source and is struck by the saliva has a 50% chance of having the flame ignite the saliva, which explodes for 1-8 hp damage to all within a 5' radius of the flame.

The saliva may be neutralized by using either a scroll of *protection from acid* or *protection from dragon breath*. Use of a great helm offers a +4 on saving throws to prevent blindness. Equipment carried in a container must save vs. acid only if the container itself fails its saving throw (at which point it falls apart).

Habitat/Society: Common dragonets seem to be at ease in many sorts of temperate environments, including hills, swamps, forests, and plains. They live to be 200 years at most, reproducing by laying eggs. Egg laying occurs once every decade for female dragonets, with 2-5 eggs being laid. Few of these eggs hatch, however (see "Ecology"). A group of dragonets will fiercely defend their lairs and will aid other dragonets, but they are not capable of elaborate planning.

Ecology: The hide of the common dragonet can be made into corrosion-resistant leather armor. This leather is difficult to work, so the leatherworker must make a proficiency check with a -3 modifier. The hides of two common dragonets must be used to make enough armor for a adult human (the hide from one is enough for a being of 4' height or less). This armor gives the wearer a +4 saving throw vs. all acidic attacks, and it can be dyed in any color or pattern.

It is possible but difficult to gather the common dragonet's saliva. The amount of saliva from one spitting attack is enough to fill four half-pint vials. A direct hit from one of these vials does 1-6 hp acidic damage; the application of flame will cause an explosion for 1-4 hp damage to all within a 3' radius.

Common dragonets are no longer common, as their eggs are preyed upon so heavily by assorted creatures of the wild. The parents are easily distracted from their nests to chase off intruders, leaving the nests open to birds, rodents, and other assorted beasts.

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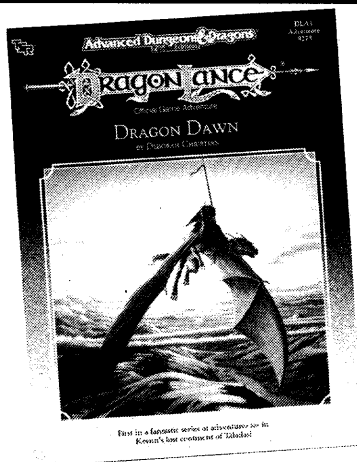
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That's Not in the Monstrous Compendium!

More neutral dragons for your AD&D® campaign

by Aaron McGruder

Arthur Collins has the credit for the original concept of neutral dragons, which first appeared in issue #37 of DRAGON® Magazine. His article opened our eyes to a whole new family of dragons and its world. Since there are more gems left for dragon names and since AD&D® game players love dragons of every sort, this article presents three new neutral dragons to supplement the original article (which can also be found in "That's not in the Monster Manual!" in the Best of DRAGON Magazine anthology vol. III).

Neutral dragons are basically reclusive creatures, preferring remote lairs, and are not very hospitable to unexpected visitors. Like all dragons, they have a passion for treasure, especially the precious and semi-precious stones for which they are named. They are generally smaller and slower than other dragons but compensate for this with their superior spell-casting capabilities and overwhelming personalities.

A neutral dragon's charisma can have a powerful effect on those who can hear his voice. Using riddling talk and his personal charm, the neutral dragon can actually entrance those not engaged in combat or similar actions. Anyone who listens to such a dragon's voice has a 10% cumula-

tive chance per round of being entranced to the point where he is under the effect of a *suggestion* spell. The victim is allowed a saving throw vs. spells, success indicating that the trance has been broken for at least six rounds, after which the dragon can try again, this time with only a 5% cumulative chance per round of success. If the dragon fails the second attempt, he cannot try again on the same victim. The dragon can affect as many people as he wishes at one time within a 90' range.

Because of its small size, the *fear* aura of a neutral dragon is saved against at +4 for all opponents. Neutral dragons cannot *polymorph* themselves unless they have that spell. They do, however, have the innate ability to *blink* six times per day, as the spell, plus the ability to communicate telepathically with any other telepathic creature or being with an 18 + intelligence. Spell-casting neutral dragons can use both wizard and priest spells.

If psionics are used in the campaign, each neutral dragon has a 50% chance of being psionic. Using the AD&D 1st Edition *Players Handbook* system, the following scores should be used for the dragons in this article: pearl dragons have a psionic ability of 110 with attack/defense modes

A,D/F,H; jade dragons have a psionic ability of 190 with attack/defense modes A,C/F,I; and jacinth dragons have a psionic ability of 225 with attack/defense modes A,C,D/F,I. Pearl dragons have three minor disciplines; jade dragons have two minors and one major; and jacinth dragons have three minors and two majors.

Because their powers vary according to age level, experience-point values for each type of dragon also vary according to age level. Relevant factors for determining the experience-point values (according to the 2nd Edition *Dungeon Master's Guide*) include: armor class 0 or lower (+1 hit-die modifier); breath weapon (+2); flight (+1); four or more attacks per round (+1); high intelligence (+1); low-level spell use (+1); high-level spell use (+2); magic resistance (+2); multiple attacks causing 30 + hp damage (+2); single attack causing 20 + hp damage (+2); special magical attack forms, including the *fear* aura and psionics, if used (+2 each); and special magical defense forms, including immunity to normal missiles and saving-throw adjustments equating hit dice to fighters' levels (+1 each).



Artwork by Thomas Baxa



Pearl dragons

CLIMATE/TERRAIN: Rocky coastlines, cliffs
 FREQUENCY: *Very rare*
 ORGANIZATION: *Solitary or clan*
 ACTIVITY CYCLE: *Any*
 DIET: *Carnivore*
 INTELLIGENCE: *Exceptional (16)*
 TREASURE: *See Table 1*
 ALIGNMENT: *Neutral*
 NO. APPEARING: 1-3
 ARMOR CLASS: 2 (*base*)
 MOVEMENT: 9, Fl 18 (C), Sw 12
 HIT DICE: 6 (*base*)
 THACO: 15 (*base*)
 NO. OF ATTACKS: 3 + *special*
 DAMAGE/ATTACK: 2-5/2-5/3-18

SPECIAL ATTACKS: *Special*
 SPECIAL DEFENSES: *Special*
 MAGIC RESISTANCE: *Variable*
 SIZE: H (14' *base*)
 MORALE: *Fanatic (16 base)*
 XP VALUE: *Variable*

Pearl dragons tend to reside either on steep, rocky coastlines or along sandy beaches, as long as they are near the water. They have a deep love of the salt air and the open expanse of the sea. As a result of their location, their diet consists mainly of sharks and fish, with an occasional hundred lobsters or a small whale as a treat.

Because pearls are the most abundant form of treasure in the sea, it is not surprising that pearl dragons, when not searching for food, spend most of the day pearl hunting. Over the centuries, this species has developed powerful lungs exclusively for this purpose, and a pearl dragon can stay under water for up to an hour without surfacing for air. For this reason, a pearl dragon hoard can contain up to 5,000 gp in pearls for every age level the dragon has (these pearls are in addition to his normal treasure type). Pearl dragons are somewhat nomadic, leaving one place for another once the food or pearl supply has run low. The moving process is very slow, because the dragon will refuse to leave a single object behind in his previous lair, making many journeys back and forth.

Like all neutral dragons, pearl dragons remain at a safe distance from human civilization. They rarely attack sailing vessels, though they have been known to attack bothersome pirate ships and take whatever treasure they can find from them.

Pearl dragons can breathe a cloud of scalding steam once every three rounds, measuring 90' long by 30' wide by 20' high. Pearl dragons are attacked by dragon turtles whenever possible. The hide of a pearl dragon is extremely beautiful and can be sold for as much as 60,000 gp.

Jade dragons

CLIMATE/TERRAIN: *Sylvan forests in Kara-Tur*
 FREQUENCY: *Very rare*
 ORGANIZATION: *Solitary or clan*
 ACTIVITY CYCLE: *Any*
 DIET: *Omnivore*
 INTELLIGENCE: *Genius (17)*
 TREASURE: *See Table 2*
 ALIGNMENT: *Neutral*
 NO. APPEARING: 1-3
 ARMOR CLASS: 0 (*base*)
 MOVEMENT: 9, Fl 24 (B)
 HIT DICE: 7 (*base*)
 THACO: 13 (*base*)
 NO. OF ATTACKS: 3 + *special*
 DAMAGE/ATTACK: 1-6/1-6/5-20
 SPECIAL ATTACKS: *Special*
 SPECIAL DEFENSES: *Special*





MAGIC RESISTANCE: *Variable*
 SIZE: *H (18' base)*
 MORALE: *Fanatic (16 base)*
 XP VALUE: *Variable*

The jade dragon is the Oriental cousin to the emerald dragon of the western world. This dragon is usually considered mythical by humans and is sought after by only a few adventurous thrill seekers. Slightly more powerful than its western cousin this creature looks the same as other

Oriental dragons except that it does have wings with which to fly. Jade dragons make their lairs in the dense, remote forests of Kara-Tur and are avid collectors of rare woods. They live entirely on forest vegetation and animal life, and will not eat humans.

A jade dragon is able to breathe a powerful *sonic wail*. All those within a 90' radius take damage and must save vs. breath weapons or be deafened for 10-60 rounds. Even if the save is successful, the

victim is deafened for 2-12 rounds. In addition, all victims must make a system-shock check in order to avoid being knocked unconscious for 5-20 rounds.

The hide of a jade dragon is made up of several different shades of green, swirled about in a random pattern. No jade dragon hide has ever been sold, so its value is unknown. The few jade dragons that have been seen were reported to be exquisitely beautiful, and there are many who would pay great sums to acquire such a hide.



Jacinth dragons

CLIMATE/TERRAIN: *Deserts*
 FREQUENCY: *Very rare*
 ORGANIZATION: *Solitary*
 ACTIVITY CYCLE: *Any*
 DIET: *Special*
 INTELLIGENCE: *Genius (18)*
 TREASURE: *See Table 3*
 ALIGNMENT: *Neutral*
 NO. APPEARING: *1*
 ARMOR CLASS: *1 (base)*
 MOVEMENT: *9, FL 27 (B)*

HIT DICE: *9 (base)*
 THACO: *13 (base)*
 NO. OF ATTACKS: *3 + special*
 DAMAGE/ATTACK: *2-7/2-7/4-24*
 SPECIAL ATTACKS: *Special*
 SPECIAL DEFENSES: *Special*
 MAGIC RESISTANCE: *Variable*
 SIZE: *H (16' base)*
 MORALE: *Fanatic (16 base)*
 XP VALUE: *Variable*

Jacinth dragons are the rarest of any nonunique dragon species. On the average, only a dozen jacinth dragons at most exist on any given world. Jacinth dragons make their homes in the centers of large deserts, enjoying the hot, dry climate. Over the years, this species has developed the ability to go for weeks without water or food. They shun all other forms of life and enjoy their solitude, though they can at times be overly curious of visitors. They do venture out now and then to obtain what little treasure they do have, and it is by these excursions that their existence is known to humans.

A jacinth dragon can breathe a cone of *scalding air* raising the temperature in the area of affect (a 50' long cone with a 20' base) to the point where easily combustible materials (paper, oil, and cloth) must save vs. normal fire or burst into flame. A successful save vs. breath weapons indicates, as with all such dragons, that only half damage is taken.

The hide of a jacinth dragon sparkles and shifts in the light, with its many shades of flame-bright orange in seemingly constant motion. The jacinth dragon has the innate ability to interplay these shades so as to have a hypnotic effect on the viewer. Thus, after three rounds of a peaceful encounter, the dragon can attack with a + 3 bonus to surprise if necessary. In addition, the hide reflects sunlight so brightly that any creature who gazes upon the dragon on a particularly sunny day for more than two rounds will be blinded for 5-30 rounds if the victim fails a save vs. spells. No jacinth dragon hides have ever been taken or sold.



Table 1
Pearl Dragon Statistics

Age	Body lgt.(ft.)	Tail lgt.(ft.)	AC	Breath weapon	Spells (wizard/priest)	MR	Treasure type
1	1-4	1-3	5	1d4+1	nil	nil	nil
2	4-8	3-6	4	2d4+2	nil	nil	nil
3	8-12	6-9	3	3d4+3	nil	nil	nil
4	12-16	9-12	2	4d4+4	2/1	5%	E
5	16-20	12-15	1	5d4+5	2 2/2 1	10%	H
6	20-24	15-18	0	6d4+6	2 2 2/2 2	15%	H, U*
7	24-28	18-21	- 1	7d4+7	2 2 2 2/2 1	20%	H, U x 2*
8	28-32	21-24	- 2	8d4+8	2 2 2 2 2/2 2 2	25%	H, U x 2*
9	32-36	24-28	- 3	9d4+9	2 2 2 2 2 2/2 2 2 1	30%	H, U x 2*
10	36-40	28-31	- 4	10d4+10	2 2 2 2 2 2 2/2 2 2 2	35%	H, U x 3*
11	40-44	31-34	- 5	11d4+11	3 3 2 2 2 2 2/2 2 2 2 1	40%	H, U x 4*
12	44-48	34-38	- 6	12d4+12	3 3 3 3 2 2 2/2 2 2 2 2	45%	H, U x 4*

* All gems in treasure type U are actually pearls.

Table 2
Jade Dragon Statistics

Age	Body lgt.(ft.)	Tail lgt.(ft.)	AC	Breath weapon	Spells (wizard/priest)	MR	Treasure type
1	2-5	1-4	3	1d6+1	nil	nil	nil
2	5-10	4-8	2	2d6+2	nil	nil	nil
3	10-15	8-12	1	3d6+3	2/1	nil	D
4	15-20	12-16	0	4d6+4	2 2/2	5%	E
5	20-25	16-20	- 1	5d6+5	2 2 2/2 1	10%	H
6	25-30	20-24	- 2	6d6+6	2 2 2 2/2 2	15%	H, I
7	30-35	24-28	- 3	7d6+7	2 2 2 2 2/2 2 1	20%	H, I
8	35-40	28-32	- 4	8d6+8	2 2 2 2 2 2/2 2 2	25%	H, I x 2
9	40-45	32-36	- 4	9d6+9	2 2 2 2 2 2 2/2 2 2 1	30%	H, I x 2
10	45-50	36-40	- 5	10d6+10	3 3 2 2 2 2 2/2 2 2 2	35%	H, I x 2, R
11	50-55	40-44	- 6	11d6+11	3 3 3 3 2 2 2/2 2 2 2 1	45%	H, I x 2, R
12	55-60	44-48	- 7	12d6+12	3 3 3 3 3 3 2/2 2 2 2 2	55%	H, I x 2, R, U

Table 3
Jacinth Dragon Statistics

Age	Body lgt.(ft.)	Tail lgt.(ft.)	AC	Breath weapon	Spells (wizard/priest)	MR	Treasure type
1	1-4	1-4	4	2d4	nil	nil	nil
2	4-8	4-7	3	3d4	2/1	nil	nil
3	8-14	7-10	2	4d4	2 2/2	nil	nil
4	14-18	10-13	1	5d4	2 2 2/2 1	nil	E, T
5	18-20	13-16	0	6d4	2 2 2 2/2 2	15%	H, R, T
6	20-22	16-19	- 1	7d4	2 2 2 2 2/2 2 1	20%	H, R, T x 2
7	22-26	19-22	- 2	8d4	2 2 2 2 2 2/2 2 2	25%	H, R, T x 2
8	26-28	22-25	- 3	9d4	2 2 2 2 2 2 2/2 2 2 1	30%	H, I, R, T x 3
9	28-30	25-28	- 4	10d4	3 3 2 2 2 2 2/2 2 2 2	35%	H, I, R, T x 4
10	30-32	28-31	- 5	11d4	3 3 3 3 2 2 2/2 2 2 2 1	40%	H, I x 2, R, T x 4
11	32-34	31-34	- 6	12d4	3 3 3 3 3 3 2/2 2 2 2 2	45%	H, I x 2, R, T x 4
12	34-36	34-37	- 7	13d4	4 4 3 3 3 3 2/3 3 3 2 2	50%	H, I x 3, R, T x 5

How to use the AKA list

Listed alphabetically by official AD&D game names is a thesaurus of alternative monster names. Under the official name of each monster are two groups of entries. The first group is the AKA list. These names can be interchanged as equivalents of that monster's name. Below this is a second set of entries: the subraces of each monster type. These subraces are closely related to, but not the same as, the official monster; descriptions of subraces follow. All AKA names for the subraces are listed in the AKA Thesaurus.

All alternative names are endnoted to describe the cultural origin of the monster. For the names that come from true folklore, the country of origin is shown. Several names, however, are from J. R. R. Tolkien's *The Lord of the Rings*, and these are so noted. A more complete description of the source is given in the bibliography.



Bjerg-trolde

The bjerg-trolde's abilities are identical to those of an ordinary troll. However, it lives in desert and hilly regions, and its hide is brown to tan.

Bug-a-boo

CLIMATE/TERRAIN: *Any subterranean*
FREQUENCY: *Rare*
ORGANIZATION: *Tribal*
ACTIVITY CYCLE: *Any*
DIET: *Carnivorous*
INTELLIGENCE: *Low (5-7)*
TREASURE: *Individuals J (C)*
ALIGNMENT: *Chaotic evil*
NO. APPEARING: *4-24*
ARMOR CLASS: *7 (10)*
MOVEMENT: *12*
HIT DICE: *1 + 1*
THACO: *19*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *Opponents have -2 on surprise*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Nil*
SIZE: *M (5' tall)*
MORALE: *Steady (11-12)*
XP VALUE: *65*

Bug-a-boos look like small and frail bugbears, and they are often mistaken for their larger kin, especially since they can often be found on the outskirts of bugbear territory. The 'boos live off whatever they are able to scavenge from bugbear activities. If seven or more 'boos are encountered, it is 30% likely that they have a bugbear leader close by. Occasionally, 'boos may be taken in by a bugbear tribe and used as expendable front-line troops.

'Boos use whatever weapons are available, usually ones of inferior craftsmanship. 'Boos speak their own dialect of the bugbear tongue, which anyone who knows the latter language can understand. They get along well with other humanoids.



Callicantzari

Callicantzari (singular: callicantzaros) is a name most often used to describe centaurs, but it may also be used in naming forlarren, hybsil, korreds, satyrs, lamia, and wemics. See "The Ungrateful Dead" in DRAGON issue #138 for a description of this creature as an undead, ghoul-like monster.

Cwn wybr

The cwn wybr are simply hell hounds with wings (MV 12, 24 fly (D); XP + 1 HD modifier). Although too small to make good mounts, cwn wybr make formidable opponents in the sky. Cwn wybr will hunt down any flying creature they can catch, and they are sometimes tamed by fire giants. They interbreed with normal hell hounds to produce either winged or normal offspring.

Duergar
Dwarf

EH

Elf, drow

Elf, sylvan
Elfin cat



Far darrig

These larger than usual leprechauns (HD 1 - 1; SZ S (3' tall); XP 420) travel in groups of 1-4 and dress in red—but, unlike red caps, they don't use blood for a dye. Far darrig possess a mildly dangerous sense of humor; their favorite pastime consists of playing practical jokes on lawful beings (e.g., putting a beehive in a paladin's armor). In addition to the usual leprechaun powers, a far darrig can cast one *cantrip* spell per round. It can also cast mage spells from scrolls and, if a spell book is available, can memorize one first-level spell per day.

Geanncanac

The geanncanac are closely related to the far darrig. The only noticeable difference between the two subraces is that the geanncanac are more malicious, having an alignment of chaotic evil. They will play cruel and often deadly tricks on all who fall into their clutches.

Hound-of-the-hill

The hounds-of-the-hill are large dogs with white coats and red ears. They share the statistics for war dogs (see the *Monstrous Compendium*, "Dog") except for having 3 HD, THAC0 17, a bite doing 3-9 hp damage, and the ability to run at 15 when following prey in a straight line (XP 65). The hounds-of-the-hill are close cousins of the cooshee (*Monster Manual II*), and they may even be a cooshee/common-dog crossbreed. Though the hounds have been known to run with the cooshee, the cooshee seem to regard the hounds-of-the-hill as inferiors. Because of their poor camouflage, the hounds-of-the-hill are not highly valued by the sylvan elves. These hounds are most commonly seen in the company of half-elves, who feel some kinship to these animals. Once dally, a hound-of-the-hill can bark loudly, causing all within 120' to make saving throws vs. spells or be *confused* for 2-8 rounds.



Lidevic

The lidevic is a vampire without the ability to *shape* change into bat form (so it cannot travel aerially except into *gaseous form*), and it cannot summon animals to assist it. However, the lidevic can *polymorph* itself three times a day (for an unlimited duration) into the image of a victim's absent or dead loved one; the lidevic has continuous *ESP* and can search a potential victim's mind while the lidevic drifts nearby in *gaseous form*. This tactic is especially effective at night when the moon is full. The lidevic can be destroyed in the same ways as can a vampire, and it has all other traits that vampires share (XP 3,000).

Makva

Makva are basically identical in game statistics to night hags, except that they cannot travel into the Ethereal or Astral planes. Thus they cannot "ride" sleeping victims, nor do they need or make special periapts. They cannot cast *gates* to summon evil creatures, either. Because of this deficiency and their chaotic-evil alignment, makva are banished from night hag "society" and are usually found on the edges of wild forests. Like night hags, makva are able to employ magic missile and *ray of enfeeblement* three times a day, at the eighth level of ability. They are also able to cast *know alignment*, *sleep*, and *polymorph self* at will (the *sleep* power is of the normal sort). Additionally, they have the ability of *advanced illusion*, this being the source of many gingerbread houses that lost wayfarers report; they can cast this spell four times per day.

Makva are invulnerable to *charm*; *sleep*, *fear*, and fire- and cold-based attacks. Silver or +3 (or better) magical weapons are required to harm a makva. Makva have olive-green skin and coarse black hair (XP 4,000).



Norke

Norkes are closely related to orcs (perhaps with a little hobgoblin in their veins) and look very much like their kin, sharing the same game statistics except as follows: AC 4 (10); MV 9 (12 w/o armor); HD 1 (5-8 hp); Dmg by weapon type, + 1 for strength; XP 35 and up; chain mail usually used. Norkes live only in mountainous areas, where they attack unwary travelers. They look down on orcs and smaller humanoids, enslaving them if possible.

Oread

Oreads are a subrace of nymphs found in mountainous regions. Their abilities and attributes are the same as nymphs, with the addition of the ability to cast *control winds* as 12th-level druids; they may do so three times per day.

Prikolic

CLIMATE/TERRAIN: *Any*
 FREQUENCY: *Very rare*
 ORGANIZATION: *Nil*
 ACTIVITY CYCLE: *Night*
 DIET: *Nil*
 INTELLIGENCE: *Non-*
 TREASURE: *Nil*
 ALIGNMENT: *Neutral*
 NO. APPEARING: *1-6*
 ARMOR CLASS: *7*
 MOVEMENT: *6 (9 in werewolf form)*
 HIT DICE: *4*
 THAC0: *17*
 NO. OF ATTACKS: *1 weapon (1 bite in werewolf form)*
 DAMAGE/ATTACK: *1-8 (3-8 in werewolf form)*
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Nil*
 SIZE: *M*
 MORALE: *Special*
 XP VALUE: *270*

The prikolics are dead werewolves that have been animated as zombies. Prikolics initially appear to be normal zombies, but there is a 25% chance each time one takes damage that it will change into an undead "wolf-man" form, dropping its weapons

and biting savagely. In werewolf form, only + 1 or better or silver weapons will hit them. Cold-based, sleep, hold, charm, and all mind-affecting and death-magic spells have no effect on the prikolics, although they may be turned by a cleric as shadows. Holy water does 2-8 hp damage to these creatures.

Ragnhilder

CLIMATE/TERRAIN: *Rocky or mountainous terrain*

FREQUENCY: *Very rare*

ORGANIZATION: *Group*

ACTIVITY CYCLE: *Any*

DIET: *Carnivore*

INTELLIGENCE: *Low*

TREASURE: *Q (C)*

ALIGNMENT: *Chaotic evil*

NO. APPEARING: *1-8*

ARMOR CLASS: *7*

MOVEMENT: *15*

HIT DICE: *4*

THACO: *17*

NO. OF ATTACKS: *3*

DAMAGE/ATTACK: *1-6/1-6/1-8 or by weapon type*

SPECIAL ATTACKS: *Hurl rocks*

SPECIAL DEFENSES: *Regeneration, camouflage*

MAGIC RESISTANCE: *Nil*

SIZE: *L (9' tall)*

MORALE: *Elite (14)*

XP VALUE: *420*

The ragnhilder are as large as normal trolls but are weaker (18 strength, +2 damage) and sometimes use hand-to-hand weapons. Their favorite form of attack is to hurl 5-10 lb. rocks out to 60', doing 1-6 hp damage. The ragnhilder have stone-gray hides that conceal them 60% of the time in rocky terrain.

Red cap

CLIMATE/TERRAIN: *Temperate forests and ruins*

FREQUENCY: *Very rare*

ORGANIZATION: *Solitary*

ACTIVITY CYCLE: *Any*

DIET: *Omnivore*

INTELLIGENCE: *Exceptional*

TREASURE: *G (reduce coinage by 90%)*

ALIGNMENT: *Chaotic evil*

NO. APPEARING: *1*

ARMOR CLASS: *4*

MOVEMENT: *15*

HIT DICE: *5*

THACO: *15*

NO. OF ATTACKS: *3*

DAMAGE/ATTACK: *1-6/1-6/1-3 or by weapon type*

SPECIAL ATTACKS: *Hurl rocks*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: *Nil*

SIZE: *S (4' tall)*

MORALE: *Steady (12)*

XP VALUE: *420*

Believed by some authorities to be a subrace of leprechauns, the red caps are closely related to the far darrig and geannacanac. Red caps are remarkably strong, having strengths of 18 (+ 2 to weapons damage). Red caps occupy abandoned castles and towers, from which they drop rocks onto passersby for 1-4 hp damage per 10' fallen. The red caps use the victim's blood to dye their hair and caps. Though they aren't undead, the red caps may be turned by a cleric as shadows because of their innate terror of priests. Only swords (magical or not) of all weapons will do damage to these creatures; spells have normal effects, however. Red caps have long claws and sharp teeth which they use in combat. Red caps often (70%) carry staves, of which 10% are magical.

Saint Elmo's fire

Saint Elmo's fire are will-o'-wisps that live over water. They usually appear before a violent storm, during which they feed off the life-force of the dying sailors.

Skovtrolde

The skovtrolde are neutral-evil wood trolls found in dark forests. Their statistics are the same as for normal trolls, except for these changes: #AP 1-20; HD 8; THACO 13; SZ L (8' tall). They have low to average intelligence and often make their lairs in trees. Some skovtrolde (30%) carry crude long bows; their arrows are -2 to hit and do 1-4 points damage. These wood trolls have skin that is dark-green and covered with brown blotches. It is 85% likely that the skovtrolde will not be seen in a vegetated environment. If 15 or more trolls are present, they are 70% likely to have treasure type E.

Holbytla



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Out of the Shadows...

... and into your campaign come three shady creatures



by Tom Moldvay

shadow: something without reality or substance; imaginary vision . . . a ghost; apparition.

New World Dictionary of the American Language

The shadow is an invented monster, one created specially for the AD&D® game and not directly based on traditional sources of mythology and legends (though its inspiration is there). The word "shadow" is sometimes used as a synonym for a ghostly apparition, so it is an appropriate name for a monster type. The gaming logic is elemental. In underground dungeons lit by torchlight, there will always be shadows. Why not have some of the shadows attack the characters every once in a while? A monster could thus be hidden in a room, in plain sight, to give characters an occasional nasty surprise.

In the history of the game, shadows were not always a sort-of undead. The monster was introduced in *Greyhawk*, Supplement I of the original, pamphlet-sized D&D® rules (now usually referred to as the "classic" edition of the game), by Gary Gygax and Rob Kuntz. In *Greyhawk*, shadows were described as "non-corporeal intelligent creatures . . . [that] hunger after the life energy of living things." They were, however, "not 'Undead' *per se*" (pages 34-35).

When Gary Gygax wrote the first *Monster Manual*, he decided it was more logical to make shadows a type of undead. Shadows became "horrible undead creatures . . . [who] . . . exist primarily on the negative material plane" (page 86). The change helped the cleric class by giving it another kind of undead that it could turn. The function of intelligent, malign, non-undead shadows was taken over by the shade in the *Monster Manual II*.

In the *Monstrous Compendium*, shadows

are still the undead of the original *Monster Manual*. They are merely described in more detail, in keeping with the AD&D 2nd Edition game format. For example, the usual details of shadow habitat, society, and ecology are included. According to the *Monstrous Compendium*, shadows "appear to have been magically created, perhaps as part of some ancient curse." The listing also gives a theoretical means for restoring PCs changed into shadows.

The dichotomy of shadows continues. The D&D® game is strictly based on the original ("classic") rules. When I edited the second edition of the Basic D&D rules, and Frank Mentzer edited the third edition of the same rules, we both kept shadows as non-undead monsters. Thus, in the AD&D game, shadows are undead; in the D&D game, they are not. The final decision whether or not to class the monster with the undead depends on the DM's needs. For some campaigns, having more sorts of undead is useful; for other campaigns, it is a hindrance.

The inspiration for shadows as undead monsters comes from Greek mythology. As Edith Hamilton, in *Mythology* (pages 42-43), notes: "In Homer the underworld is vague, a shadowy place inhabited by shadows. Nothing is real there. The ghosts' existence, if it can be called that, is like a miserable dream." This Homeric conception better fits the horrid existence of the undead than it does a true afterlife, as we think of it.

The realm of Hades in Homer's *Iliad* and *Odyssey* is not a pleasant place. The dead, mere shadows of their former selves, wander aimlessly through gloomy caverns, across cold wastes, and over meadows filled with pallid, ghostly flowers. The dead are forever alone, doomed to a phantom existence and trapped with their faded memories. Precise details of this netherworld are scarce, for few ancient writers cared to dwell on it.

One thing we do know is that all ghosts had an irresistible craving to drink blood. In the *Odyssey*, Homer described how Odysseus consulted the dead prophet Teiresias, once a holy man of Thebes. Following Circe's instructions, Odysseus sailed across the river Ocean, which encircled the world. On the far side he beached his ship on Persephone's shore, where stood the entrance to the dark realm of Hades.

Journeying deep into Tartarus, Odysseus and his crew took living sheep as sacrifices to entice the ghost of Teiresias to appear. Odysseus first dug a grave-size pit. He then killed the sheep and filled the pit with their blood. The ghosts of the netherworld rushed to the pit, thirsty for a drink. Odysseus and his men drew their swords and held off the massed ghosts until Teiresias finally arrived.

The dead prophet drank his fill and, as he did so, became more substantial and looked more like a living man. His full memories returned, and he was able to answer all of Odysseus's questions. Teiresias prophesied Odysseus's further wanderings, gave him sage advice (that was often ignored), and held out a ray of hope that, eventually, Odysseus would return home and be reunited with his beloved Penelope.

Later classical writers modified this primitive gloomy afterlife. They defined the world of the dead more clearly as the place where the evil are punished and the good receive their just rewards.

The allusion in classical mythology to ghosts as "shadows" is reflected in most dictionary definitions of "shade." The usual definitions of "the shades" in this sense is: "the world of the dead; nether world; Hades" or "the disembodied spirits of the dead, collectively" (*New World Dictionary of the American Language*). The Homeric vision of the dead also inspired the following undead monster for the AD&D game:

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the skotos (*skotos* is Greek for darkness or shadow).

The monster format used throughout this article, while essentially the same as that of the AD&D 2nd Edition rules, does differ slightly. These changes are used:

1. "TREASURE" lists both a percentage (the old "% IN LAIR" value) and a treasure-type letter. For example, "30% B" means there is a 30% chance the monster (if randomly selected) will be in its lair, and it has treasure-type B.

2. The subcategory of "Ecology" has been left out since such a category is essentially meaningless when applied to the undead, who contribute nothing to living ecologies.

Skotos

CLIMATE/TERRAIN: *Any usually subterranean*

FREQUENCY: *Very rare*

ORGANIZATION: *Roving bands*

ACTIVITY CYCLE: *Night or darkness*

DIET: *Living beings*

INTELLIGENCE:

Average (8-10)

TREASURE: *5% E*

ALIGNMENT: *Any evil*

NO. APPEARING:

3-30 in wilderness;

1-10 in dungeons

ARMOR CLASS: *4*

MOVEMENT: *12*

HIT DICE: *5*

THAC0: *15*

NO. OF ATTACKS: *1*

DAMAGE/ATTACK: *1-10*

SPECIAL ATTACKS: *None*

SPECIAL DEFENSES: *Hit points increase*

MAGIC RESISTANCE: *Special*

SIZE: *M (5-6' tall)*

MORALE: *Fearless (20)*

XP VALUE: *420*

Skotos are spirits that have broken free of the netherworld and now roam the world of the living as undead. They form hunting packs to better swarm over their

prey. Skotos look like pale, shadowy versions of normal beings. They can be of any intelligent race and any evil alignment, for only evil creatures would voluntarily leave the afterlife to prey upon the living.

Combat: A skotos is drawn by fresh blood, which it consumes. As it absorbs the blood, it grows stronger (it absorbs blood even from the wounds it inflicts in combat against living creatures). The skotos gains a number of hit points equal to the damage it inflicts in combat; thus, a skotos that hits for 8 hp damage gains 8 hp, up to its maximum hit-point total (40). Note that the hit points are not permanently lost by the victim, who still heals normally.

In a normal encounter, skotos as a group have a 75% chance to hide in shadows successfully and thus surprise their prey. Skotos encountered during or immediately after a bloody conflict will be so frenzied by the sight of blood that they will make no attempt at concealment, immediately attacking any living creature in sight. Intelligent prey is, however, preferred.

As with many types of undead, skotos are not affected by *sleep*, *charm*, *hold*, or cold-based spells, nor by poison or paralysis. Holy water causes 2-8 hp damage to them per vial, and a *raise dead* or *resurrection* spell will destroy a skotos. Any skotos reduced to zero hit points or less is forced back into the netherworld. A cleric's chance to turn a skotos is the same as for a ghost. Normal weapons will harm a skotos.

Habitat/Society: Skotos usually roam in bands composed of similar races and alignments, though different beings may band together in their common goal of feeding upon the living. Though they have escaped the netherworld, skotos generally inhabit places that remind them of it. Subterranean caverns and tunnels are preferred, although skotos bands will sometimes roam wilderness wastelands at night. While skotos are not harmed by sunlight, they dislike it intensely and will flee sunlight if at all possible.

Greek mythology is not the only traditional source for a horde of ghosts cursed

to eternal wandering. Gaelic (Scottish Highlands) mythology has tales of the *sluagh* (pronounced "slooa"), who are known as "the host of the unforgiven dead" or, more simply "the host." Descriptions of the *sluagh* vary, but most correspond closely to that given by Alexander Carmichael in the *Carmina Gadelica* (volume II, page 357). He noted that the "hosts" are the spirits of dead mortals. One informant told Carmichael that these spirits fly about in great clouds like starlings and return to the scenes of their earthly transgressions. On bad nights, say others, the hosts shelter themselves under russet docken stems and yellow ragwort stalks (two types of plants found in the Highlands). They fight aerial battles as men do on the earth, and may be heard and seen on clear frosty nights, advancing and retreating. After a battle, their crimson blood may be seen upon the rocks and stones. These spirits use poisonous darts to kill cats, dogs, sheep, and cattle. They can command men to follow them, and men obey, having no alternative. Such human victims slay and maim at the bidding of their spirit-masters, who in return treat them badly and without pity.

The picture of the *sluagh* that emerges is certainly full of horror. On a chill frosty night, one might see the host advance in the bright moonlight. Like fast-moving, low-lying storm clouds, boiling with iridescent blues and greens and reds as if the aurora borealis was trapped within, the host would wash across the night sky. Sometimes the rolling clouds would clash together and, when they did, bloody crimson rain would fall to stain the earth.

As the *sluagh* got closer, it could be seen that the "clouds" were actually masses of malignant bird-sized spirits. Each creature would look much like the negative photographic image of a sprite, with a dark shadowy body and iridescent wings. Each would be armed with a tiny bow with an equally tiny broad sword strapped to its waist. Trapped deep within the cloudlike host would be numerous zombies, magically born aloft and forced to obey every whim of the *sluagh* host.

Sluagh

CLIMATE/TERRAIN: *Cold or temperate/mountainous*

FREQUENCY: *Very rare*

ORGANIZATION: *Large roving bands*

ACTIVITY CYCLE: *Nocturnal*

DIET: *Living beings*

INTELLIGENCE: *Average*

TREASURE: *Nil*

ALIGNMENT: *Neutral evil*

NO. APPEARING: *10-100 in wilderness*

ARMOR CLASS: *5*

MOVEMENT: *3, F1 24 (B)*

HIT DICE: *2*

THAC0: *19*

NO. OF ATTACKS: *1*

DAMAGE/ATTACK: *1-4*

SPECIAL ATTACKS: *Spell-casting, poisoned missiles*

SPECIAL DEFENSES: *Control of zombies*

MAGIC RESISTANCE: *Special*

SIZE: *S (2' tall)*

MORALE: *Fearless (20)*

XP VALUE: *975*

The sluagh (also known as "the host") are undead spirits who roam the night in packs, warring with each other and preying on the living. A member of the sluagh looks much like a black sprite, with a dark shadowy body and gauzy iridescent wings. Seen at a distance at twilight, a group of sluagh looks like a roiling thundercloud.

Combat: The sluagh fire tiny bows with poisonous arrows, having a maximum range of 75 yards. A victim hit by an arrow must save vs. poison or die in 2-5 rounds (unless the poison is *slowed* or *neutralized*). The save need be made but once only; any character who survives such a poison attack is thereafter immune to sluagh poison. The sluagh can also fight with tiny swords that do damage equal to daggers.

The sluagh can cast the spells *animate dead* and *fly*, one spell per round, as often as they wish. Any character slain by the sluagh is turned into a zombie and is then taken along when the sluagh fly away. The sluagh are usually accompanied by 3-24 zombies already under their control.

The sluagh need not make normal morale checks. At the DM's discretion, any time the sluagh turn a victim into a zombie they may choose to fly away. The sluagh exist in a state of barely controlled rage. When not tormenting the living, they are likely to fight among themselves. Tales are told of great aerial battles fought between divisions of the sluagh host. Characters can often turn this animosity to their advantage, as large numbers of the sluagh are easily tricked into fighting each other and leaving the characters alone.

The sluagh are not affected by *sleep*, *charm*, *hold*; or cold-based spells, nor by poison or paralyzation. They take 2-8 hp each per vial of holy water and are destroyed by *raise dead* or *resurrection* spells.

A cleric has the same chance to turn the sluagh as he has to turn ghouls. In the same round, allow the cleric a chance to turn the zombie accompanying the sluagh.

Habitat/Society: Sluagh always travel in large war bands, being the undead forms of warlike elves who turned on their fellow elves and were slain in battle. They appear only in the wilderness, never in dungeon settings. The sluagh never appear during the day and always flee sunlight. Their preferred habitat is any terrain similar to the Scottish Highlands.

The sluagh are sometimes led by other types of undead. For every 20 sluagh there is one wraith lieutenant. For every 40 sluagh there is an additional vampire captain. If 80 or more sluagh are encoun-

tered, their commander will be a lich. Note that special undead leaders make an encounter with the sluagh more deadly and should be used only if the characters are of an appropriately high level (with at least some chance of a cleric of their level turning the leader).

In many cultures, a person's shadow is linked to that person with strong magical bonds. In *The Golden Bough*, a classic collection of folklore written in 1922, Sir James Frazer discussed shadows on pages 220-222. He wrote that "the savage regards his shadow as his soul, or at least a vital part of himself. As such it can become a source of danger to him." If a primitive man's shadow was trampled, struck, or stabbed, he felt the injury as if it were done to himself; if the shadow was pulled away from him entirely, the man believed he would die. Magicians on the island of Wetar, said Frazer, could make a man ill by stabbing his shadow.

In the Banks Islands in the Canadian Arctic are remarkably long stones called "eating ghosts." because dangerous ghosts were believed to live in them. If a man's shadow touched one of these stones, the ghost drew his soul out so that the man died. Such stones were therefore set in houses to guard them. A messenger sent to a house by an absent owner had to call out the name of the sender to keep the watchful ghost from attacking.

When the lid was about to be placed on the coffin at a funeral in China, the bystanders stepped back or even moved to another room, to avoid endangering their health by allowing their shadows to be enclosed in the coffin. When the coffin was about to be lowered into the grave, bystanders stepped away so their shadows did not fall into the pit. Grave-diggers and coffin-bearers avoided these dangers by tying strips of cloth tightly around their waists to keep their shadows attached.

Animals, too, were believed to be harmed or to bring harm by means of their shadows. A snail from the hills of Malaya was believed to suck the blood of cattle through their shadows; the cattle grew lean and sometimes died from blood loss. It was once believed in Arabia that if a hyena trod on a man's shadow, it deprived him of both speech and movement.

If a shadow is seen as so closely tied to the life of a man that its loss means injury or death, the shrinking of the shadow is logically regarded with fear. In Amboyna and Uliase, two islands near the equator (where little or no shadow is cast at noon), local people did not go out of their houses at midday to avoid risking the loss of their souls' shadows.

The Mangaians told of a mighty warrior whose strength waxed and waned with the length of his shadow. In the morning, when his shadow was longest, his strength was greatest; as his shadow shortened toward noon, his strength ebbed, till it reached its lowest point at noon. As his

shadow lengthened in the afternoon, his strength came back. An enemy discovered the secret of this man's strength and killed him at noon.

Sir James Frazer also discussed customs practiced in his day (1922) in southeastern Europe. When the foundation of a new building was being laid in Greece, a cock, ram, or lamb was slain; its blood flowed on the foundation stone, under which the animal was then buried. The sacrifice was thought to give strength and stability to the building. Sometimes, instead of killing an animal, the builder led a man to the foundation stone, secretly measured his shadow, and buried the measure under the stone. The builder sometimes laid the foundation stone upon the man's shadow instead, which it was thought would cause the man to die within a year. Romanians in Transylvania thought that a man whose shadow was so entombed would die within 40 days; persons passing by a building under construction often hear a warning cry: "Beware lest they take thy shadow!" There were even shadow traders whose business was to give architects the shadows necessary for securing walls. The measure of a shadow was seen as equivalent to the shadow itself; to bury a shadow's measure was to bury the soul of the man whose shadow was measured (thus dooming him). The custom was a substitute for an older practice of sealing a living person in the walls, or crushing him under the foundation stone of a new building; this caused his ghost to haunt the place and guard it against enemies.

This collection of shadow-lore from *The Golden Bough* inspired the following monster: the ghost stone.

Ghost-Stone

CLIMATE/TERRAIN: *Any, often subterranean*

FREQUENCY: *Very rare*

ORGANIZATION: *None*

ACTIVITY CYCLE: *Shadow activated*

DIET: *Living beings*

INTELLIGENCE: *Average*

TREASURE: *50% E*

ALIGNMENT: *(Any) evil*

NO. APPEARING: *1*

ARMOR CLASS: *3*

MOVEMENT: *None*

HIT DICE: *20 (stone only)*

THACO: *Not applicable*

NO. OF ATTACKS: *1*

DAMAGE/ATTACK: *1-20*

SPECIAL ATTACKS: *Blood drain*

SPECIAL DEFENSES: *None*

MAGIC RESISTANCE: *See below*

SIZE: *L (10' tall)*

MORALE: *Fearless*

XP VALUE: *4,000*

Ghost-stones are just that: stones inhabited by ghosts. A powerful, evil individual may choose to send his malicious spirit into a specially prepared stone upon his



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death. The person prefers an undead existence to risking the punishments of the netherworld. The ghost-stone is often placed so that it guards the treasure the evil person hoarded in life; the treasure may actually be concealed within the stone itself.

Combat: If the shadow of a character falls upon a ghost-stone, that person is trapped. The individual can still fight and cast spells, but is unable to move more than 10' away from the stone. The ghost-stone uses the shadowy connection to drain the victim's blood, doing 1-20 hp damage per round automatically.

There are two ways to destroy a ghost-stone. If the stone holding the evil ghost is completely hacked apart, the spirit is forced to depart and undertake its long delayed journey to the netherworld. An *exorcism* spell has the same effect.

The ghost in the stone can be pacified if its name is known. A simple command of: "[Ghost's true name] be still, and at peace" calms the angry spirit even if its treasure is taken. In a campaign, the DM has the option of revealing the ghost's name to the PCs, perhaps making the answer a puzzle or riddle.

Since ghost-stones look like any other stones, they normally attack with surprise. The first indication of trouble is when a character's shadow gets automatically trapped. If the characters have some rea-

son to be suspicious of that particular stone, the DM should allow a saving throw vs. wands to the PC.

Any character who strikes the ghost-stone physically, without first choosing an attack angle that guarantees that his shadow will not fall upon the stone, could end up trapped also. Each person in addition to the first gains a saving throw vs. wands to avoid entrapment. Only one person at a time will be drained of blood, however. Other trapped individuals are simply unable to move away. If the ghost-stone survives attacks against it, it eventually drains all of its victims of blood.

A cleric has the same chance to turn away the spirit in a ghost-stone as he has to turn a ghost. If turning is successful, the ghost-stone releases all victims currently being held. It will not attack unless it is itself attacked, or if a character tries to steal the treasure the ghost-stone is guarding.

(Note that the "Habitat/Society" category is meaningless for the ghost-stone.)

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Two hauntingly good
(but definitely bad)
undead

by Spike Y. Jones

Artwork by Thomas Baxa

Spiritus Anime

CLIMATE/TERRAIN: *Anywhere dead
bodies can be found*

FREQUENCY: *Very rare*

ORGANIZATION: *Solitary*

ACTIVITY CYCLE: *Any*

DIET: *Nil*

INTELLIGENCE: *Semi- (2-4)*

TREASURE TYPE: *See below*

ALIGNMENT: *Neutral evil*

NO. APPEARING: 1

ARMOR CLASS: 7 (*skeleton*)/8 (*zombie*)/6
(*spiritus anime*)

MOVEMENT: 12 (*skeleton*)/6 (*zombie*)/24
(*spiritus anime*)

HIT DICE: 3

THAC0: 17 (*in all forms*)

NO. OF ATTACKS: 1 (*as skeleton or
zombie*)/Nil (*as spiritus anime*)

DAMAGE/ATTACK: 1-6 (*skeleton*)/1-8
(*zombie*)

SPECIAL ATTACKS: *Animate dead*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: Nil

SIZE: *M (as skeleton or zombie), or T
(1' diameter cloud as spiritus anime)*

MORALE: *Elite (13)*

XP VALUE: 650 + 65 *per animated body*

The spiritus anime is an undead creature, in the shape of a formless vapor, capable of animating the bodies of dead creatures in its vicinity. Its appearance is that of a glimmering cloud of dust with a tenuous thread of dust motes attaching it to the body the spiritus wore in life (its "home body," which is almost invariably buried). This cloud is normally *invisible* but a detect invisibility or true seeing spell reveals it as a glowing nimbus around the bodies it animates, or as a cloud if found without bodies. In addition, if someone actively tries to see this monster without magical aid, the attempt will succeed if a save vs. spells is successfully made. The viewer must be within 10' of the spiritus anime in order to have any chance of seeing it.

Combat: In its natural, cloudlike form, the spiritus anime makes no attacks; to fight, it possesses and animates a corpse or skeleton within 100 yards of its original home body. When in one of these bodies, it fights as if it were a normal animated undead, either a skeleton or a zombie, with the animated body having all appropriate statistics (the body's hit dice and hit points are separate from the spiritus anime's own). Damage done to the animated body is not taken by the spiritus anime; when a body that the spiritus anime inhabits is "slain," the monster merely animates another corpse on the following round and once more rises to the attack (having a +4 penalty added to its initiative roll on the first round of a new body's use). "Slain" undead cannot be animated again by the same spiritus anime, though zombies that are "slain" can be reused as skeletons months later, once the flesh has rotted from their bones. Only the remains of human, demihuman, or humanoid beings can be so animated.

There are four ways to halt a spiritus anime's attack. The easiest is to retreat more than 100 yards from the spiritus' home body, the distance beyond which it cannot move an animated host body. (Theoretically, a spiritus anime could use an animated body to carry its home body to a distant site, in order to find a larger supply of corpses to animate or to follow a particular enemy to which it has developed some special attachment, but such an intelligent plan would surely be beyond it.)

The second method is to destroy the supply of dead bodies that it can animate as weapons, a time-consuming process that can be counterproductive if some of the attacking party dies in the melee, allowing their bodies to be animated as zombies by the spiritus anime (in preference to the weaker skeletons).

The third way is to destroy the spiritus



anime's home body, instead of merely dispatching its host bodies. If attackers manage to identify and dig up its home body, they can "slay" this body and, in so doing, kill its spiritus anime. The home body has the statistics of either a skeleton or zombie, though if not animated it will not attack. When an attack on the home body is begun, the spiritus will concentrate its efforts on protecting its home body either by using animated bodies or by animating its home body and attempting to flee with it. Normal weapons are effective against a spiritus anime's home body, and holy water does 1-4 hp damage per vial both to the body and to the spiritus anime itself.

The final method of killing a spiritus anime is through magic. If any *cure wounds* spell is used on a body the spiritus anime is animating, the spiritus anime permanently loses a number of hit points from its own hit-point total (not from the hit-point total of the animated body) equaling the number of hit points that the spell would have cured. Bless causes 1-4 hp damage to the spiritus anime if it fails a saving throw vs. spells, and *exorcise*, *dispel evil*, *spiritwrack*, *raise dead*, and

resurrection will all kill it without a saving throw.

A spiritus anime can be turned by a cleric as if it were a ghoul. A "D" result destroys the body the spiritus anime is animating but does not harm the spiritus anime itself. If a spiritus anime is turned, it can leave the body it is animating and resume its attacks in the next round by entering a new body, just as if the first body had been destroyed. A bless spell cast upon a body that has not been animated will permanently protect that body from animation by a spiritus anime. If the spell is cast on the spiritus anime's home-body, the spiritus anime takes the usual 1-4 hp damage, no matter where it is or what it is doing.

Once in a while (10%), a particular spiritus anime will have developed a special and deceptive battle tactic. It will abandon a wounded host body before the body is completely destroyed, only to return to it later. As those fighting against the undead will have assumed that they slew the first body, having it rise a second time will make them believe that the undead bodies are impossible to slay—a frightening prospect indeed.

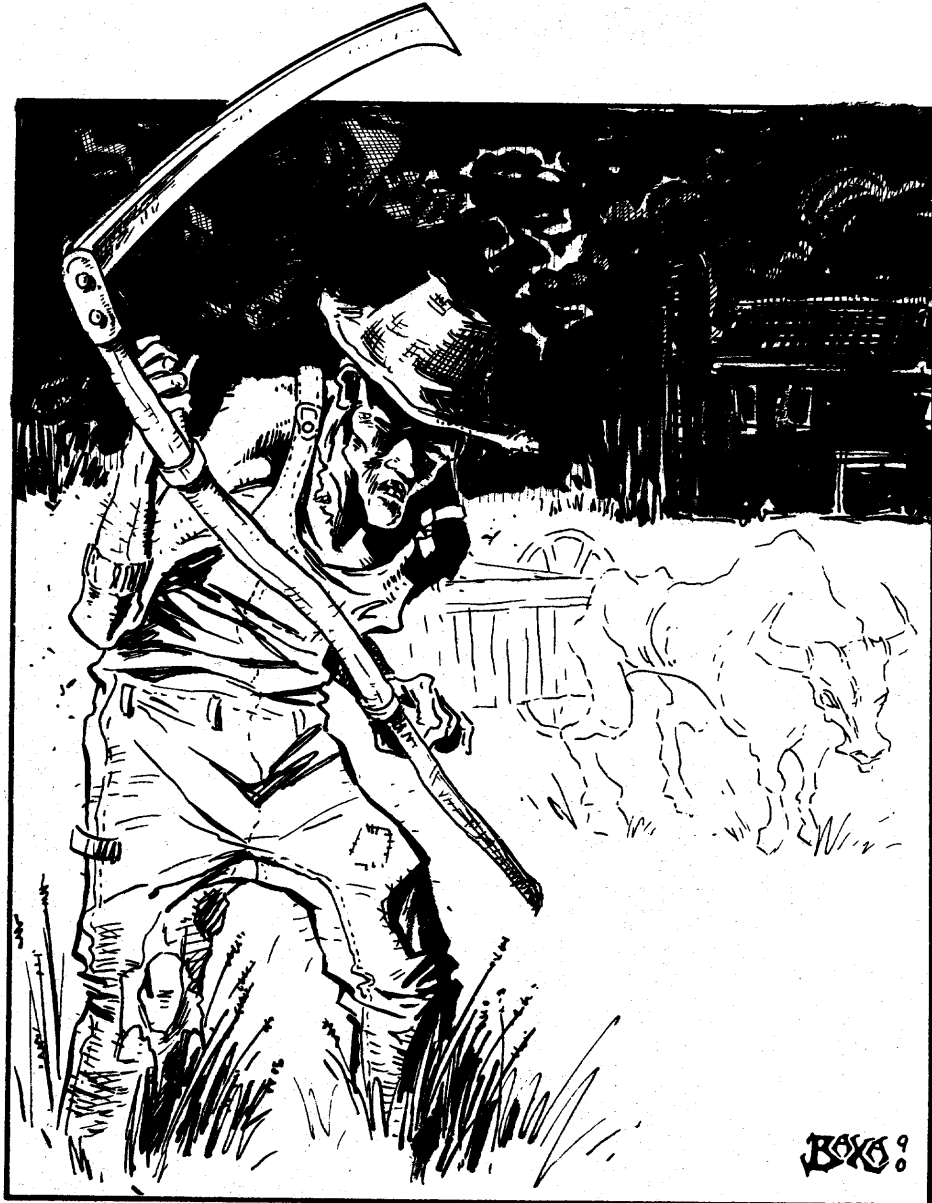
Habitat/Society: A spiritus anime is a type of undead created only when a human, demi-human or humanoid creature is buried alive, either intentionally (as a torture or sacrifice) or by accident (such as a landslide or the result of a tragedy involving a disease, a *feign death* spell, etc.). Many (40%) of those so buried become spiritus animes, desperate to escape burial and return to the surface.

Because such circumstances are usually uncommon, only solitary spiritus animes are typically encountered. If more than one of them haunts a single site, the only sign that they acknowledge each other's existence is that they usually refrain from animating each other's home bodies unless there are no other bodies available to them. If this does occur, and one of these home bodies is slain, this automatically slays the spiritus anime to which the body belongs, without materially affecting the spiritus that had been animating the body. Thus, "killing" a zombie on one side of a graveyard could actually slay a spiritus anime on the other side of the field, causing two undead bodies to fall, in different locations, when only one was struck (though a third body might soon arise!).

Although both skeletons and zombies can be created from the bodies of any dead monster, a spiritus anime animates only bodies that are similar to the one it wore in life, for it feels comfortable in that shape alone. If the body animated is of the same species as the spiritus once was, then the animation is handled with ease. If there is a minor difference in size (such as that caused by a once-human spiritus anime using a dwarven skeleton), the animated body fights at -1 to hit; if there is a major difference between the bodies (such as the size difference between a halfling and an ogre, or the presence of extra body parts such as the tail of a troglodyte or the four arms of some sahuagin), the body fights at -4 to hit.

Ecology: Spiritus animes are not natural creatures and do not participate in any way in the food chain, except to create carrion in their immediate vicinities that attracts scavengers, insects, etc. As these creatures are usually found in areas shunned by civilization, they are set very much apart from the worlds everyday functioning. They exist only to procure additional host bodies to preserve their "lives" aboveground until they are finally laid to rest.

Spiritus animes do not collect treasure, but sometimes they will have incidental treasure. If in a proper graveyard, each of the bodies they animate, plus their home bodies, will have only the normal burial goods of that region, ranging from a burial shroud to the riches of a major tomb. If the bodies used are the result of an accidental burial, then the treasure will consist of the normal goods carried by the creatures when alive.



Ankou

CLIMATE/TERRAIN: *Any inhabited area*

FREQUENCY: *Very rare (Rare)*

ORGANIZATION: *Solitary*

ACTIVITY CYCLE: *Night*

DIET: *Nil*

INTELLIGENCE: *Low (5-7)*

TREASURE TYPE: *Nil*

ALIGNMENT: *Neutral evil*

NO. APPEARING: 1

ARMOR CLASS: 6

MOVE: 6

HIT DICE: 8

THAC0: 13

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type (doubled)*

SPECIAL ATTACKS: *Nil*

SPECIAL DEFENSES: *Never surprised; detects hidden or invisible beings within 60'*

MAGIC RESISTANCE: *Nil*

SIZE: *M*

MORALE: *Champion (15-16)*

XP VALUE: 975

The ankou is an undead creature who was a miserly farmer or peasant in life, a person so debased as to have murdered

his own family out of greed or to have allowed his family to perish rather than share his hoard of food with them. When death claims such a person, his soul sometimes returns as an ankou, roaming the countryside in search of other victims to collect.

An ankou appears quite ordinary at a distance, seeming to be a poor farmer on the road late at night, perhaps returning from a market town. It wears typical rural clothing: ragged shoes or boots; worn, patched and dusty work clothes; and sometimes a broad-brimmed work hat set to cover its eyes. Closer inspection reveals it as an emaciated old man, with parched lips and with skin pulled tightly across the face and body.

Three things upset this picture. First, an ankou is usually armed with a farmer's scythe (50%), a long sword that it carries without a scabbard (20%), or a large club (20%); it is unarmed 10% of the time. Second, as an ankou takes its slow, stiff, and deliberate steps forward, its head never ceases to turn from side to side, its glowing, flame-red eyes scanning the land to either side looking for prey. Third, the ankou is always followed by an apparently sourceless, wooden creaking sound. This

is a product of an *invisible* cart pulled by an equally *invisible* ox or horse that is even more emaciated than the ankou. The purpose of the cart (a gift of some nether-world god of evil) is to carry away the bodies of the ankou's victims, leaving behind nothing to mark its victims' last struggles. Sometimes the sound of the cart can be heard minutes before the ankou appears, apparently stepping out of the lengthening shadows of dusk or merely approaching along a darkened road.

Combat: The ankou is not particular about whom it kills, but it is more likely to be encountered by solitary travelers than by groups (treat the ankou as if it were only "rare" on such occasions). It has excellent senses of hearing and sight, so it can detect anyone in hiding and cannot be surprised. Even with this ability, it will still attack only those who are accessible. The ankou cannot cross open water or flame, though rough ground slows neither itself nor its beast-drawn cart.

In combat the ankou usually fights with a weapon, doing double damage on all hits (2-16 hp damage with a sword, club, or scythe) because of its great strength and carefully aimed attacks. As it is as slow as a zombie, it gets only one attack per round and always strikes last.

If unarmed, an ankou attacks by grabbing at its opponent and attempting to wrap its thin arms around the victim's

chest to crush him. The ankou needs to make a single to-hit roll; if it succeeds, the ankou has caught the victim in a bear hug of fantastic strength, its fingers locking together with startling power. Every round thereafter, the ankou does damage equal to the victim's armor class (armor type and magical bonuses apply, but shield and dexterity bonuses do not, for the purposes of this calculation). Victims with armor classes of 1 or less take no damage. The hugged victim may attack the ankou with a one-handed melee weapon at - 2 to hit; he may instead elect to attempt to break the ankou's hold, which can be done if he makes a successful bend bars/lift gates strength roll (one attempt per round allowed with no limit to the number of attempts).

Being undead, the ankou is unaffected by spells involving *sleep*, *hold*, *charm*, or cold of any sort, and its excellent senses negate the effects of many illusions (giving it a bonus of + 3 on saving throws vs. illusions). It can be turned by good clerics (or caused to ignore evil ones) as if it were a spectre. The touch of holy water instantly causes it and its cart to return to the nether realms of Tartarus without the possibility of a saving throw.

The invisible cart and beast of burden can be directly attacked only by casting a *dispel evil* or *exorcise* spell upon them, which will instantly destroy them (though

they will re-form on the following night if the ankou still exists). Weapon blows and magical effects are ineffective against them.

Habitat/Society: The ankou is a very slow and patient creature with the ceaseless endurance of the undead. If an ankou's victim escapes alive, it will follow him at its slow, plodding pace for the rest of the night, until it either catches and dispassionately kills him, or until the first light of dawn intrudes, banishing the ankou back to Tartarus until the next dusk. It has no memory to speak of and so will not resume its pursuit the next night out of any spite. But if the ankou encounters the same traveler on some subsequent night, it will attack him normally, as if the first encounter had never occurred.

Ecology: The ankou is probably the undead that contributes the least to the ecology of a world. As with others of its ilk, it neither eats nor can be safely eaten by Prime Material plane dwellers. But unlike other undead, it does not leave even the lifeless bodies of its victims behind to be eaten or picked through for treasures. All that remains after an ankou's attack are a line of the victim's footprints that end at the point where the victim was waylaid by the driver of an ox- or horse-pulled cart, and the wheel ruts that continue down the road, fading to nothingness.

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The Mechanics of the IRON COBRA

A mechanical serpent has no ecology

by Spike Y. Jones

"As you can easily hear, Grainne, our own crwth is much gentler in tone than the quayteros of the worshipers of Ishtar the Dancer. Now, compare my telyn with this other harp called a kissar. It's made from the skull of a minotaur that has had strings attached to its horns by—"

"Look at Aidan! Look at Aidan!" cried Fiona, interrupting the bard in midleson.

"If you're trying to look like a fool, Aidan, you're doing a good job of it," muttered the children's older sister.

"I'm trying to get this horn to blow, Grainne, but it just won't work."

"That 'horn' is actually a very rare instrument in this country," said the bard, "for I found it in a land beyond the Imbran Mountains and, indeed, beyond the deserts on their nether side. It is a 'naganai.' "

"A what?" asked the red-headed boy.

"A 'snake-flute,' in the language of a man named Gawara Hawara."

"It doesn't look like a flute," observed Grainne.

"Or a snake," added Fiona.

"And it doesn't sound like either," added Aidan with a grin as he handed the tube of wood and metal to its owner, who took it in his right (and only) hand.

"That's a part of its special magic," said the bard.

"Magic? Like in the stories?"

"Yes, Fiona, magic like in the stories."

"And was there magic when you got the flute?"

"Yes, Aidan, there was magic in the 'nai, and there was magic all around it, and there is magic in it still."

"And will you please tell us about it, Mr. Farwanderer?"

"I wonder how it was that I knew what

the next question asked of me would be? Yes, Grainne, I will tell you this story, but only as I can see that otherwise our music lesson will go no farther this day. Fiona, bring me the other naganai, the polished wooden one, from my instrument satchel. Aidan, you get me a drink to wet my lips—but only water, mind you; it's hardly past dusk. And Grainne, you merely make yourself comfortable here while the others are about their tasks, for you shall have a task of your own—a musical task—to perform later."

There had been a sound, and from close by. It was not a proper command and had been nothing at all intelligible, but it was the first time in untold years and miles that there had been a sound. The listener hesitated in the near darkness—then moved in that direction. It was so close.

"Years ago when I was still earning the title 'Farwanderer,' for I had yet to see many of the faraway places that by now I have, I arrived in the city of Mangala on the banks of the Porah River. I was traveling in those eastern lands looking for an education of sorts and the means to support myself until the education was through. In Mangala I found what I thought was a way to combine the two.

"The average person of that place is much the same as those of Mardukan to our south, but their magicians are of a different sort entirely. While Mardukanian spell-casters use their elaborate rituals to ensure good harvests and to protect their people from barbarian and monster attacks, Mangalan wizards use their magicks to fabricate items of power for their personal profit. And I had heard of one such magical creation, rumored to be unique in

the world.

"This thing, called the Light of Surya, was a flawless diamond that had been magically engraved with the words to a number of spells of great power. Fortunately, those spells could be cast only by one strong of will and pure of heart, and the mage who possessed the diamond, Gawara Hawara, had neither, having gained the periapt by way of a poisonous snake, as he was both a coward and a scoundrel. While I myself had not the . . . magical aptitude to use such a device, I thought that retrieving and returning it to the rightful owners would be beneficial to all involved—including myself," he added hastily before Aidan could say the same. "I was younger then, and willing to lay aside my greatest talent for a bit of glory and a chance at being killed." He hefted the strange flute in his hand.

"Did you sneak in and grab it?" asked Fiona.

"Or did you break in and fight for it?" countered Aidan.

"Being not as rash as many another young adventurer," the bard continued blithely, "I did not present myself at the mage's door and demand the return of the periapt. Instead, remembering such sage phrases as 'ignorance breeds indigence' and 'over hurried, soon buried,' I decided to first learn as much as I could concerning Gawara Hawara's security measures.

"The first thing I was told by those I approached was that he guarded himself and his treasures with snakes—mind you, not just any snakes, but magical creatures with scales of steel and blood of oil.¹

"These 'iron cobras,' for such were they called, he constructed for himself in his apartments and released to prowl the courtyards and recesses of his mansion. It

was one such device as this that he sent to slay the mage-priest of Surya to gain the magical gemstone I sought, one of many such stolen articles said to litter his quarters. Many a prospective pilferer had died in the clutches of these cobras, and only one, Asman, called 'the Lucky' after his one encounter with the snakes, had survived their attacks to tell me of their effectiveness.

"But the theft and subsequent protection of his ill-gotten gains were not all for which Gawara Hawara used the cobras. He would sometimes hire them out as relentless assassins, even offering them to high officials for legitimate purposes if the price tendered was exorbitant enough. Whereas a man being hunted by another man could hope to use trickery or speed to escape his pursuer, or could hope to defeat him in combat if finally cornered, the same could not be said of the man chased by the iron cobras. The iron serpents were unceasing and never lost a trail once they'd found it.² I was told that they were invincible in combat. Worse still, they often struck at night or when their victim was unable to defend himself, making maximum use of their stealth and deadly poison.

"The cobras were not alive and did not think for themselves. Instead, they followed the commands given them by Gawara Hawara. To ensure that the commands could not be overheard and then spoken by other men, he constructed his serpents in such a way that they would respond only to commands issued by way of his flute, his naganai.³ No one I spoke with in Mangala knew. The songs he played to command his snakes, as he refrained from playing where he could be overheard, unless the audience was not expected to survive to pass on the tune.

"So," said the bard, setting aside the wood and metal 'nai and taking the plain wooden one, "I first had to learn how to play this instrument. Luckily, it being one of the more popular of those played in Mangala, I had my choice of many capable tutors, and I quickly mastered its techniques of play. Aidan, you can try to play this 'nai."

Aidan took the proffered instrument and proceeded to produce two or three audible but painfully bad notes before passing it back to the bard.

"Now, give it to Grainne and we'll see what sort of impression my chwibanog lessons have made on your sister."

The older girl accepted the 'nai, took a few seconds to nervously adjust her finger-holds, then played a halting but recognizable scale on it.

"That's better, Grainne, especially as the 'nai can play notes quite different from the chwibanog you're used to. You will both get the chance to continue with your lessons while I continue with this story. You'll play the tunes I show you, as it is not easy for me," he said, raising his left arm but not letting the concealing folds of his

sleeve drop away from its stumped end. "Grainne shall play on the audible 'nai, while Aidan will follow along silently with the other."

Aidan's expression fell for a moment as he took the silent 'nai. Perhaps Mr. Farwanderer had given him the quiet instrument to keep him from playing badly again. But the barest hint of a smirk tickled the corners of the bard's mouth, and the boy realized that there might be other reasons for the choice of instruments. His usual smile resurfaced.

"Now, as I was saying," the bard resumed, his face regaining the serious expression he wore during instruction, "having learned to play the naganai, I next went to discover the tunes Gawara Hawara used. Mangala being a city of magicks, I visited a guild of magicians and asked if to borrow a scrying device."

"Scrying?" asked Fiona.

"That's like spying," replied Aidan, looking up from his fingering of the 'nai, "but it's magic."

"By paying them a fair price, leaving the rest of my instruments in their care as collateral, and promising them further payment if I was successful, I procured the loan of a pair of magical eyepieces known as 'eyes of the eagle.' Equipped with these crystals, I rented a room on a hill overlooking Gawara Hawara's house. Although it was some distance away, with the crystal eyepieces I could see the mage as if he were but feet away from me. Every time he came into my sight, I watched him in hopes that he would give some command to his cobras.

"A few times a day, he did make rounds of his yards, inquiring of his constructs if there had been any disturbances, then replaying their original orders or changing them if anything noteworthy had occurred.

"It took me a fortnight and more before I felt confident that I had learned all of the tunes I would need. I watched closely and mastered the fingerings for a half-dozen different commands." He reached for Grainne with his one hand. "This," he said, carefully raising and lowering her fingers over the holes of the wooden naganai to a simple beat, "was the command to attack intruders. And this," he said, moving her fingers through an identical pattern, "was the command to report to Gawara Hawara."

"But they're the same," Grainne complained.

"Ah, the fingerings are the same, but are the songs?"

"If they were loud or quiet . . ." said Grainne after a thoughtful pause.

"Or if they were notes with the same fingerings but different sounds . . ." pondered Aidan.

"... with different pitches, then the songs would differ," finished the bard. "Both good answers, and both correct. I watched Gawara Hawara even more closely for the next week to notice any signs of intonation changes or octave jumps. And by way of movements of his

cheeks and lips, the way he shifted his head, and the way the muscles of his throat and mouth tightened at certain points, I was sure I had been able to determine what all of the notes were and how the songs were to be played. Now, try blowing the tune the easiest way."

When Grainne played a passable version of the song, giggling erupted from Fiona.

"I couldn't help it, Mr. Farwand'rer," the child protested before the bard could chastise her, "Aidan was blowin', too!"

"I thought you meant for both of us to try it," Aidan answered as his teacher turned toward him, a look of purest mischief belying his avowed innocence.

"Be that as it may, it would be to the advantage of all involved if you merely fingered along with your older sister and left the cheek puffing to another time. Now, Grainne," the bard continued, "if you were to blow doubly hard when you reach the third note, and only just whisper the last, you will find that you can play notes of different pitch at those two places, one an octave above, and one an octave below the normal pitch."

Grainne now played a tune quite similar to the first with only the two requested modifications.

"Very good! That first tune you played, that Aidan tried to echo, was 'attack,' and the second was 'report.' Of course, even if properly played on the naganai in Aidan's care, neither variation would be audible, but the method would be the same, and I assumed the result would be, too."

Once in a great while, the naganai's slave would pass some of its smaller brethren along its journey, lying damaged beyond repair in the wastes of the desert or at the bottom of mountain defiles, or even lying rusted beneath the surfaces of still lakes and slow rivers. All had tried to carry out their last orders, and all had failed in their attempts. But now the servant had a new order, an order that would last until canceled.⁴ It moved quickly to fulfill its command, iron fangs parting in anticipation.

"And then you got the thing?" asked Fiona, attempting to steer the story firmly away from the music lesson.

"Yes, dear, it was time to make my try for the Light of Surya. I had watched the mage until I had determined just these sorts of differences between the tunes he played regularly. There were slight variations to some tunes played on different days or in different places that apparently made the commands more precise, but I was confident that the general commands I'd learned were sufficient.

"I readied myself in my least conspicuous clothing, secured my all-important naganai and a few other tools of value, belted on my smallsword, and made my way through the dark of the night to his mansion's outer walls.

"As I began my ascent, I thought for a moment that I spotted movement farther

along the garden wall. But when I paused to look more intently, I saw nothing. I told myself that it was just nervousness and finished the climb. From the walls top, I looked for any sign of cobras in the yard but saw none. One of the reasons real cobras are dangerous is that they can disappear in the darkness and undergrowth as effectively as a skilled thief; apparently, this is one of the reasons cobras were chosen to model for these constructs.

"I crept toward the manse across the compound, headed for a small door that I'd seen Gawara Hawara use but rarely—and I was almost discovered. One of his mechanical minions approached me along the path, but apparently I saw it before it saw me. I immediately stopped and attempted to blend silently into the same shadows the cobras were using for concealment, as I did not want to betray my presence by playing my 'nai too soon. The silvery snake stopped short of my concealment and spread its hood out about its head, turning in all directions as a human would turn with a hand cupped to his ear.⁵ Luckily, although it looked directly at me for a time that felt like hours, it finally refolded its hood and glided swiftly past. Evidently, it was intent on finding something or someone else.

"Shaken but not unnerved by this good fortune, I waited until the iron serpent was well gone, then made for the door. It had been locked, but the device was a simple one, the mage putting trust in the abilities of his iron guardians to protect him. I left the door ajar behind me, in case I had no time later for a leisurely exit, and I proceeded cautiously forward.

"It was not dark inside, for the mage had attached some small globes to the ceiling at intervals that cast magical light bright enough to allow navigation of the corridors without fear of bumping against walls or breaking crockery. I had no sure idea where the periapt was secured, but I assumed that it would be in the center of the building, away from entrances as vulnerable as the one I had come through, and that it would be close to the rooms Gawara Hawara occupied, mages and misers often surrounding themselves with their treasures. So, I made my way upward and inward.

"Stealing through the mage's apartments was a nerve-wracking experience, as I paused and hid at every imagined sound. Although everything was sized for humans, there were small holes cut into the walls and doors to allow easy access for the snakes, a fact demonstrated when another inattentive iron sentinel emerged from one of these channels a short distance ahead of me and departed across the hall.

"I eventually ascended a flight of stairs and arrived at a room that appeared to be Gawara Hawara's personal quarters, and hopefully of the Light of Surya. Gathering my courage, I opened the last door and entered the chamber. As I'd guessed, the

room contained a mass of treasure; silver, gold, gems, jewelled arms and armor, and beautiful works of art, all illuminated by the magical light-globes fixed in the doubly high ceiling. And nowhere could a cobra be seen. Made bold by this wealth of wealth and dearth of protection, I stepped in and made for an alabaster pedestal in the room's center, upon which shone the gem I sought.

"And it was at this moment I learned that it is never wise to assume the unlikely. For there I was in the most important room of the mage's lair, and it did not enter my mind that he would have guarded that room more effectively than the rest of his demesne. Before I could traverse half the distance to my goal, something that I had previously taken to be a rolled carpet⁶ unfurled, showing itself to be a shockingly huge iron cobra that raised its head more than my own height above the floor.⁷

"Guessing that it would not be wise to attempt to bluff this monster, I grabbed my naganai and played the command song for it to 'stand fast and report,' the tune I was most sure of. Now, Grainne, if you remember it . . ." he said expectantly. Grainne raised the 'nai to her lips and complied, and the bard returned to his narration when she had completed a halting rendition of the command. "To my chagrin, the monstrous snake failed to pause, continuing its measured advance. Thinking that I'd mistaken the tune, I played another song" —at which point Grainne played "return to patrols" unbidden— "but it did me no better. The cobra approached still.

"Realizing that there had somehow been an error in my preparations, I drew my smallsword and took a defensive stance. Much faster than its stately stalking of me, the automaton lashed out. Desperation more than skill enabled me to jump aside at the last possible moment. As I dodged, I stabbed my blade at the automation, only to have the weapon clang and shatter against a surface stronger than my swords cheap steel.⁸ That action was my last against the periapt's final warder. Before I could even think of another attack to make, it reared up once more and, with a lightning lunge, thrust its fangs into my shoulder and poisoned me."

Years of silence had been broken less than an hour before by meaningless noise, then again minutes later by an actual command: the command to attack all but the holder of the naganai. It should have made no difference to the serpent, but it seemed to move a trifle faster through the darkness than it had before, as if to fulfil this latest order before the holder of the naganai could pick up and move away. It was the greatest of its kind. It would not fail now.

"But you couldn't have been poisoned! You're still alive! "

"The sting of a bee needn't kill to frighten away a curious boy, Aidan, and not all poisons need be fatal in order to be effective.⁹ In this case, it was enough for the venom to leave me paralyzed, lying on the flagstones until Gawara Hawara could investigate the clamor we had made; after that, my death would be assured.

"I was too distraught to judge the interval, but I imagine Gawara Hawara was not long in coming. He was a tall man with a shaven pate, and he was wrapped entirely in many-layered green robes. A jewelled dagger hung at his hip, and he had in his hand the same silvered naganai that Aidan now holds. With a most evil look on his face, he approached to question me before having me disposed of. But before he could ask his first question, we both heard a clinking sound from somewhere across the room.

"Whirling about, Gawara Hawara saw nothing. Only momentarily puzzled, he lifted the naganai to his lips and began to play. At first I thought the poison of the cobra had deafened me, for I heard no sound from the 'nai, but I soon realized that it must be something else for I could still hear the rustling of his robes. Immediately after this realization, a normal-size iron cobra appeared from one of the perforations in the walls. Moments later, another appeared, then a third. When they'd halted before him, Gawara Hawara played another silent tune and they opened their fans, 'looking' for the unseen intruder. I discovered then that part of the magic of this naganai was that it could be heard only by his iron legions.

"Of a sudden, one of the snakes ceased its rotations and a whispering sound like wind through dry leaves came from it.¹⁰ Hearing this, Gawara Hawara played yet another soundless song. Immediately, all of his small charges made for the shadows behind one treasure pile.

"Realizing that he'd been found out, a man dressed all in black leapt from behind an urn of coins and landed beside the leading snake. Swinging downward with a glowing sword, he struck its head off with one blow, then grabbed its fallen body and slung it about him, spraying the floor between himself and the other snakes with its ichor. Then, with extraordinary calm, he took a handful of slim darts from his belt and dipped their tips in the venom dripping from the downed cobra's fangs.

"Not at all dismayed by this apparently senseless act, the other snakes continued forward, but once they arrived at the pool of fluid their progress stopped. Writhe and twitch as they might, they could neither move forward nor retreat from the blood of the fallen one.¹¹ That being the case, the brazen thief walked up to the plinth and plucked the Light of Surya that sat there.

"This I thought was the man's only mistake, for he'd apparently forgotten about the enraged Gawara Hawara. After the mage recovered from his shock at the scene, he uttered an oath in his foreign

tongue and desperately played the command to attack once more.

"At this last command, the immense serpent whose head had hung over me now started after the thief. Audacious and unafraid to the end, the man in black stood his ground, selected an envenomed dart, and calmly blew it through his dart-tube at the mage. Not being interested in watching his adversary fall dead to the floor, he turned to where I lay on the floor and removed the scarves he had worn to hide his face.

"To my surprise, the man was familiar, but it was not until he spoke that I recognized him. 'Thank you,' Asman the Lucky said, 'for showing me the way into Gawara Hawara's lair, and for showing me the Light that I have sought all these years.' Then he turned and ran down the stairs, barely eluding the monstrous cobra that followed in slow but determined pursuit.

"It took me some while to get up from where I lay. Surprisingly, I was not attacked in that time. The snakes that had been stranded in the oily puddle had evidently escaped and joined the pursuit of Asman, and unless they caught him, they're probably pursuing to this day. Only the gods know where they've all gone now."

On a chilly night like this, a human would call the light streaming from the windows of the two-storied building friendly. To the long, sinuous figure in the black street outside, the light was merely a signpost that its mission was coming to a close. With mechanical precision unhampered by the dents and scratches it had collected on its years-long journey, the serpentine machine advanced on the inn's front door to carry out the first order it had received since it had left the tower in Mangala. Its head lowered to serve as a ram. The door would not hold beyond the first blow.

"I was too weak from the lingering effects of the poison to make much use of the treasures piled around me, so I selected a few choice and expensive pieces to make up for the loss of the prime treasure and limped out of the room. As I passed the body that had been Gawara Hawara, a cautious thought struck me and I took from his hands the magical naganai with which he had commanded his crawling weapons. Then, knowing full well that the rest of the booty would be long pilaged before I could heal and return, I painfully made my way back to my room on the other side of Mangala. Through all the intervening years, I have kept the naganai here, just in case I should happen to meet one of his iron snakes, still intent on punishing the thief and I."

"Mr. Farwanderer, you can't play the 'nai anymore, so why do you still keep it around?"

"Ah, Aidan, while no one can play a song on it, nor can I play many of the cobra's

commands, it might still be useful." He took the instrument from the boy and quickly, almost carelessly, fingering a short flurry of soundless notes. "In an emergency, I need only remember that the tune to make the snakes resume their normal patrols, as if no enemy had been encountered, needs but a single hand to play."

The serpent paused, head drawn back and flattened for the blow. Yet another new command had been given: "Resume patrols in the compound in Mangala." Clockwork eyes gleamed in the moonlight as it appeared to considered the order and reach a decision. Then, in unhurried silence, the cobra turned its 18' of iron power from its target and began the return trip across the mountains, the deserts, and the rivers to home.

Footnotes

Iron cobras are described in the AD&D® 1st Edition FIEND FOLIO® tome, pages 52-53. It is assumed herein that these creations can be made by high-level wizards, and that they are more common than generally believed (they are certainly far less powerful than iron golems). Iron cobras have a 50% chance to hide in shadows (the FIEND FOLIO tome says they hide as well as 8th-level thieves, but this chance is 49%).

1. While they exhibit some signs of life, iron cobras are merely cunningly designed magical constructs. Rare and expensive materials, powerful spells, and secret crafting techniques are required to build them, with different combinations of these creating iron cobras with different capabilities. Still, many components are held in common by all such devices: mithral, adamantite, or meteoritic iron; a vial of oil of slipperiness; and many gemstones crafted into gears and bits of machinery. The cost of constructing even the smallest of these automatons is 2,000 gp.

A mage owning a manual describing the methods of constructing iron cobras will protect it dearly, as it can fetch a price in the hundreds of gold pieces—thousands if it contains special directions such as those for creating giant iron cobras.

As an aside, while these constructs are the sort of thing that the tinker gnomes of Krynn might manufacture, an iron cobra appearing in a DRAGONLANCE® setting would likely have come from some other universe, as the cost for tinkers to make an iron cobra would be well above 20,000 steel pieces. But if confronted with an iron cobra or the remains of one, a tinker would have to make a check vs. wisdom on 2d12 in order to tear himself away from the fascinating device.

2. Iron cobras are not alive, so they do not need food, water, or sleep, nor will they ever forget a command or be distracted from a task. Thus they make excellent servitors and, because of their combination of tracking and lethal combat capabilities, are sometimes used by bounty hunters or even

respectable legal authorities.

3. Iron cobras can be commanded in many ways, the means being decided upon during creation. While most iron cobras obey voice commands, some respond only to coded messages, hand signals, nonverbal sounds (such as musical instruments) or other exotic or long-range modes of communications. The manual used to create an iron cobra includes a list of possible command devices, so that a person possessing a deactivated iron cobra and the manual from which it was created could, through trial and error, determine the one method of controlling it.

The commands themselves can be of any sort the creator desires, from such simple things as "attack," to complicated orders such as "attack, targeting spell-casters first, followed by elves, then by all others." Whatever the commands, they must be selected at the time of the cobra's creation; it will answer to no commands not built into it after that.

Whatever the commands and command method decided upon, they must be individually programmed into each iron cobra created. Thus the creator could use similar but subtly different commands for each of his constructs, so that determining the commands for one might not help an attacker use them against others. This would also allow the controller greater subtlety in issuing commands.

4. Many iron cobras are created with a built-in "fail-safe" command that comes into effect if the cobra spends a considerable length of time without receiving orders. Typical fail-safes include commands to return to the cobra's creator, to its owner, or to a specific place after a period of time has elapsed (up to one year). Iron cobras designed to be left alone for unlimited periods of time, such as guardians of a tomb, sometimes use other fail-safes, such as commands to slay all intruders, to prevent the theft of the treasures in the lair, or to hide and await further instructions.

5. Every iron cobra can detect a single specific property by spreading its hood and orienting it on that quality. Typical properties detected for are covered by existing divination spells (e.g., good, evil, magic, undead, invisibility, etc.); the ranges and areas of effects are as if those spells were cast by a 12th-level human mage, with the divinatory ability being usable as many times each day as desired. Other divinatory properties can be used, but the mage must have cast on the near-completed construction a spell designed by him for this purpose (for example, a spell that detects those who worship a particular god, for one who plans to use his iron cobra against the worshippers of an opposed deity).

The iron cobra's construction manual will list specific materials that must be varied according to the detection spell bestowed on the serpent (e.g., an iron cobra designed to detect poison would include eyes glazed with celadon, pur-

ported to locate such substances, while one designed to detect magic might replace those eyes with eyes of magic-sensing star sapphires).

While an iron cobra is almost infallible at detecting the property for which it was constructed, it cannot serve every purpose. If a mage built an iron cobra to detect evil, for use as a guardian of his treasures, a neutral-good thief would elude his precautions. Thus, owners of more than one iron cobra often have them constructed to detect different properties such as evil, magic, and poison, in hopes that intruders and victims will be revealed by at least one of these traits.

Without its outspread hood, an iron cobra is incapable of sensing anything beyond that which is mundanely presented to it by way of sight, sound, or touch (unlike a real snake, it has no sense of taste or smell). The hood has the same armor class as the rest of the cobra, but attacks specifically aimed at the hood can damage it without destroying the cobra itself. The hood has the equivalent of one-fifth of the cobra's normal hit points (never less than one point), but these points are in addition to those listed for the iron cobra and are not calculated into its hit-point total for purposes of destroying the machine or for experience-point calculations.

6. The normal construction of an iron cobra is such that it obviously appears to be a machine. If its creator adds 10% to its cost and construction time, the cobra can be made to have some other outward appearance, the most common of these being the appearance of an actual cobra (or other type of snake, if the hood and its detection abilities are eliminated).

7. Most iron cobras are of the small and inexpensive sort, but some are giants as large as six times standard size. The cost of manufacturing huge cobras is considerably more than six times that needed to make normal iron cobras, running as high as 50,000 gp depending on what "special features" are included. Some mages would spend those thousands on having many normal iron cobras, but some consider it a fair price for a huge serpent's capabilities and its effect on enemy morale.

The giant iron cobra is identical in all ways with the smaller version of the same monster except as shown in the Iron Cobra Table and in other notes here. Both are unaffected by spells such as snake charm. Although some think that cold or lightning spells should have a special effect on them, they are insulated so that they suffer no more than any living creature caught in one of these spells. Thus, an *ice storm* cast on one would still do damage, but it would have no extra effects due to the nature of the target.

8. As iron cobras are made of exotic and strong metals, laced together by powerful enchantments, normal weapons used against them do only half damage on a hit. In the case of giant iron cobras, the metals

used are as much as six times as thick, and the enchantments similarly stronger. Because of this, the giant iron cobra's skin is much tougher than that of the small version and a nonmagical weapon (which will do the giant cobra no harm) has a possibility of breaking against it. If the attacker misses with a roll high enough to have hit armor class 10, his weapon has struck the snake's skin and, if it fails a saving throw vs. crushing blow, it will shatter. Additionally, for every bonus point of damage done due to the attacker's strength, the saving throw for the weapon will be one point worse because such forceful blows are more likely to break the weapon. Thus, if the sword of a character with a 16 strength was forced to make a save, it would have a worse chance of making its save than the weapon of a weaker character due to the stronger's +1 damage bonus.

9. Just as the iron cobra can have any sort of detection spell centered on its hood, it also can be equipped with any type of poison in its fangs. Poison can be changed by the controller of the cobra whenever desired by merely draining out the old poison and replacing it with a new one. Typical toxins include those that cause damage or death, those causing special effects such as paralysis, sleep, or various discomforts (disease, allergies, rashes, etc), and other, more exotic, substances that can incapacitate or cause insanity in victims.

Whatever the substance injected into the victim on a successful hit, an iron cobra is equipped with only 3-8 (1d6 +2) doses of it, and they cannot withhold poison at will; whenever they bite, if they still contain poison, it will be delivered into their victim.

While giant iron cobras would appear to have capacity for more poison than normal ones, they still carry only 3-8 doses of their poison, but have larger and more

potent doses. Thus, if the same poison is used by both small and giant iron cobras, that of the larger mechanism is 10% more effective (save vs. poison at -2 beyond any adjustments vs. the poison of the smaller machine).

10. While iron cobras are usually given instructions that preclude the need for return communication ("kill all intruders"), some mages consider it useful to allow their charges to communicate information as well as perform other tasks. The most common method of doing this is to program certain movements of the cobra's body to correspond to specific reports it is likely to make. If this is done, a reporting iron cobra will look very much like a live snake as it sways its body and bobs its head to convey a message to its master.

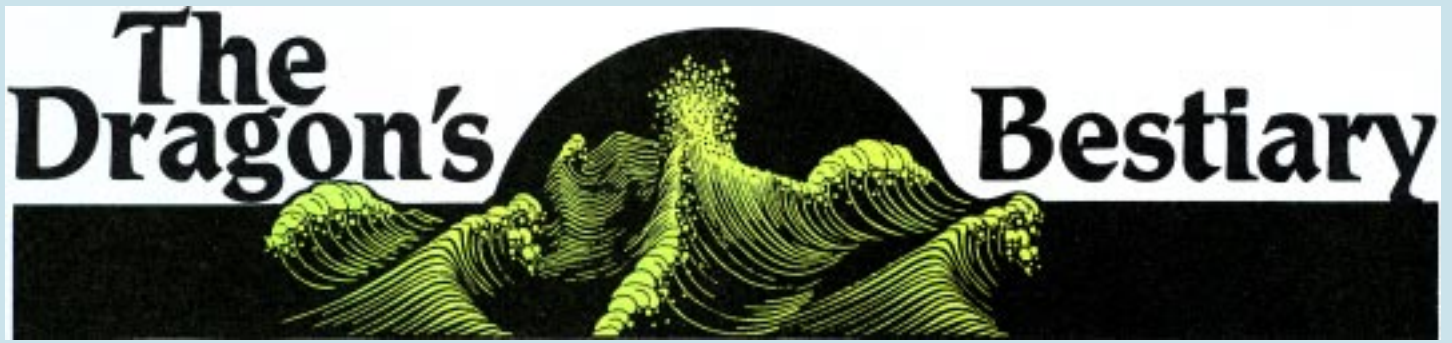
Although they are not normally constructed for it, iron cobras can also be built that have the capacity for rudimentary speech. Without lungs, lips, and other sound-generating devices, they can be made to "speak" by rasping together some of the gears in their mouths and the plates on their backs or hoods in code (so a short mouth rasp might mean "intruders have been detected," while a repeated scraping sound might mean something as mundane as "tea is being served in the library"). In no case can an untrained person interpret these noises or movements,

11. Most of the iron cobra's components are reduced to useless scrap if it is destroyed, making its resale value after destruction less than 10% of its intact value, but some substances within it retain their use if separated quickly from the rest to prevent contamination. These include the *oil of slipperiness* lubricating its gears, which acts as described in the *Dungeon Master's Guide* for 1-4 hours after being removed from the cobra; and its poison, which maintains its full effects for 1-4 turns after removal. Ω

Iron Cobra Table

	Normal	Giant
CLIMATE/TERRAIN	Any	Any
FREQUENCY	Very rare	Very rare
ORGANIZATION	None	None
ACTIVITY CYCLE	Any	Any
DIET	Nil	Nil
INTELLIGENCE	Non (0)	Non (0)
TREASURE TYPE	2,000+ gp	25,000+ gp
ALIGNMENT	Neutral	Neutral
NO. APPEARING	1(1-6)	1
ARMOR CLASS	0	- 2
MOVEMENT	12	9
HIT DICE	1	5
THACO	19	15
NO. OF ATTACKS	1	1
DAMAGE/ATTACK	1-3	1-8
SPECIAL ATTACKS	Poison	Poison
SPECIAL DEFENSES	See text	See text
MAGIC RESISTANCE	Nil	Nil
SIZE	Small (3'long)	Huge (18'long)
MORALE	20	20
XP VALUE	270	1,400

The Dragon's Bestiary



Send your PCs on a fishing trip they'll always remember

by Tim Malto

Not many campaigns take place in a watery environment. But a party will occasionally undertake a short voyage by boat, simply to get from point A to point B. How does a DM get the PCs' feet wet without introducing a tribe of koalinths, some seawolves, or something worse? These two creatures can bring the PCs into the water in ways they least expect.

Giant Archerfish

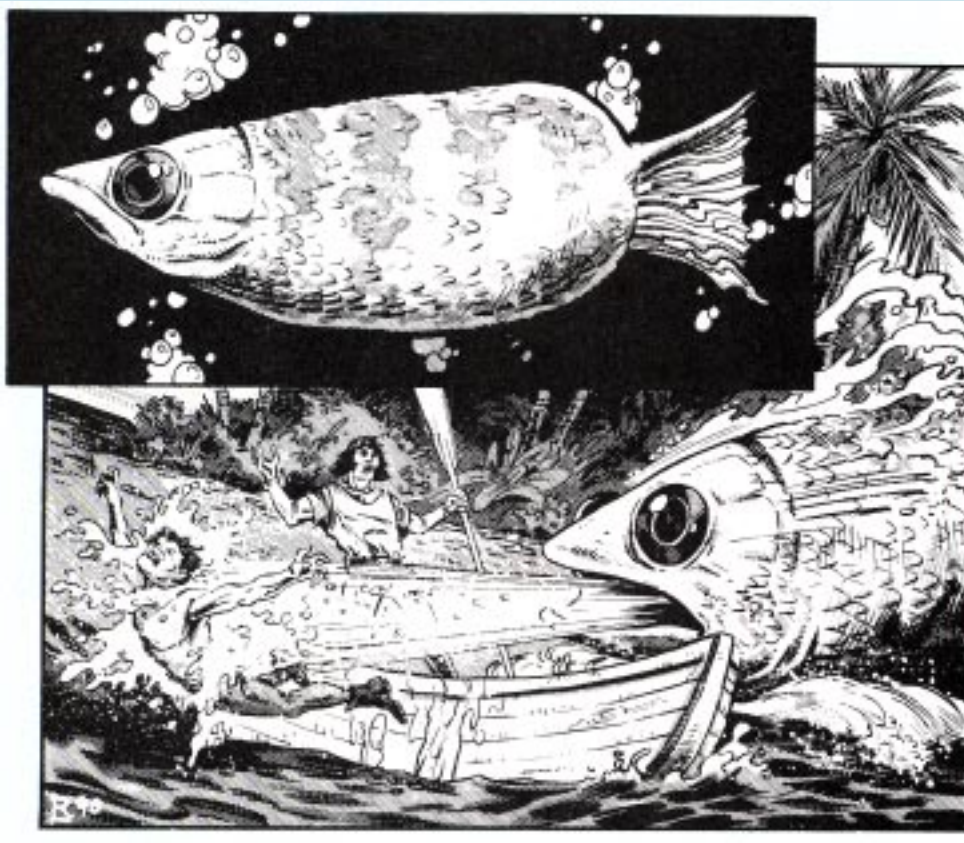
CLIMATE/TERRAIN: *Tropical/large freshwater lakes*
FREQUENCY: *Uncommon*
ORGANIZATION: *Solitary*
ACTIVITY CYCLE: *Day*
DIET: *Carnivore*
INTELLIGENCE: *Animal*
TREASURE TYPE: *Nil*
ALIGNMENT: *Neutral*
NO. APPEARING: *90%: 1-3 adults; 10%: 5-20 young*
ARMOR CLASS: *6*
MOVEMENT: *Sw 20*
HIT DICE: *3 + 3*
THACO: *17*

NO. OF ATTACKS: *1*
DAMAGE/ATTACKS: *2-8*
SPECIAL ATTACKS: *Water jet, swallows whole*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Nil*
SIZE: *L (9' long)*
MORALE: *Steady (11)*
XP VALUE: *420*

The giant archerfish is a silvery creature with heavy jaws, giving it a squared-off look when seen head on. This is due to two powerfully muscled water bladders, one on either side of the head. Behind the head, the body narrows quickly to a streamlined shape with a powerful tail.

The water bladders can generate a water jet once per three rounds, fired from the fish's mouth, with a range of 30'. Used by a full-grown specimen, the jet can knock a human from the deck of a ship or out of a ship's rigging. A target is treated as AC 5 regardless of actual armor class, A free-standing victim is knocked backward by the force of the jet; for every 20 lbs. less than 200 lbs. he weighs, he is forced back 1', and any victim under 200 lbs. must make a dexterity check on 4d6 to remain standing (the point is moot for a victim hurled from a ship). If the victim is grasping a support or is braced, he must make a strength roll on 3d6 to avoid being, knocked back. A saving throw vs. paralysis must be made to continue grasping any hand-held item. An attack roll of 20 indicates that the victim is stunned for 1-3 rounds by the force of the jet.

Once a victim is in the water, he is subject to a bite attack similar to a shark's. On a natural roll of 20, the archerfish will swallow whole any victim the size of a halfling or gnome. A swallowed character can cut his way out if he inflicts enough damage to the AC 10 interior of the fish to slay it, but he can do so only if he has a dagger or knife in hand. Meanwhile, the character suffers 1 hp damage per round due to digestive acids, and he has no air to breathe. It should also be noted that, once in the water, a victim loses all armor-class bonuses due to dexterity unless he is wearing a *ring of free action* or similar magical item, and shields cannot be used.



These fish seldom come together except to spawn. Eggs are laid on the sea bottom and fertilized there. Those eggs not devoured by other predators hatch in 3-4 weeks. The young remain together in a school, ranging from 5-20 individuals, until they reach the length of about 3'; then they separate. Young archerfish have these statistics: AC 7; MV 18; HD 1+1; THAC0 19; #AT 1; Dmg 1-3; SA none effective; SZ 1-3'; XP 35.

The water jet is usable upon hatching. These fish cruise near the surface and track prey by sight, following long enough to orient on course and speed. Then they break the surface in a jump and squirt their jets to bring down large insects, birds, and small water-dwelling animals. The school of young is cooperative in this hunting style until the individuals reach adulthood, when the victims rarely provide enough food for the entire school (hence the break-up). The water jets of young giant archerfish do not endanger characters, and they cannot swallow characters whole, though they could consume sprites or brownies.

These fish are not territorial and travel to any place they can take down prey. They eat people only if such are available. In a pinch, giant archerfish are known to scavenge the bottoms of their shallow seas or large lakes.

Giant archerfish have no interest in treasure, though an occasional item may be found in the stomach of a slain fish. They themselves are not good to eat, nor do they have any body parts known to have practical use (except as bait to catch other fish). Nor is there any use for them as components for any known spells,

The streamer can be folded down tightly against the body, leaving a ridge that the fish uses in swimming.

Nocturnal by nature, this fish rises to the surface at night to hunt. It deploys its dorsal fin and floats with its head down and tail relaxed. Upon hearing the approach of potential prey along a shore or in a boat, it wiggles its body and flutters its dorsal fin in such a way as to mislead a viewer into thinking that a woman, either human or elf, is drowning. (The DM should secretly roll intelligence checks on 1d20 for the characters if anybody becomes suspicious. Any character who fails his check is deceived by the ploy.)

Once a victim swims within 10-15', the giant damselfish lets its "lady" sink convulsively into the water. It then folds back the dorsal fin and lunges at its victim with its head. If the ram is successful, 1-4 hp damage are done to the victim. The fish then makes a second attack roll (at +2 to hit) in the same round to do 1-4 hp biting damage. It will subsequently circle and ram whenever it sees a chance. Should the fish miss its lunge, it cannot bite. A natural roll of 20 on a ram indicates the victim is stunned for 1-3 rounds, during which time the fish will automatically hit with its ram-and-bite routine twice per round (for a total of 4-16 hp damage per round, with no further chance of stunning until the victim recovers).

These fish can be found in any warm, shallow ocean. They are fiercely territorial, each staking out an area of one square mile near a shipping lane and staying with it until prey no longer passes by. They come together only to mate; the male then leaves while the female carries the fertilized eggs in her body until they hatch. She then gives birth to up to 25 young that swim rapidly away to avoid being eaten by their parent. Young giant damselfish seem to gain their taste for human and demihuman flesh at adulthood, which is when the "damsel" fin is fully developed and the "fishing" instinct appears. (Sages speculate that an Arch-Mage or higher power was involved in their creation.) Adult giant damselfish are also highly aggressive and try to eat any creature that comes near them. While this ploy usually ensures a hearty meal of other fish, it's usually a disaster if the other creature is a shark.

Damselfish do not collect treasure, though an occasional valuable item may be found in the stomach of a dead fish. Nor are these fish edible, being exceedingly tough and possessing a very strong taste. The one reason they are occasionally sought after is for their dorsal streamers, which can be used as a component in certain illusion/phantasm spells (any that use the fleece needed by a *phantasmal force* spell).

Ω

Giant Damselfish

CLIMATE/TERRAIN: *Tropical and temperate/saltwater oceans*
FREQUENCY: *Uncommon*
ORGANIZATION: *Solitary*
ACTIVITY CYCLE: *Night*
DIET: *Carnivore*
INTELLIGENCE: *Animal*
TREASURE TYPE: *Nil*
ALIGNMENT: *Neutral*
NO. APPEARING: 1-2
ARMOR CLASS: 5
MOVEMENT: *SW18 (lunge 30)*
HIT DICE: 2+4
THAC0: 17
NO. OF ATTACKS: 2
DAMAGE/ATTACKS: 1-4/1-4
SPECIAL ATTACKS: *Stunning ram*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Nil*
SIZE: *L (7½')*
MORALE: *Steady (11)*
XP VALUE: 120

This fish has a bony head and a slim, dull, dun-colored body. A specially modified dorsal fin trails a streamer that vaguely resembles a humanlike female.



Artwork by Thomas Baxa

Back to the Age of Mammals

Giant warthogs and dwarf elephants in the scenic Cenozoic

by David Howery

The years between the extinction of the dinosaurs and the rise of human civilization are called the Cenozoic era, or the Age of Mammals. As the reptiles vanished, mammals expanded rapidly to occupy the vacant niches in the ecology. Cattle, antelope, and horses replaced the herbivorous duckbills, sauropods, and horned dinosaurs. Bears, cats, and dogs preyed on the new herbivores, since the carnivorous dinosaurs had died out. Whales, seals, and dolphins took to the seas to replace the mosasaurs and plesiosaurs. Only in the air did the mammals lose out, as birds largely replaced the pterosaurs.

The mammals' greatest asset is their flexibility. In time, they went far beyond the reptiles' capabilities and entered new environments, such as the high mountains and polar regions. Compared to dinosaurs and related creatures, mammals developed a variety of new forms very quickly.

The Cenozoic era was also the age of mammalian giants. Almost every family of land mammals existing today had giant relatives in the past. There were huge versions of bears, lions, wolves, hyenas, kangaroos, beavers, apes, horses, hippos, rhinos, tapirs, deer, swine, and even dormice. After the last Ice Age, these giants vanished suddenly and in huge numbers. The cause of this mass extinction is just as mysterious as that of the dinosaurs earlier, but the result was not as devastating; mammals are still on top today.

This article supplements an earlier one, "Into the Age of Mammals" (DRAGON® issue #137), with descriptions of ancient animals that can be used in AD&D® games. The creatures from both articles can be used in a prehistoric campaign, time-traveling adventures, or the normal campaign world. Additional statistics for prehistoric mammals and birds appear in the *Monstrous Compendium* under "Boar," "Cats, Great," "Elephant," "Hyena," "Pleistocene Animals" (in MC3, FORGOTTEN

REALMS™ Appendix), and "Wolf."

Unless noted otherwise, all the animals described in this article have the following common statistics:

ACTIVITY CYCLE: *Day*
INTELLIGENCE: *Animal*
TREASURE: *Nil*
ALIGNMENT: *Neutral*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Nil*

Scientific names can be clumsy to pronounce or might sound too modern for use in AD&D games. Alternate names have been given to each creature herein, as laymen in fantasy worlds might name them due to their appearance.

The Cenozoic era began 65 million years ago. It is divided into seven periods or epochs. From earliest to latest,



Artwork by Jim Holloway

they are: Paleocene, Eocene, Oligocene, Miocene, Pliocene, Pleistocene, and Holocene (Recent). The Pleistocene is noted for its Ice Age and the rise of early man.

It is not totally farfetched to include Cenozoic creatures in a medieval world. Some of these creatures survived into the historical world, where we barely missed seeing them. The moas, a species of giant flightless birds, survived in New Zealand until the late 1700s. Another giant, the elephant bird, may have lived into the 1600s on Madagascar. Sivatherium (see "Into the Age of Mammals") died out in the Middle East at the beginning of civilization. The giant hippopotamus died out in Egypt at the beginning of that culture. Cuvieronius, a spiral-tusked mastodont that was the last of the American elephants, vanished around A.D. 400 in Argentina. The huge cave lion, the largest feline ever, died out in the Balkans around 100 B.C. The dire wolf, cave bear, ground sloth, and Irish deer all survived the end of the Ice Age, but died out soon thereafter, some only a few thousand years ago.

Agriotherium

(savannah bear)

CLIMATE/TERRAIN: *Savannah*

FREQUENCY: *Uncommon*

ORGANIZATION: *Solitary*

DIET: *Omnivore*

NO. APPEARING: 1-2

ARMOR CLASS: 6

MOVEMENT: 15

HIT DICE: 8

THAC0: 13

NO. OF ATTACKS: 3

DAMAGE/ATTACKS: 1-10/1-10/1-10

SPECIAL ATTACKS: *Hug*

SIZE: *L (10' high)*

MORALE: *Average (8-10)*

XP VALUE: 2,000

Although bears do not now live in Africa, *Agriotherium* roamed the southern African plains of the Pleistocene. Paleontologists are not sure how it got there; no other bear fossils have been found elsewhere south of the Sahara. *Agriotherium* was a huge, primitive bear, slightly smaller than the cave bear, with a doglike head.

Combat: Like other bears, *Agriotherium* strikes with two paws and a bite. If either paw hits with an 18 or better, it also hugs for 3-18 hp damage. It fights for 2-5 rounds at 0 to -10 hp, but dies instantly from greater damage.

Habitat/Society: All bears are solitary, pairing briefly only to mate. The mother raises the cubs alone. *Agriotherium* does not hibernate, due to its warm climate. Being at the top of the food chain and having no natural enemies, this bear can bring down large game that is sick or wounded, but it usually feeds on plants and small animals.



Amphicyon

(bear dog)

CLIMATE/TERRAIN: *Temperate plains*

FREQUENCY: *Uncommon*

ORGANIZATION: *Solitary*

DIET: *Omnivore*

NO. APPEARING: 1-2

ARMOR CLASS: 6

MOVEMENT: 15

HIT DICE: 7+7

THAC0: 13

NO. OF ATTACKS: 3

DAMAGE/ATTACKS: 2-8/2-8/1-8

SIZE: *M (6½' long)*

MORALE: *Average (8-10)*

XP VALUE: 650

Amphicyon giganteus was the largest of an early group of carnivores. It looked like a bear with a wolfish muzzle and canine tail.

Combat: *Amphicyon* is much like a bear in combat, striking with two paws and a bite (but no hug).

Habitat/Society: The bear dog is solitary and lives much like a grizzly bear. It feeds heavily on roots, wild fruit, and small animals. Unlike bears, however, it regularly attacks larger game, striking from ambush. Its prey includes the titanotheres and hornless rhinoceros. *Amphicyon* is at the top of the food chain, having no natural enemies.

Anancus

(pike-tusked elephant)

CLIMATE/TERRAIN: *Temperate forest*

FREQUENCY: *Common*

ORGANIZATION: *Herd*

DIET: *Herbivore*

NO. APPEARING: 2-20

ARMOR CLASS: 6

MOVEMENT: 15

HIT DICE: 10+5

THAC0: 9

NO. OF ATTACKS: 4

DAMAGE/ATTACKS: 3-18/3-18/2-12/2-12

SIZE: *L (10' high)*

MORALE: *Unsteady (7)*

XP VALUE: 2,000

Anancus was an elephant adapted to woodland life. It had small ears, a small trunk, and two tremendously long (10') and straight tusks, almost as long as the animal's body, that extended straight out in front of its mouth. Each tusk is worth 200-800 gp.

Combat: *Anancus* attacks with two tusks and both front legs. However, an opponent can be attacked by one tusk or both legs, not both tusks and legs at once.

Habitat/Society: *Anancus* is adapted to temperate forests, much as modern elephants roam open tropical forests. It feeds on tree and shrub foliage. Adults have no natural enemies except disease and tree blight (which destroys its habitat). The young may fall prey to large predators.



Andrewsarchus

(giant long-jawed hyena)

CLIMATE/TERRAIN: *Temperate plains*

FREQUENCY: *Rare*

ORGANIZATION: *Solitary*

DIET: *Carnivore*

NO. APPEARING: 1-2

ARMOR CLASS: 6

MOVEMENT: 15

HIT DICE: 9+9

THACO: 11

NO. OF ATTACKS: 1

DAMAGE/ATTACKS: 3-18

SIZE: *L (13' long)*

MORALE: *Steady (11-12)*

XP VALUE: 1,400

Andrewsarchus was the largest known carnivorous land mammal. Unrelated to any modern or past carnivore, it was more closely related to the animals it fed upon than anything else. *Andrewsarchus* looked vaguely like a hyena but had a huge skull nearly 3' long. Its tail appeared feline.

Combat: *Andrewsarchus* can attack with its strong jaws, but prefers to feed on carrion.

Habitat/Society: Large carnivores are usually solitary, and *Andrewsarchus* is no exception, pairing only once a year to mate. It is mainly a scavenger but can attack large game, including *Coryphodon* and *Uintatherium* (see "Into the Age of Mammals" for details), as well as hornless rhinos and tapirs. This beast is at the top of the food chain, having no enemies.

Bears

Bears are successful carnivores of Pleistocene to Recent times. Several are described in the *Monstrous Compendiums*, but there is one glaring error. The cave bear was the largest bear ever, while the polar bear is much smaller. Thus, the statistics for the cave bear and the polar bear should be switched. The Kodiak brown bear is roughly equal to the polar bear, averaging slightly larger. The black bear statistics are fine as is and can also represent several species of tropical bears. The short-faced bear (see "Into the Age of Mammals") is an odd-looking relative from the Ice Age.

Camel, giant

CLIMATE/TERRAIN: *Temperate plains*

FREQUENCY: *Common*

ORGANIZATION: *Herd*

DIET: *Herbivore*

NO. APPEARING: 1-20

ARMOR CLASS: 6

MOVEMENT: 15

HIT DICE: 7

THACO: 13

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACKS: 1-6 or 2-8/2-8

SIZE: *L (11' tall)*

MORALE: *Unreliable (3)*

XP VALUE: 420

The giant camel looked much like modern species, except that it did not have a

fatty hump. It was a grazer on Pleistocene plains, standing taller than the mastodons around it. If domesticated, the giant camel can carry up to 800 lbs. at full speed or 1,600 lbs. at half speed.

Combat: The giant camel attacks with a bite or two hooves, but cannot use both in one round.

Habitat/Society: Giant camels live in herds on temperate prairies, with habits similar to other herd animals. They tend to flee predators who come too close, but otherwise ignore them. As large herbivores, giant camels occupy a middle niche in the food chain. The young are taken by many carnivores, but only large carnivores can bring down an adult.

Elephant, dwarf

CLIMATE/TERRAIN: *Subtropical wooded islands*

FREQUENCY: *Rare*

ORGANIZATION: *Herd*

DIET: *Herbivore*

NO. APPEARING: 1-20

ARMOR CLASS: 6

MOVEMENT: 12

HIT DICE: 3

THACO: 17

NO. OF ATTACKS: 2

DAMAGE/ATTACKS: 1-6/1-6

SIZE: *S (3' high at shoulder)*

MORALE: *Unsteady (7)*

XP VALUE: 65

While giant versions of many mammals lived in the Cenozoic, this elephant went the opposite route. Inhabiting only isolated wooded islands in the Mediterranean and Java, the dwarf elephant looked much like any other elephant, just smaller.

Combat: The dwarf elephant uses only its tusks in combat, as it is too small to use its feet or trunk.

Habitat/Society: Dwarf elephants live in herds and browse on tree and shrub foliage. In spite of their size, they are used to being the largest creatures on their isolated islands, and no large predators bother them. When confronted by men and other larger creatures, they prefer to run. If sold, the tusks are worth 10-100 gp each. This elephant is the ancestor of the minimal elephants (*Monstrous Compendium*, "Mammal, Minimal").

Eucladoceros

This giant forest deer is equal to the giant stag in the MC4 *Monstrous Compendium*, DRAGONLANCE® Appendix. However, *Eucladoceros* has a huge antler array with numerous tines; its antler damage is 3-18 hp damage.

Hippopotamus, giant

CLIMATE/TERRAIN: *Topical lakes and rivers*

FREQUENCY: *Rare*

ORGANIZATION: *Family group*

DIET: *Herbivore*

NO. APPEARING: 1-4

ARMOR CLASS: 4

MOVEMENT: 6; *Sw 12*

HIT DICE: 10 +5

THACO: 9

NO. OF ATTACKS: 1

DAMAGE/ATTACKS: 5-20 or 4-16

SPECIAL ATTACKS: *Surprise*

SIZE: *L (12' long)*

MORALE: *Unsteady (7)*

XP VALUE: 2,000 (males), 1,400 (females)

This massive animal is the direct ancestor of the behemoth (AD&D 1st Edition *Monster Manual II*) but has two differences, detailed below.

Combat: First, the giant hippo has smaller tusks than the behemoth, doing only 5-20 hp damage (4-16 for females). Second, the giant hippo has eyes that stick up above the skull like periscopes. Thus, it can hide its entire body below the water, with only its eyes above the surface. This gives it a -2 modifier to surprise rolls against swimmers and boats.

Anancus



Habitat/Society: When a group is encountered, it will typically be one male (bull) and 1-3 females (cows). Only the young are subject to attack, and only by the largest predators.

DAMAGE/ATTACKS: 2-16 or 2-5
SIZE: *G (26' long)*
MORALE: *Average (8-10)*
XP VALUE: 650

Megalania was not a mammal, but a giant lizard that hunted on the Pleistocene plains of Australia. It looked much like modern monitor lizards and the Komodo dragon, having long, serrated teeth.

Combat: The giant plains lizard attacks with its bite. Like other giant lizards, the bite does double damage on an attack roll of 20. Anyone behind the lizard can be attacked by a slash of its tail, doing 2-5 hp damage and being knocked down if a dexterity check on 4d6 is failed.

Habitat/Society: *Megalania* is a solitary hunter, inactive at night and during the hottest hours of the day. It ambushes its prey from concealing grass and shrubs. As with most reptiles, the young are left to fend for themselves, receiving no care from the parents. The giant plains lizard is at the top of the food chain, having no natural enemies.

Marsupials

Pouched mammals are primitive and relatively unsuccessful, usually being confined to isolated lands (except for the opossum). Before modern placental mammals took over the world, marsupials developed into a variety of forms, some very similar to other mammals, such as lions, bears, wolves, tapirs, and even sabertooth cats. Unique marsupials included 10'-tall kangaroos and rhino-sized wombats. The DM can create a Pleistocene version of Australia with these creatures and perhaps a human aboriginal culture. Whatever the final result, this land will be an odd and unique place.

Megalania

(giant plains lizard)

CLIMATE/TERRAIN: *Savannah*

FREQUENCY: *Rare*

ORGANIZATION: *Solitary*

DIET: *Carnivore*

NO. APPEARING: 1-4

ARMOR CLASS: 5

MOVEMENT: 15

HIT DICE: 7

THACO: 13

NO. OF ATTACKS: 1

Metridiochoerus

(giant warthog)

CLIMATE/TERRAIN: *Tropical forests*

FREQUENCY: *Uncommon*

ORGANIZATION: *Family group*

DIET: *Omnivore*

NO. APPEARING: 1-10

ARMOR CLASS: 6

MOVEMENT: 15

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HIT DICE: 5
 THACO: 15
 NO. OF ATTACKS: 2
 DAMAGE/ATTACKS: 2-12/2-12
 SIZE: M (3½' high at shoulder, 5' long)
 MORALE: Average (8-10)
 XP VALUE: 175

Metridiochoerus was a giant warthog and a contemporary of the earliest humans. It had the same squat body and long head as the modern species. Its tusks were long and sharp.

Combat: The giant warthog fights with slashes from its two sets of tusks. Females are equal to males. This swine fights for 1-3 rounds at 0 to -8 hp, but greater damage kills it instantly. (Those who do not think pigs are dangerous should rent the video *Razorback*.)

Habitat/Society: Giant warthogs live in family groups. If more than one is encountered, the largest is the male, while the others are females (50%) and young (50%). Normally rooters and browsers, warthogs also eat carrion and small animals. Giant warthogs are in the middle of the food chain. The young fall prey to many predators, while lions can take the adults.

Pelorovis
 (long-horned buffalo)

CLIMATE/TERRAIN: *Savannah*
 FREQUENCY: *Common*

ORGANIZATION: *Herd*
 DIET: *Herbivore*
 NO. APPEARING: 4-40
 ARMOR CLASS: 6/3
 MOVEMENT: 15
 HIT DICE: 6
 THACO: 15
 NO. OF ATTACKS: 2
 DAMAGE/ATTACKS: 1 - 10/1-10
 SPECIAL ATTACKS: *Charge*
 SIZE: M (6' high at shoulder)
 MORALE: *Steady* (12)
 XP VALUE: 420

This was a close relative of the modern African buffalo and looked much like it. However, *Pelorovis* had huge horns, curving out to the sides and down to form a half circle. The total horn span could reach 12'.

Combat: *Pelorovis* fights with its massive horns. If it can charge at least 40', it inflicts 5-20 hp damage, automatically knocking down any human-sized opponent, and tramples for an additional 2-5 hp damage.

Habitat/Society: *Pelorovis* lives in large herds like other African herbivores. It roams the open woodland scrub, not the jungle or bare plains. The females are smaller, equal to normal buffalo (see "Animal, Herd" in the *Monstrous Compendium*). Only lions can bring down an adult. Females and young fall to hyenas, leopards, and crocodiles.

Sarkastodon
 (long-tailed bear)

CLIMATE/TERRAIN: *Temperate plains*
 FREQUENCY: *Uncommon*
 ORGANIZATION: *Solitary*
 DIET: *Omnivore*
 NO. APPEARING: 1-2
 ARMOR CLASS: 6
 MOVEMENT: 12
 HIT DICE: 9
 THACO: 11
 NO. OF ATTACKS: 3
 DAMAGE/ATTACKS: 1-12/1-12/1-12
 SIZE: L (10' long)
 MORALE: *Elite* (14)
 XP VALUE: 2,000

This carnivore was the largest of the creodonts, an early order of carnivores that included *Hyaenodon*. *Sarkastodon* looked much like a bear with a long tail; it was larger than even the cave bear.

Combat: *Sarkastodon* fights with its paws and a bite.

Habitat/Society: *Sarkastodon* is a solitary predator, living much like a bear. Its prey includes titanotheres and rhinoceroses, but it also feeds on roots, wild fruit, and rodents. *Sarkastodon* is at the top of the food chain, having no natural enemies.

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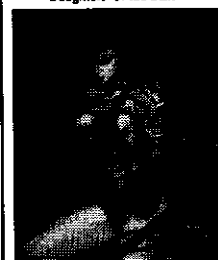
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The following are some monstrous plants that DMs may use to add extra spice to AD&D® wilderness campaigns (or even city campaigns, if an NPC possesses an interest in unusual horticulture). Giant plants such as the bladderwort, butterwort, waterwheel, and rainbow plant are based on actual carnivorous plants; the sword grass, clubthorn, bloodflower, and helborn plants are fictional.

The following information is standard for all plants in this article, unless otherwise noted:

FREQUENCY: *Uncommon*
ORGANIZATION: *Solitary*
ACTIVITY CYCLE: *Day*
DIET: *Carnivore*
INTELLIGENCE: *Non*
TREASURE TYPE: *Incidental (10% chance each of J, K, M; 5% chance each of Q and one small magical item)*
ALIGNMENT: *Neutral*
MOVEMENT: *Immobile*
MAGIC RESISTANCE: *Nil*

The Dragon's Bestiary

The thorns that bite, the vines that catch

Gregg Chamberlain

Artwork by Ron Wilber



Statistics for morale indicate whether a plant will continue to fight back if damaged below one-half its hit points. DMs should greatly reduce earned experience for many of these plants if they are destroyed at a distance (e.g., by a *lightning bolt* cast in the water) and with minimal casualties.

For more information on carnivorous plants, see the "Creature Catalog," in DRAGON® issue #89, and "The Ecology of Carnivorous Plants," in DRAGON issue #137.

Giant Bladderwort

CLIMATE/TERRAIN: *Stagnant swamps or marshes*

NO. APPEARING: 1-2

ARMOR CLASS: 6

HIT DICE: 8

THACO: 19

NO. OF ATTACKS: 11-20

DAMAGE/ATTACKS: *See text*

SPECIAL ATTACKS: *See text*

SPECIAL DEFENSES: *See text*

SIZE: L to G

MORALE: *Steady* (12)

XP VALUE: 4,000

The giant bladderwort is a rootless, free-floating water plant found drifting just beneath the surface of stagnant waters in deep marshes or swamps. It may grow in combination with other marsh plants in huge floating mats, which appear solid but through which even small animals quickly sink. The greenish-brown stem may grow up to 50' or more if conditions are right, and it usually has 1d10 + 10 traps, each about 4' across, attached to its feathery green branches.

Combat: The traps are translucent bladders, each containing a partial vacuum, that lie beneath the water. Due to the slightly greater pressure of the water outside the trap, the sides of each bladder are slightly concave around the middle, giving it a pinched-in look. Water is kept out by a flap at the mouth of the trap, which is sealed with a weak glue and acts as a valve. Long guide hairs and shorter trigger hairs surround the mouth of the bladder. When the trigger hairs are touched, the valve opens inward and the victim is swept along with some water into the chamber. The flap reseals and the water is absorbed (to be expelled later), restoring the partial vacuum. The triggering, activation, and closure of a trap all take place in less than a second. Digestive fluids then flood the chamber, causing 1-4 hp damage per round. Due to the very small quantity of air inside the bladder, the victim suffocates in 1-6 rounds unless assistance is given.

A small-size creature (4' or less) is wholly engulfed, while a larger one may have only part of its body caught in the bladder, which will still close and seal its flap, doing damage to the victim there-

after. In such cases, DMs should roll percentile die to determine what area of the victim's body has been caught (1-20 right arm; 21-40 left arm; 41-60 head and upper torso; 61-80 right leg; 81-100 left leg). A character caught may attempt to break free by successfully rolling his chance to bend bars against the trap's seal or by attacking the trap itself.

Each trap has 2 HD; the body of the plant has 8 HD. Damage inflicted on traps will not kill the body of the plant. Outside attacks on a trap holding prey inflict half the damage on the prey within and half on the trap itself. Victims wholly engulfed by the trap may attack only with teeth, claws, or daggers.

Habitat/Ecology: Bladderworts usually reproduce by pollination. Their purple and white flowers rise just above the water on narrow stems. During the winter, this plant forms green buds, called turions, that sink to the bottom of the marsh and rise up again in spring to develop into mature plants. If a bladder can be wholly raised above water (by itself, it weighs 50 lbs.), it collapses with a loud popping

Giant Butterwort

CLIMATE/TERRAIN: *Any bogs, marshes, or swamps*

NO. APPEARING: 1-6

ARMOR CLASS: 7

HIT DICE: 5

THACO: 15

NO. OF ATTACKS: 1

DAMAGE/ATTACKS: *See text*

SPECIAL ATTACKS: *Dissolving, surprise*

SPECIAL DEFENSES: *Nil*

SIZE: M

MORALE: *Average* (10)

XP VALUE: 420

The giant butterwort grows in rosettes of 2-8 6'-long oblong leaves of pale yellow-green, having a greasy appearance and a faint, funguslike scent. The leaves of this plant rest flat against the ground and are difficult to see against the terrain (-2 to victim's roll for being surprised).

Combat: Anything walking over this plant's leaves becomes stuck, due to the mucilage secreted by glands in the leaves. The plant then attempts to roll all of its leaves up and over its prey (attacking as per its hit dice), becoming a tight, leafy cocoon that fills with digestive fluid, causing 1-4 hp damage per round. Victims holding small, edged weapons when caught may cut themselves free by doing damage equal to half the total hit points of the plant. Attacks from outside inflict half the damage on the plant and half on the victim trapped inside. The mucilage may be neutralized with liberal quantities of alcohol.

Habitat/Ecology: One of the most adaptive of carnivorous plants, the giant butterwort is found from arctic to tropical

areas, favoring acidic or alkaline bogs with moist to very wet soils.

Giant Rainbow Plant

CLIMATE/TERRAIN: *Temperate and tropical forests and swamps*

INTELLIGENCE: *Semi*

NO. APPEARING: 1-4

ARMOR CLASS: 7

HIT DICE: 6

THACO: 15

NO. OF ATTACKS: *See text*

DAMAGE/ATTACKS: *See text*

SPECIAL ATTACKS: *See text*

SPECIAL DEFENSES: *Dazzling*

SIZE: L

MORALE: *Elite* (13)

XP VALUE: 3,000

The giant rainbow plant has a woody, trunklike stem from which grow 5-20 branchlike leaves that each end in a knobby tip. The stem grows up to 10' in height, with each leaf half the height of the plant in length.

Combat: Like the giant sundew, this plant has developed an awareness of its surroundings and is selective about its prey. It will not attack anything under 4' in height. The leaves and the stem are coated in a thick mucilage produced by glands throughout the plant. This mucilage gives the plant a shimmering appearance during the day, and under intense light causes a nonmagical dazzling effect on those who view and fail to save vs. petrification. The effect lasts for 1-4 rounds and makes the dazzled creature -2 on attack rolls.

Also like the giant sundew, the rainbow plant strikes with its leaves, with 1-6 branches lashing out at each victim within reach and striking for 1-2 hp damage from the knob at the end of each leaf. Each leaf adheres to the object struck, reducing the victim's ability attack by -1 for every four leaves adhering to him. If the plant rolls a natural 20, the plant's leaf struck the victim's head, clogging the victim's mouth and nostrils with mucilage. Suffocation results in 1-4 rounds unless the sap is dissolved with vinegar or alcohol. The leaves also produce a mild enzyme causing 1 hp damage per round per leaf unless the leaf is broken. The chance for breaking a leaf is the same as for opening doors, checking for each leaf separately. Fiery attacks and missiles do only half damage because of the plant's mucilage covering. Blunt weapons do no damage.

Habitat/Ecology: The plant favors sandy soils under moist conditions, though it may die back during drought seasons, going into a dormant state until conditions improve. A few druids and wizards are said to keep such plants as guardians, but this is a very rare practice.

Giant Waterwheel Plant

CLIMATE/TERRAIN: *Temperate marshes*
NO. APPEARING: 1-2
ARMOR CLASS: 6
HIT DICE: 5 (*see text*)
THACO: 19
NO. OF ATTACKS: 3-12
DAMAGE/ATTACKS: *See text*
SPECIAL ATTACKS: *Suffocation/dissolving, surprise*
SPECIAL DEFENSES: *Nil*
SIZE: *L to H*
MORALE: *Average (9)*
XP VALUE: 2,000

The giant waterwheel is a rootless plant that floats just below the water's surface, drifting with the currents. It has a single curved stem about 20' long; 3-12 trapping leaves, resembling open clamshells, grow in whorls about the stem like spokes on a wheel. During high summer, the plant's white flowers may be seen just above the surface of the water, borne up on narrow stems. Victims have a -2 modifier to be surprised, both underwater and on the surface, and might not detect this plant until they have blundered into it.

Small items may be found buried in the silt beneath where a giant waterwheel floats. The traps open 1-2 days after prey has been digested, allowing indigestible parts to fall out.

Combat: Anything of small size brushing against any one of the many trigger hairs inside a trap causes it to close in less than a second. The lobes of the trap then press together, forcing the victim down to the bottom of the trap and forcing the water out, creating a hermetic seal that requires a successful bend-bars chance to break. Anyone caught inside the trap must act immediately, or he will be unable to brace himself to attempt to break the seal. The trap accepts small-size creatures up to halfling size) only; larger objects are released in the next round. Each trap has 2 HD and attacks accordingly. The body of the plant has 5 HD.

When closed, the trapping leaf begins secreting digestive fluids, causing 1-4 hp damage per round. Suffocation occurs in 2-4 rounds unless the victim is able to cut free with a small hand weapon by doing damage equal to half the trap's hit points. Attacks from outside inflict half their damage on the trap itself and half on the victim inside.

Habitat/Ecology: Considered by some to be an aquatic version of the giant venus flytrap, the giant waterwheel plant grows under the surface of the water in acidic marshes, in company with reeds, rushes, and other aquatic plants. It has no natural enemies and is so subtle a predator that few communities are even aware of it. Swamp-dwelling races sometimes attempt to move these plants around their island lairs in lakes.

Sword Grass

CLIMATE/TERRAIN: *Shaded areas of marshes and swamps*
NO. APPEARING: 1-6
ARMOR CLASS: *See text*
HIT DICE: 1
THACO: 19
NO. OF ATTACKS: 1-8
DAMAGE/ATTACKS: *See text*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *See text*
SIZE: *S-M*
MORALE: *Average (9)*
XP VALUE: 175

Sword grass grows in clumps of 1-6 green plants, each plant appearing to be 1-8 huge blades of grass (1'-6' tall) growing up from a central spot on the ground. The main stalk of each plant lies 1' underground and is treated as 100% concealed against anyone trying to destroy it without first digging it up.

Combat: The main body of the plant has hit points equal to the total number of blades it has. Each leaf also has 1 hp, but these hit points are in addition to those each plant already has, and destroying the leaf blades does not cause the death of the plant. Damage is incurred upon walking through patches of sword grass. The leaf blades are amazingly strong (AC 8) and extremely sharp; the body is AC 10 (AC 0 underground). Collective damage occurs as the blades slash at whatever passes through them. Damage varies according to the height of the blades (1', 1-4 hp; 2'-3', 1-6 hp; 4'-5', 1-8 hp; 6', 1-10 hp). Blades attack as 1 HD monsters.

Blunt weapons and thrusting weapons do not harm the plant. The blades may be uprooted, but if precautions are not taken to protect one's hands, maximum damage is automatic. The blades may be burned but will grow back at the rate of 6" a week.

Habitat/Ecology: Sword grass is not a true grass, but is closely related to ferns and mushrooms. It reproduces by spores, and the plant's "blades" grow from a central underground rhizome. Sword grass is a perennial; the leaf blades die during cold weather, and the root stalk goes dormant, becoming active again in spring.

The usual prey for sword grass is small animals, with the plant using blood and decaying bodies to supplement its diet. Some people grow plots of sword grass in place of moats or in addition to them; sword grass has also been used to form defensive lines around farms and military bases.

Clubthorn

CLIMATE/TERRAIN: *Temperate forests and swamps*
INTELLIGENCE: *Animal*
NO. APPEARING: 1-2
ARMOR CLASS: 5
MOVEMENT: 1 (*see text*)

HIT DICE: 6
THACO: 15
NO. OF ATTACKS: 2-8
DAMAGE/ATTACKS: *See text*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *See text*
SIZE: *L to H*
MORALE: *Elite (14)*
XP VALUE: 975

Clubthorn is related to the holly tree and shares many of its physical characteristics. Often found growing alongside holly, clubthorn is 90% likely to be mistaken for it. Clubthorn grows to a maximum height of 20'. It acquires 1 HD each year after its first year of growth until it achieves its maximum number of hit dice. Clubthorn is an evergreen with glossy green leaves and bright red berries. The leaves are as stiff as boiled leather, with sharp spines along their serrated edges.

Combat: The tree possesses a set of special rootlike tentacles concealed just beneath the surface of the ground, extending in a radius equal to half the tree's height. When a suitable victim approaches, these roots erupt from the ground and wrap around the victim's legs, holding him fast (they are easily cut with a single successful stroke against AC 6). The tree then attacks with its limbs, doing clubbing damage according to the age of the tree: 1-4 hp ($\times 2$) for a sapling, 1-6 hp ($\times 4$) for a young tree, 1-8 hp ($\times 6$) for a mature tree, and 1-10 hp ($\times 8$) for an old tree (the number in parentheses refers to the number of attacks the plant can make per round).

Because of the hardness of its wood and bark, blunt weapons do only half damage against clubthorn. Also, like the holly, the inner bark of the tree contains a sticky substance, similar to birdlime, that causes edged weapons to become stuck when they cut into the tree. A successful roll to bend bars or lift gates is required to pull a weapon free. A vinegar solution will dissolve the gum.

Habitat/Ecology: This tree feeds on the blood and decaying bodies of its victims through its roots. It is smart enough to move about 20'-50' away from the site of a kill after it feeds, so as not to scare or warn off potential prey (it moves otherwise only to escape fire). Attempts to cultivate clubthorn as a hedge plant for defensive purposes have met with mixed success, thanks to the tree's mobility.

Bloodflower

CLIMATE/TERRAIN: *Temperate and subtropical marshes and jungles*
FREQUENCY: *Rare*
ACTIVITY CYCLE: *Any*
NO. APPEARING: *See text*
ARMOR CLASS: 10
HIT DICE: 1 hp per bloom
THACO: 20
NO. OF ATTACKS: 1



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DAMAGE/ATTACKS: *See text*

SPECIAL ATTACKS: *Narcotic perfume, blood drain*

SPECIAL DEFENSES: *Nil*

SIZE: *S (1'-tall bush)*

MORALE: *Average (9)*

XP VALUE: *65*

The blooms of the bloodflower plant are a pale, almost translucent, white. As the plant feeds, the petals become slowly pink, eventually flushing to a deep, rich red. After four turns, digestion is completed and the plant is ready to feed again. The wild bloodflower grows in clumps of 2-5 bushlike plants.

Combat: The flower exudes a fast-acting narcotic perfume that is effective within a 5' radius. Victims must save vs. poison or fall asleep immediately. If the victim falls within 2' of the plant, the plant stretches out and attaches a set of 6" -long spiny underleaves to the victim's body. These leaves then drain blood from the victim, doing damage each round equivalent to the plant's hit points. If the victim is not removed from the vicinity of the bloodflower, he remains unconscious and the plant continues to feed until the victim dies. If removed from the area of the plant's perfume, the victim regains consciousness after one turn. Healing may occur in any normal fashion.

Habitat/Ecology: Because the plant blooms both day and night, the domestic species is sometimes used as a passive defense and may be found scattered about in flower gardens or in huge beds surrounding important buildings or cities. Individual potted flowers are kept in treasure rooms as traps for the unwary.

Helborn

CLIMATE/TERRAIN: *Subtropical and tropical swamps and jungles*

FREQUENCY: *Very rare*

INTELLIGENCE: *Low*

TREASURE TYPE: *Z*

ALIGNMENT: *Neutral evil*

NO. APPRARING: *1*

ARMOR CLASS: *See text*

MOVEMENT: *3*

HIT DICE: *8*

THACO: *13*

NO. OF ATTACKS: *See text*

DAMAGE/ATTACKS: *See text*

SPECIAL ATTACKS: *Spell-like powers, continuous damage*

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *30%*

SIZE: *L (10'-12' tall)*

MORALE: *Champion (16)*

XP VALUE: *2,000*

The helborn is a sentient, carnivorous plant with spell-like powers. It is also able to use a telepathic, nonverbal empathy within 60', allowing it to communicate with potential prey. All attempts to cultivate it have ended tragically. A mature

helborn consists of a large, 4'-long head (AC 1) formed by two lobes like hinged clamshells. The trunk (AC 3) contains the plant's stomach, and from the trunk grow from 4-12 large tendrils (AC 5).

The helborn can uproot itself, then travel short distances by using its roots to grasp objects and pull itself along. It is very cunning and uses treasure as a bribe or as a lure to trick prey into coming within reach of its tendrils. The helborn might also try to nonverbally convince its victims that it wants to help them in return for "food."

Combat: The tendrils of the helborn are each able to club for 1-6 hp damage. A tendril can also wrap around an attacker on a to-hit roll, then crush for 1-4 hp damage per round thereafter. Each AC 5 tendril can sustain 8 hp damage before severing or breaking; this does not affect the plant's own hit-point total. A tendril can lift a man-sized victim.

Prey is placed inside the helborn's mouth, where the victim is held in place by the spines lining the inside of the lobes. If the prey struggles while inside, it receives 1-3 hp damage per round from the spines. A mild enzyme causes 1 hp damage per round for four rounds after the victim enters the mouth, after which the victim is moved down into the plant's stomach where digestion continues. Inedible materials are later regurgitated and expelled. The inside of the head is AC 5, and small edged weapons (short-sword size or less) may be used to inflict one-quarter of the plant's total hit points in order to escape.

There are four stages to a helborn's growth, each stage taking a year to reach. A seedling consists of the head (6" across with 1 HD) surrounded by a rosette of leaves. The head of a *young plant* (2 HD) is 1' across, and there appear the beginnings of a trunk; some of the young plant's leaves have become tendrils capable of a weak grasp, easily broken by medium-size or larger creatures. The *subadult plant* (4 HD) stands 6'-8' high, with a head 2' across and tendrils capable of 1-3 hp clubbing or 1-2 hp crushing damage. *Mature plants* live about 11-20 years.

Helborn plants gain certain spell-like abilities as they grow (each power is usable once per day). A helborn seedling possesses *ESP*; as a young plant, it can use *hypnotism*; a subadult plant can use *domination*; and a mature helborn possesses *mass suggestion*. These powers duplicate the mages' spells of the same name cost at the 12th level.

Habitat/Ecology: Helborn are rarely encountered by those who do not dwell in swamps, and so have little effect on the world at large. They prey on all creatures except other plants, tolerating no rivals near them. In turn, they are attacked only by communal creatures who can amass the magic and military might to destroy them. ♀

In my experience as a Dungeon Master, one of the problems I have encountered most often is finding new surprises for my AD&D® game players. The biggest surprise to my players is in encountering new monsters—the feeling that this could be your last fight, or the suspense of seeing if your plan will overcome this new threat. Such innovation and suspense adds flavor to the game and keeps players on their toes.

Of all the AD&D game monsters, the most terrifying is the dragon itself. Nothing inspires more fear in a hero's heart than coming face to face with the monster of legend. What better surprise for one's players than a new dragon? Here are five new dragon types and their ruler for use in your campaign. They do not originate from the DRAGONLANCE®, WORLD OF GREYHAWK®, or FORGOTTEN REALMS® settings, hailing instead from a world of their own.

Ferrous dragons

The ferrous dragons' origins are shrouded in mystery. It is known that before the coming of men and elves, when dragons ruled the lands, ferrous dragons were perhaps the most powerful of all dragons. However, at some time before the fall of dragon rule, there was a war amongst ferrous dragons that would leave its mark on their clans forever.

The Iron Wars, as the ferrous dragons refer to them today, lasted centuries. There were, at the time, at least 12 species of ferrous dragons. Two of the species are known to have been driven to extinction, but the names of the species are not known. The turning point in the war occurred when the nickel dragons changed sides to join the rightful ruler, the Supreme Dragon of the ferrous dragons. The wars ended shortly afterward, with the losing dragons fleeing to the far corners of the world. What happened to these dragons is unknown, but whenever other ferrous dragons are questioned about them, the dragons are strangely silent.

Ferrous dragons are among the deadliest forms of dragonkind in the world. They conform to the standard statistics of all dragons, as given in the *Monstrous Compendium*, with a few exceptions detailed later.

Ferrous dragons are not known to have a king, queen, or deity figure, but do have a strict hierarchy that is rigidly followed, even by the evil ones of their kind. The hierarchy among the ferrous dragons runs from the most powerful to the least, as follows: iron, chrome, cobalt, tungsten, nickel. Among each of these dragon types are several clans consisting of two or three family groups and whatever individuals dwell in the lands claimed by the clan leader. Each clan is led by the oldest or most powerful dragon in the clan. Each of these clans has its own position in the hierarchy of its dragon type. All of the clans are led by a sovereign dragon of

their species, who is almost always a great wyrm with maximum hit points. Each of these sovereign dragons is answerable to the Supreme Dragon.

The Supreme Dragon, Gruaghlothor, is a unique creature, as is detailed under Gruaghlothor's description. As for the sovereign dragons, the only thing that makes them different from others of their species is that they possess a special telepathic bond with each of the clan leaders. Gruaghlothor, in turn, has an additional such bond with each of the sovereign dragons. These bonds greatly simplify the ruling process, and almost no dragon's secret is safe from one's supreme leader. Thus, almost no secret is safe from Gruaghlothor.

Nickel dragon

CLIMATE/TERRAIN: *Swamps, marshlands*

FREQUENCY: *Very rare*

ORGANIZATION: *Solitary or clan*

ACTIVITY CYCLE: *Any*

DIET: *See text*

INTELLIGENCE: *Low to average (5-10)*

TREASURE: *See Table 2*

ALIGNMENT: *Chaotic neutral*

NO. APPEARING: *1 (2-5)*

ARMOR CLASS: *1 (base)*

MOVEMENT: *12, FL 36 (C), Sw 12*

HIT DICE: *21 (base)*

THACO: *9 (at 11 HD)*

NO. OF ATTACKS: *3 + special*

DAMAGE/ATTACK: *2-7/2-7/3-18*

SPECIAL ATTACKS: *See text*

SPECIAL DEFENSES: *See text*

MAGIC RESISTANCE: *See Table 1*

SIZE: *G (27' base)*

MORALE: *Champion (16 base)*

XP VALUE: *See Table 1*

Nickel dragons are the weakest of the ferrous dragons. They make up for their smaller size and lesser power with a tenacity and viciousness that would make even the boldest adventurers think twice about wanting to face one a second time. However, they are also somewhat unpredictable in nature and could well gulp down a poor adventurer in a party and then decide the others are not worth its time.

The scales of the nickel dragon are a charcoal gray at birth, changing to a more metallic gray as adults. As the dragon continues to age, the metallic gray begins to show white until, as a great wyrm, no traces of the gray remain and the dragon is a bright metallic white.

Nickel dragons speak their own tongue and a tongue common to all ferrous dragons, and 5% of all hatchling nickel dragons have a telepathic ability to communicate with any creature within 60'. The chance to possess this ability increases 5% per age category of the dragon.

Combat: A nickel dragon usually tries to overwhelm its opponents through the sheer unpredictability of its attacks. It usually attacks first with its breath weap-

on, then follows with fang and claw, saving at least one breath for a retreat, but nothing is certain when dealing with the nickel dragon.

A nickel dragon's breath weapon is a cloud of acidic vapors 30' long, 20' wide, and 20' high. Creatures caught in the cloud must save vs. breath weapon for half damage. A nickel dragon casts its spells and uses its magical abilities at 6th level, plus its combat modifier.

From birth, nickel dragons have a *water breathing* ability and are immune to acid of any sort. As they mature, they gain the following abilities: juvenile-resist *fire* three times a day; adult-mass *irritation* (affecting a number of creatures equal to the hit dice of the dragon with the *iching* version, and one-third of the dragon's hit dice, rounded down, with the *rash* version) twice a day; very old-affect *normal* fires (at double effect) twice a day; great wyrm— *assume vaporous form* (as per a potion of *gaseous form*) once a day.

Habitat/Society: Nickel dragons dwell only in swamps and marshes, preferably those that are close to or border on coastlines. There, they prey on creatures native to the area and thus seldom come into contact with men. However, being more unpredictable than others of their kind, they have been known to raid settlements near and far for treasure or just the thrill of watching lesser creatures flee in terror.

Nickel dragons are as unpredictable as parents as they are as combatants. They can be loving parents one morning and set out to find food for their young, only to return and decide to eat the meal themselves. Thus, there are fewer and fewer nickel dragons. The only exception to their chaos comes when a matter concerns the clan as a whole and the hierarchy it follows. However, when it comes to individuals, it's back to "normal."

The lair of a nickel dragon is a perfect match for its personality. It tends to dwell in shallow caves, but this is not a rule. A cave is more often a place for treasure and laying eggs, and the dragon itself dwells somewhere nearby, anywhere that suits the dragon at that particular moment.

Ecology: Like all other dragons, the nickel dragon can consume nearly anything. They are, however, particularly fond of giant, swamp-dwelling lizards.

A nickel dragon often shares the same habitat as that of the black dragon. The two often have bloody conflicts, as neither dragon's breath is effective against the other.

Tungsten dragon

CLIMATE/TERRAIN: *Arid, deserts, dry plains*

FREQUENCY: *Rare*

ORGANIZATION: *Solitary or clan*

ACTIVITY CYCLE: *Any*

DIET: *See text*

INTELLIGENCE: *Average to very (8-12)*

TREASURE: See Table 2
ALIGNMENT: Neutral good
NO. APPEARING: 1 (2-5)
ARMOR CLASS: 0 (base)
MOVEMENT: 12, FJ 40 (C), Br 5
HIT DICE: 12 (base)
THACO: 9 (at 12 HD)
NO. OF ATTACKS: 3 + special
DAMAGE/ATTACK: 2-7/2-7/4-20
SPECIAL ATTACKS: See text
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: See Table 2
SIZE: G (32' base)
MORALE: Champion (16 base)
XP VALUE: See Table 2

Tungsten dragons are a no-nonsense species dedicated to the preservation and expansion of the forces of good. Unfortunately, tungsten dragons usually limit this preservation and expansion to their own domains. They are not fond of intruders, and such unfortunate are usually dealt with harshly unless the dragon can be convinced that said beings are acting in the best interest of the forces of good.

The scales of the tungsten dragon are a deep forest green, flecked with brown at birth. The scales lose their brown flecks and take on a metallic sheen until they become a gleaming green as adults. This metallic sheen dulls considerably after this stage until turning into a dull, flat green as great wyrms.

Tungsten dragons speak their own language and the language common to all ferrous dragons, and 10% of all hatchling tungsten dragons have an ability to communicate with any creature by using telepathy within 60'. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Tungsten dragons believe in eliminating their opponents in whatever manner proves quickest and most effective. In the pursuit of good, they are strong believers in "The ends justify the means." It is in these dragons' general opinions that since evil will stop at nothing to win, then good must do whatever it can to stop evil from winning.

A tungsten dragon's breath weapon is a cone of blasting sand 70' long, 5' wide at the dragon's mouth, and 20' wide at the base. Creatures caught in the sand blast must save vs. breath weapon for half damage. A tungsten dragon casts its spells and uses its magical abilities at 6th level plus its combat modifier. At birth, all tungsten dragons are immune to any heat or flame. As they age, they gain the following additional powers: young — *detect evil/good* three times a day; young adult — *detect lie* once a day; mature adult — *sand cloud* (equal to a *fog cloud*, with the exception that the fog is replaced by swirling sand) twice a day; great wyrm — *spontaneous combustion*. This latter power causes 1-3 targets to suddenly burst into flames, doing an immediate 1d10 + 3 hp damage and 2d4 hp damage on each of the following four rounds, at which point the flames

extinguish themselves. An initial save vs. spells is allowed to negate this power, with the save at a -3 penalty if there is only one target, -2 if two targets, and -1 if three targets. All items possessed by the victims must save vs. magical flame every round or be destroyed. This ability can be used only once a day.

Habitat/society: Tungsten dragons can be found only in arid, warm climates, ranging from deserts to dry steppes. They spend their entire day patrolling their territories in search of intruders to defeat and wrongs to right.

Tungsten dragons are excellent parents and take care of their young until the juvenile stage, where the young are invited to remain with the family or go and stake their own claims.

Ecology: Like all other dragons, a tungsten dragon can, and will, eat almost anything. They have a particular fondness for a variety of desert plants, but are careful not to unbalance the local ecosystem.

Since tungsten dragons share the same habitat as both the blue and brass dragons, there are often conflicts of interest. The tungsten dragon is nearly a match for the blue dragon, and several tungsten dragons will often band together to be rid of the evil blues. Brass dragons are not looked upon favorably, either, and are usually described as irresponsible, boorish, and not deserving to be considered one of the "good guys."

Cobalt dragon

CLIMATE/TERRAIN: Any forest, jungle, or subterranean
FREQUENCY: Very rare
ORGANIZATION: Solitary or clan
ACTIVITY CYCLE: Any
DIET: See text
INTELLIGENCE: Very to high (11-14)
TREASURE: See Table 3
ALIGNMENT: Lawful evil
NO. APPEARING: 1 (2-5)
ARMOR CLASS: -1 (base)
MOVEMENT: 12, Fl 30 (C), Jp 3
HIT DICE: 13 (base)
THACO: 7 (at 13 HD)
NO. OF ATTACKS: 3 + special
DAMAGE/ATTACK: 2-9/2-9/4-24
SPECIAL ATTACKS: See text
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: See Table 3
SIZE: G (38' base)
MORALE: Fanatic (17-18 base)
XP VALUE: See Table 3

Cobalt dragons are a diabolical breed of ferrous dragon and are generally shunned by others of their kind. They have no goals other than to dominate anyone and anything they come in contact with.

At birth, a cobalt dragon's scales are a deep, dark blue with odd patches of both lighter and darker blues. These colors remain throughout the dragon's life, changing only in respect to the sizes of the

various patches as the dragon grows.

Cobalt dragons speak their own tongue and a tongue common to all ferrous dragons, and 15% of all hatchling cobalt dragons have an ability to communicate by telepathy with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Cobalt dragons are crafty fighters who often prepare cunning traps and ambush those unfortunate enough to trigger the traps. Such traps consist of rock slides, dead falls, falling trees, and illusions. They are merciless and use their abilities efficiently and effectively.

A cobalt dragon's breath weapon is a pulse of pure magnetic energy 100' long and 5' wide. Creatures caught in the path of the pulse suffer damage from impact, flying debris, and tumbling. All creatures caught in the pulse are allowed a save vs. breath weapon for half damage. Creatures wearing ferrous armor save at a -4 penalty regardless of size. Furthermore, creatures caught in the pulse that are at most two sizes smaller than the dragon are hurled back 2-5' per age category of the dragon (double this distance for those wearing ferrous armor). Those creatures that strike solid objects on their way back take additional damage as if they had fallen half the distance they were thrown back. Creatures too large to be thrown back must make a save vs. breath weapon to remain standing; failure results in the creature falling down and rolling 1-10' backwards. A cobalt dragon casts its spells and uses its magical abilities at 7th level plus its combat modifier.

At birth, cobalt dragons have a *water breathing* ability and are immune to electricity and to the magnetic pulses of other cobalt dragons. As they age, they gain the following additional powers: young — *entangle* three times a day; adult-improved *phantasmal force* three times a day; very old — *plant growth* twice a day; great wyrm — *animal summoning II* once a day.

Habitat/Society: Cobalt dragons prefer to dwell deep within dark forests or thick jungles. They have been known to dwell underground, but the entrance to the caverns is always within a wooded area. They spend most of their time preparing traps in which to catch their meals or roaming their territories in search of intruders.

Cobalt dragons gather only to mate and when ordered by their sovereign dragon. Despite their cruelty, cobalt dragons make excellent parents, taking care of their young until they reach the juvenile stage. At this point the young are forced to, leave the lair, and if they are seen again, they are attacked. Thus, cobalt dragon family groups usually last for only about 25 years. It is not uncommon for two cobalt dragons to mate for life, but they are just as likely to go their separate ways as well.

Ecology: Cobalt dragons feed on the abundant wildlife within their territory, but in a pinch can eat almost anything,

just as other dragons.

The cobalt dragon and the green dragon are deadly enemies, each seeing the other as an intruder in its domain. Thus, such dragons are never found in close proximity of each other.

Chromium (chrome) dragon

CLIMATE/TERRAIN: *Arctic plains, hills, mountains, and subterranean*

FREQUENCY: *Very rare*

ORGANIZATION: *Solitary or clan*

ACTIVITY CYCLE: *Any*

DIET: *See text*

INTELLIGENCE: *High to exceptional (13-16)*

TREASURE: *See Table 4*

ALIGNMENT: *Chaotic evil*

NO. APPEARING: *1 (2-5)*

ARMOR CLASS: *-2 (base)*

MOVEMENT: *12, Fl 36 (C), Jp 3*

HIT DICE: *14 (base)*

THAC0: *7 (at 14 HD)*

NO. OF ATTACKS: *3 + special*

DAMAGE/ATTACK: *2-9/2-9/3-30*

SPECIAL ATTACKS: *See text*

SPECIAL DEFENSES: *See text*

MAGIC RESISTANCE: *See Table 4*

SIZE: *G (45' base)*

MORALE: *Fanatic (18 base)*

XP VALUE: *See Table 4*

Chromium dragons (usually referred to as chrome dragons) are the most evil and greedy of all ferrous dragons. They seek treasure and are matched only by red dragons in their obsession for more.

The chrome dragons have a remarkable resemblance to silver dragons, and many an adventurer has met his end because of such a similarity. At birth, a chrome dragon's scales have the appearance of tarnished silver. As the dragon ages, the scales begin to brighten until, as adults, the scales have the appearance of pure silver. The scales continue to change until reaching the old stage, at which point the scales resemble modern chrome, even to the point of showing one's reflection.

Chrome dragons speak their own tongue and the tongue common to all ferrous dragons, and 15% of all hatchling chrome dragons have an ability to communicate by telepathy with any intelligent creature within 60'. The chance to possess this ability increases by 5% per age category.

Combat: Chrome dragons are deadly opponents. They are merciless and kill simply for the pleasure of watching their prey writhe in pain. Chrome dragons are very fond of toying with their prey, much in the same manner as a cat does with a mouse. They use their abilities with a ruthless efficiency that can also destroy an enemy in a matter of moments. Chrome dragons almost always initiate attacks from the air, opening the battle with a blast from their freezing cloud, and closing only if they feel their opponent(s) is weakened enough.

A chrome dragon has two breath weapons: a cloud of freezing crystals 50' long, 40' wide, and 20' high; or a bolt of solid ice 20' long and 5' wide, firing out to 100' from the dragon's mouth. A creature caught in the freezing cloud must save vs. breath weapon or have his dexterity cut to 3, suffer a -4 penalty on all attack rolls, and a -4 penalty on all saving throws due to numbing. A successful save prevents the dexterity loss and reduces both penalties to -2. Creatures caught in the path of the ice bolt are allowed a save vs. breath weapon for half damage. A chrome dragon casts its spells and uses its magical abilities at 8th level plus its combat modifier.

Chrome dragons are born immune to the effects of cold of any type. As they age, they gain the following abilities: young-pass **without trace** (this ability allows the dragon to move without trace over snow and ice only) three times a day; young adult-shape ice (equal to **stone shape** but working only on ice and snow) twice a day; old— **wall of ice** twice a day; great wyrm— **flesh to crystal** (equal to the spell **flesh to stone**, but is a separate spell; **transmute crystal to flesh** must be developed to reverse the spell or a **wish** must be used) once a day.

Habitat/Society: Chrome dragons live only in the coldest regions, dwelling in deep caves (often of their own making). The caves they develop themselves are masterpieces of construction. They often conceal pits with a thin layer of ice that will break with only the smallest amount of weight, sending the victim crashing into an array of sharp icicles.

Chrome dragons are poor parents at best; although the young stay with the parents up to the young stage, they are not looked after. Young who pass the hatchling stage are forced to fend for themselves or die in their unrelenting environment.

Ecology: Chrome dragons prefer meat but can subsist on a diet of ice and snow. They can eat almost anything if need be.

Chrome dragons share the same environment as the white dragon and an occasional silver dragon. White dragons are totally dominated, and only the greatest of their species is able to hold out against the terrible power of the chrome dragons.

Silver dragons, however, are the chrome dragons' deadliest enemies. Such dragons have tremendous resources and usually hunt down chrome dragons and kill them without remorse. This does not mean the silver dragon is more powerful, only that they have access to mage resources.

Iron dragon

CLIMATE/TERRAIN: *Tropical, subtropical, and temperate hills and mountains*

FREQUENCY: *Very rare*

ORGANIZATION: *Solitary or clan*

ACTIVITY CYCLE: *Any*

DIET: *See text*

INTELLIGENCE: *Exceptional to genius (15-18)*

TREASURE: *See Table 5*

ALIGNMENT: *Lawful neutral*

NO. APPEARING: *1 (2-5)*

ARMOR CLASS: *-3 (base)*

MOVEMENT: *12, Fl 30 (C), Br 8, Jp 3*

HIT DICE: *15 (base)*

THAC0: *5 (at 15 HD)*

NO. OF ATTACKS: *3 + special*

DAMAGE/ATTACK: *2-11/2-11/4-32*

SPECIAL ATTACKS: *See text*

SPECIAL DEFENSES: *See text*

MAGIC RESISTANCE: *See Table 5*

SIZE: *G (53' base)*

MORALE: *Fearless (19-20 base)*

XP VALUE: *See Table 5*

Iron dragons are the most powerful of all ferrous dragons. They are the rulers of all the ferrous dragons, and the sovereign iron dragon is said to be nearly unbeatable. Iron dragons frequently assume the form of men to spy on the goings-on of the world, in order to someday bring dragons back as the rightful rulers of the land.

Iron dragons are born with scales of flat black. As the dragon ages, the scales begin to take on a glossy texture until as adults the dragon is metallic black. The scales continue to take on silver highlights until, as great wyrms, the scales look like moonlight reflecting on a rippling pool.

Iron dragons speak their own tongue, a tongue common to all ferrous dragons, and 20% of all hatchling iron dragons have an ability to communicate with any intelligent creature by using telepathy (60' range). The chance to possess this ability increases 5% per age category.

Combat: Iron dragons will not usually attack unless there are intruders in its lair. They are more concerned with gaining information on events in the world than in engaging in battle. If necessary, iron dragons are deadly opponents. They always use their spells and special abilities in preference to physical combat, but will fight if need be. Their favorite spells are those that weaken or incapacitate their opponents, as they accept the surrender of their opponents. After all, how can the dragon learn anything if the ones it sought to communicate with are dead? Of course, such unfortunates are usually eaten after they have supplied all of the information they can.

An iron dragon has two breath weapons: a cloud of sleep gas 50' long, 40' wide, and 30' high; or a cone of superheated sparks 90' long, 5' wide at the dragon's mouth, and 30' wide at the end. Creatures caught in the gas must save vs. breath weapon or fall asleep, regardless of hit dice. Creatures caught in the spark cone may save vs. breath weapon for half damage. An iron dragon casts its spells and uses its magical abilities at 9th level, plus its combat modifier.

At birth, iron dragons are immune to heat and flame of any sort and can **polymorph self** three times a day. Each change

Table 1
Nickel Dragon Ages and Abilities

Age	Body lgt.(')	Tail lgt.(')	AC	Breath weapon	Spells (wizard)	MR	Treas. type	XP
1	3-6	2-5	4	2d4+1	Nil	Nil	Nil	975
2	6-14	5-12	3	4d4+2	Nil	Nil	Nil	1,400
3	14-22	12-18	2	6d4+3	Nil	Nil	Nil	2,000
4	22-32	18-24	1	7d4+4	1	Nil	E	5,000
5	32-40	24-30	0	9d4+5	1	6%	E,S	11,000
6	40-48	30-36	-1	11d4+6	2	12%	E,S	12,000
7	48-54	36-43	-2	12d4+7	2	18%	H,S	13,000
8	54-62	43-50	-3	14d4+8	3	24%	H,S	14,000
9	62-70	50-57	-4	16d4+9	3	30%	H,S	15,000
10	70-78	57-64	-5	17d4+10	4	36%	Hx2,S	16,000
11	78-86	64-71	-6	19d4+11	4	42%	Hx2,S	17,000
12	86-94	71-78	-7	21d4+12	5	48%	Hx2,S	18,000

Table 2
Tungsten Dragon Ages and Abilities

Age	Body lgt.(')	Tail lgt.(')	AC	Breath weapon	Spells (wizard)	MR	Treas. type	XP
1	3-6	2-5	3	2d6+1	Nil	Nil	Nil	1,400
2	6-15	5-12	2	4d6+2	Nil	Nil	Nil	2,000
3	15-24	12-19	1	6d6+3	Nil	Nil	Nil	3,000
4	24-40	19-26	0	7d6+4	1	Nil	½H	7,000
5	40-49	26-33	-1	9d6+5	2	12%	H	12,000
6	49-60	33-40	-2	11d6+6	3	18%	H,S	13,000
7	60-69	40-48	-3	12d6+7	4	24%	I,S	14,000
8	69-78	48-56	-4	14d6+8	5, 1	30%	H,S	15,000
9	78-87	56-64	-5	16d6+9	5, 2	36%	H,S,T	16,000
10	87-96	64-72	-6	17d6+10	5, 3	42%	(H,S,T)X2	17,000
11	96-105	72-80	-7	19d6+11	6, 3	48%	(H,S,T) X 2	18,000
12	105-114	80-88	-8	21d6+12	7, 3	54%	(H,S,T) X 3	19,000

Table 3
Cobalt Dragon Ages and Abilities

Age	Body lgt.(')	Tail lgt.(')	AC	Breath weapon	Spells (wizard)	MR	Treas. type	XP
1	4-10	3-6	2	2d8+1	Nil	Nil	Nil	2,000
2	10-21	6-13	1	4d8+2	Nil	Nil	Nil	3,000
3	21-30	13-21	0	6d8+3	Nil	Nil	Nil	5,000
4	30-46	21-29	-1	7d8+4	1	Nil	E,S	7,000
5	46-56	29-38	-2	9d8+5	2,1	18%	H,S	12,000
6	56-66	38-46	-3	11d8+6	3, 1	24%	H,S	13,000
7	66-76	46-53	-4	12d8+7	3, 2	30%	H,S,T	14,000
8	76-86	53-62	-5	14d8+8	3, 2, 1	36%	H,S,T	17,000
9	86-96	62-71	-6	16d8+9	4, 2, 1	42%	H,S,T	18,000
10	96-106	71-80	-7	17d8+10	4, 3, 1	48%	H X 2,S,T	19,000
11	106-116	80-89	-8	19d8+11	4, 3, 2	54%	(H,S) X 2,T	20,000
12	116-126	89-98	-9	21d8+12	5, 3, 2	60%	(H,S,T) X 2	21,000

Table 4
Chromium Dragon Ages and Abilities

Age	Body lgt.(')	Tail lgt.(')	AC	Breath weapon	Spells (wizard)	MR	Treas. type	XP
1	6-14	3-6	1	2d10+1	Nil	Nil	Nil	2,000
2	14-25	6-14	0	4d10+2	Nil	Nil	Nil	4,000
3	25-38	14-23	-1	6d10+3	Nil	Nil	Nil	6,000
4	38-52	23-32	-2	7d10+4	1	Nil	E,S,T	8,000
5	52-63	32-41	-3	9d10+5	2,1	24%	H,S,T	13,000
6	63-74	41-50	-4	11d10+6	2,2	30%	H,S,T	14,000
7	74-85	50-60	-5	12d10+7	2,2,1	36%	H,S,T	17,000
8	85-96	60-70	-6	14d10+8	3,2,1	42%	(H,S,T)x2	18,000
9	96-107	70-80	-7	16d10+9	3,3,1	48%	(H,S,T) X 2	19,000
10	107-118	80-90	-8	17d10+10	3,3,2,1	54%	(H,S,T) X 2	20,000
11	118-129	90-100	-9	19d10+11	3,3,2,1	60%	(H,S,T) X 3	21,000
12	129-140	100-110	-10	21d10+12	3,3,3,2	66%	(H,S,T) X 3	22,000

Table 5
Iron Dragon Ages and Abilities

Age	Body lgt.(*)	Tail lgt.(*)	AC	Breath weapon	Spells (wizard)	MR	Treas. type	XP
1	6-18	3-10	0	2d12 + 1	Nil	Nil	Nil	3,000
2	18-30	10-22	-1	4d12 + 2	Nil	Nil	Nil	5,000
3	30-45	22-30	-2	6d12 + 3	Nil	Nil	Nil	7,000
4	45-61	30-40	-3	7d12 + 4	2	Nil	E,R	9,000
5	61-73	40-50	-4	9d12 + 5	2,1	30%	W,R	14,000
6	73-85	50-60	-5	11d12 + 6	2,2	36%	H,R	15,000
7	85-98	60-71	-6	13d12 + 7	2,2,1	42%	H,R,T	18,000
8	98-111	71-82	-7	14d12 + 8	3,2,1	48%	H,R,T	19,000
9	111-124	82-93	-8	16d12 + 9	3,3,2,1	54%	(H,R)x2,T	20,000
10	124-137	93-104	-9	18d12 + 10	3,3,2,2	60%	(H,R,T)x2	21,000
11	137-150	104-115	-10	19d12 + 11	3,3,2,2,1	66%	(H,R,T) X 2	22,000
12	150-163	115-126	-11	21d12 + 12	3,3,3,3,1	72%	(H,R,T)x 3	23,000

in form lasts until the dragon chooses a different form, and reverting to its true form does not count as a change. As the dragon ages, it gains the following powers: young—heat metal three times a day; juvenile—*stone shape* twice a day; adult—*ESP* three times a day; old-wall of *stone* twice a day; *wyrm* — *rock to mud* twice a day; great *wyrm-flesh to stone* once a day.

Habitat/Society: Iron dragons dwell upon great hills or on high mountains, usually building their lairs deep beneath the surface. It is said that where you find the lair of an iron dragon, you find deposits of iron. In fact, such dragons hoard iron with more greed than any other metal. Such metal is only found in raw form, and sages believe such metal is somehow needed for their reproductive cycle as well as for food. This makes them unpopular with mining races, of course.

Iron dragons travel the world in forms other than their own to seek knowledge of the world around them. They seem to prefer human form, but whether this is a matter of preference, convenience, or both, sages can only speculate.

Ecology: Iron dragons prefer a diet of iron ore but can sustain themselves on almost anything.

Iron dragons dwell in the same regions as red dragons and the two are bitter enemies. The red dragon sees the iron dragon as a weak interloper, of course, and the iron dragon sees the red dragon as a stain on the reputation of dragonkind as a whole. The two have fierce battles always resulting in the death of one or the other, for neither will yield to the claws of the other. Iron dragons also do not get along well with dwarves and other races that mine for iron, but the skirmishing here is small compared to the wars with the red dragons.

Gruaghlothor Supreme Dragon of the Ferrous Dragons

CLIMATE/TERRAIN: *Subterranean*
FREQUENCY: *Unique*
ORGANIZATION: *Solitary*
ACTIVITY CYCLE: *Any*

DIET: *See text*

INTELLIGENCE: *Supra-genius (20)*

TREASURE: *H,R,S, T(X3), V*

ALIGNMENT: *Lawful neutral*

NO. APPEARING: *1*

ARMOR CLASS: *-12*

MOVEMENT: *12, Fl 36 (C), Br 8, Jp 4*

HIT DICE: *25 (200 hp)*

THACO: *5*

NO. OF ATTACKS: *3 + special*

DAMAGE/ATTACK: *3-12/3-12/7-42+12*

SPECIAL ATTACKS: *See text*

SPECIAL DEFENSES: *See text*

MAGIC RESISTANCE: *80%*

SIZE: *G (185'body, 140'tail)*

MORALE: *Fearless (20)*

XP VALUE: *35,000*

The Supreme Dragon, Gruaghlothor, is the ruler of all ferrous dragons and is an incarnation of all the sovereign iron dragons since the dawn of time. Despite this, Gruaghlothor is not a divine power. Gruaghlothor is said to have been the very first ferrous dragon ever to exist. It was under his guidance that the clan hierarchy was formed. He was destroyed in battle with a huge pack of red dragons. With his dying breath, Gruaghlothor swore to destroy the red dragons if he had to come back from the grave, and return he did. The red dragons remain, but deep under a mighty mountain burns the smoldering hatred of a thousand kings waiting to flare into the destruction of their age-old enemies.

Whenever Gruaghlothor dies, the iron dragon chosen to replace the former goes into a state of hibernation for one year. During this time, the chosen one undergoes a metamorphosis. When it emerges, it has become Gruaghlothor. There is no solid explanation for how this works, and the iron dragons answer only, "It has always been so."

Gruaghlothor resembles a great iron *wyrm* in every respect except for its tremendous size. He can speak the tongue of his species, the tongue common to all ferrous dragons, and has an ability to communicate with any intelligent creature (as can an iron dragon).

Combat: Gruaghlothor is an impressive figure and does not take kindly to in-

truders, no matter what their business. He possesses tremendous spell capability and uses his spells and abilities in preference to physical combat. If pressed, however, he will engage in physical combat.

Gruaghlothor has three breath weapons, each usable twice a day: a cloud of *sleep* gas 60' long, 50' wide, and 40' high; a cone of superheated sparks 100' long, 5' wide at the dragon's mouth, and 40' wide at the end, doing 24d12 +24 hp damage; or a bolt of solid stone 30' long and 5' wide, fired out to a 120' from the dragon's mouth, doing 24d12 + 24 hp damage. Creatures caught in the gas must save vs. breath weapon or fall asleep regardless of hit dice. Creatures caught in either the spark cone or in the path of the stone bolt are allowed a save vs. breath weapon for half damage.

Gruaghlothor possesses the same abilities and immunities as other iron dragons, with the exception that every power gains one additional use a day (*e.g., heat metal* can be used four times a day, *stone shape* three times a day, etc.). He also gains the ability to *passwall* up to three times a day. He casts spells as a 22nd-level wizard and has the following spells: five 1st level, five 2nd, five 3rd, five 4th, three 5th, two 6th, and one 7th.

Habitat/Society: Gruaghlothor dwells in a cavern far below one of the highest peaks in the world. From there he rules over all of the ferrous dragons, settling all disputes that cannot be handled by the other dragon leaders, dispensing justice to those who cannot obey clan laws, and mating with his concubines in order to produce his eventual successor.

Ecology: Gruaghlothor sustains himself on a diet of iron ore but is fond of red dragon flesh. He occasionally goes hunting for the latter fare, which he considers a delicacy.

Gruaghlothor is quite content to be left alone, where he will spend countless days devising ways to exterminate the red dragons. He has a tremendous store of knowledge and the wisdom to use it wisely; one cannot help but think that he might someday succeed in his desire. Ω

Dragon hybrids, crossbreeds, mixtures, and more

by Gregory W. Detwiler

Crossing Dragons With Everything

As monster connoisseurs know by now, dragons often breed with creatures other than fellow dragons, producing such terrifying hybrids as the chimera and the dragonne. Sages have recently discovered more varieties of these unusual hybrid monsters, which are described in this article.

These monsters are the result of evil dragons mating with other monsters, so the number of subspecies of each of these monster types equals the number of evil dragon types. For this article, I have used only the official "western" evil dragons in the *Monstrous Compendium*: the black, blue, green, red, and white dragons, plus the shadow dragon of the WORLD OF GREYHAWK® setting. Aquatic, Oriental, good, and neutral dragons are not included. The process of hybrid creation is detailed so that the DM can cobble together other hybrids using these dragons or his own unique evil dragons.

The coloration of each hybrids draconic parts is the same as that of the dragon type in its ancestry. The coloration of the rest of the hybrids body, naturally, is that of the nondragon parent, unless otherwise specified. The hybrids armor class is always the base armor class of its dragon parent (see Table 1). Though they never use spells, each hybrid has a breath weapon like that of its dragon parent (see Table 2). Damage done by a breath weapon equals the hybrids normal hit-point total; the breath weapon does not grow weaker as the hybrid takes wounds, and magical devices that increase hit points will not make a breath weapon more powerful.

The hybrid is immune to attack forms similar to those of its breath weapon (e.g., a hybrid with a green dragon parent is immune to gas-based attacks). As a final defense, the hybrids nondragon blood means that it will not receive additional damage from an attack form especially

effective against the dragon parent. For instance, a red dragon's hybrid young will not take extra damage from cold-based attacks, and a *sword of dragon slaying* has only its weaker bonus available to the wielder. A hybrid will lose only half its hit points if hit with an *arrow of dragon*



Mantidrake

slaying or an arrow of slaying designed for its nondragon parent. (The hybrid will take appropriate damage from weapons, spells, or devices designed to harm reptiles.)

Those DMs with an interest in realism should note that the most common subspecies of these hybrids will be those whose dragon and nondragon parents share the same natural habitats. However, since adventurers often drive dragons and other monsters out of their natural habitats, and wizards often create unnatural creatures in their experiments, less common combinations are still possible. Due to their nondragon ancestry, hybrids can never be subdued.

Mantidrake

CLIMATE/TERRAIN: *Any*
FREQUENCY: *Very rare*
ORGANIZATION: *Solitary*
ACTIVITY CYCLE: *Any*
DIET: *Carnivore*
INTELLIGENCE: *Low (7)*
TREASURE: *E*
ALIGNMENT: *See Table 1*
NO. APPEARING: *1-2*
ARMOR CLASS: *See Table 1*
MOVEMENT: *12, Fl 18 (E)*
HIT DICE: *6 +3*
THACO: *13*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *1-3/1-3/1-10 (claw/claw/bite)*
SPECIAL ATTACKS: *Breath weapon (see Table 2), tail spikes*
SPECIAL DEFENSES: *Immune to breath weapon of dragonparent and like attacks (spells, etc.)*
MAGIC RESISTANCE: *Nil*
SIZE: *H (25' long)*
MORALE: *Elite (14)*
XP VALUE: *See Table 3*

The mantidrake is the offspring of a manticore and an evil dragon. It looks like a scaly manticore, with dragonlike wings and a dragon's head instead of the manlike one. When seen at a distance or by an inexperienced observer, it could well be mistaken for an Oriental earth dragon (li lung; *Monstrous Compendium*, "Dragons, Oriental"). The mantidrake has the same lionlike mane around its head that the manticore has.

Combat: The mantidrake always opens combat (preferably from ambush or from the air) with a volley of 1-6 tail spikes (180-yard range, as a light crossbow); each of these spikes causes 1-6 hp damage. This attack can be used four times per day (the spikes regrow quickly). Then the mantidrake closes in for melee, using a claw/claw/bite routine. Its breath weapon is the most potent attack form of all, but the mantidrake will generally not use it unless the need is vital, as it inherited enough "dragon sense" to know when not to waste its efforts. Because it is such a clumsy flier,

the mantidrake will avoid aerial combat if possible, or at least restrict itself to long-range attacks with its breath weapon and tail spikes.

Habitat/Society: Like their manticore parents, mantidrakes can be found in any climatic region, though they prefer warm lands to cool ones. Among other things, this means that its dragon parent is most likely to be a warm-weather-loving dragon, such as the blue dragon. These hybrids are solitary brutes, with each individual having a hunting territory of at least 25 square miles. Besides having a ravenous appetite for food, they also like to collect treasure, a habit inherited from their dragon parents. No mantidrake can be trained by humans unless it is taken shortly after birth. The only relationship mantidrakes may have with other creatures is a partnership, and even that will last only if the partnership results in plenty of food and treasure for the mantidrake.

Ecology: Like its manticore parent, the mantidrake favors human flesh above all others, though it will eat any living creature in order to survive. If a mantidrake has to live in an area smaller than 25 square miles, that area will soon be devoid of large animal and human life, as those creatures not killed and eaten will flee. The curiously supple hide of a mantidrake is worth 5,000 gp, but obtaining such a treasure intact is not easy.

Dracimera

CLIMATE/TERRAIN: *Any temperate to tropical*
FREQUENCY: *Very rare*
ORGANIZATION: *Solitary*
ACTIVITY CYCLE: *Any*
DIET: *Carnivore*
INTELLIGENCE: *Low (5-7)*
TREASURE: *F*
ALIGNMENT: *See Table 1*
NO. APPEARING: *1*
ARMOR CLASS: *See Table 1*
MOVEMENT: *10, Fl 16 (E)*
HIT DICE: *12*
THACO: *9*
NO. OF ATTACKS: *6*
DAMAGE/ATTACK: *1-3/1 -3/1 -4/1 -4/1 -12/1 -32 (see text)*
SPECIAL ATTACKS: *Breath weapon (see Table 2)*
SPECIAL DEFENSES: *Immune to breath weapon of dragon parent and like attacks (spells, etc.)*
MAGIC RESISTANCE: *Nil*
SIZE: *L (5' tall at the shoulder)*
MORALE: *Elite (14)*
XP VALUE: *See Table 3*

The dracimera is the offspring of a chimera and an evil dragon. It lives in the same temperate and tropical regions as its chimera parent, and usually is crossed with an evil dragon native to such regions. It has



Dracimera

a dragon head up front, surrounded by a lion's mane (like the mantidrake), a lizard head with two goat's horns growing in the middle of its back, and a dragon head and neck like that of its dragon parent growing where a lion's tail would be. The lizard head is blue-green, with the amber eyes and ochre horns of the chimera.

Combat: The dracimera is perhaps the deadliest of the known dragon hybrids. In physical combat, it can attack six times in a single round. It strikes with both forelegs (1-3 hp damage each), butts with both goat horns (1-4 hp damage each), and bites with its front and back dragon heads (1-12 hp damage each). Its breath weapon is the same as that of its dragon parent, and the dracimera can use it six times per day; this weapon is divided up among the three heads, with each head able to use it twice per day. If one head does not use its "share," the other heads do not gain any.

Habitat/Society: All dracimerae are solitary creatures, coming together to mate only once in a single decade. A single young one will be born; that, plus the fact that the vast majority of these creatures are created from dragon/chimera pairings, means that few dracimerae result from these matings. Dracimerae live in the most remote and inaccessible regions of their hunting grounds, which cover at least 400 square miles.

Unlike its chimera parent, the dracimera is a pure carnivore. However, it is generally not strapped for food due to this specialization, as its reptilian physiology enables it to go without eating for as long as a week, as opposed to the chimera's three to four days. When it does find plenty of flesh (whether in a herd, caravan, or town), the dracimera will gorge itself to satiation. Anything made of flesh and blood is fair game, particularly humans and humanoids, and the surprisingly large number of giant artifacts in dracimera lairs is mute testament to the creature's combat power. Dracimerae hoard treasure like their dragon ancestors, for much the same reasons.

Ecology: The dracimera is an archpredator and will tolerate no other large carnivores or omnivores in its territory. It will always attack an intruder on sight. Although its hunting range is usually only 25 square miles, the dracimera can fly up to 100 miles a day and still return to its lair by nightfall.

Wyvern Drake

CLIMATE/TERRAIN: *Temperate mountains and forests*

FREQUENCY: *Very rare*

ORGANIZATION: *Solitary*

ACTIVITY CYCLE: *Dusk and dawn*

DIET: *Carnivore*

INTELLIGENCE: *Average (8-10)*

TREASURE: *E*

ALIGNMENT: *See Table 1*

NO. APPEARING: *1-3*

ARMOR CLASS: *See Table 1*

MOVEMENT: *6, Fl 24 (E)*

HIT DICE: *8 + 7*

THACO: *11*

NO. OF ATTACKS: *2*

DAMAGE/ATTACK: *2-20/1-8 (bite/stinger)*

SPECIAL ATTACKS: *Breath weapon (see*

Table 2), poison, surprise, bombing

SPECIAL DEFENSES: *Immune to breath*

weapon of dragon parent and like

attacks (spells, etc.)

MAGIC RESISTANCE: *Nil*

SIZE: *G (45' long)*

MORALE: *Elite (14)*

XP VALUE: *See Table 3*

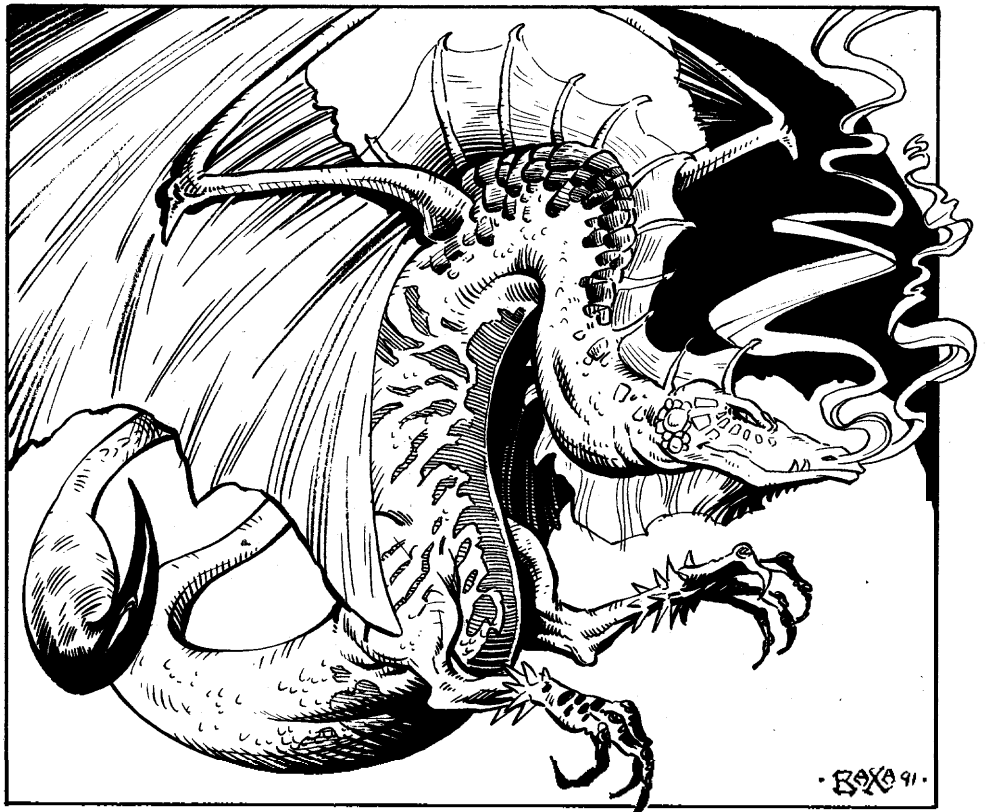
The wyvern drake is, as its name implies, a cross between a dragon and a wyvern. It is 45' long, with a 60' wingspan and a yard-long stinger at the end of its tail. Its coloration is the same as that of its wyvern parent, save for the 5' head, which is colored as its dragon parent. Besides the wyvern's hissing and roaring sounds, the wyvern drake can also speak the tongue of its dragon parent and the common tongue, and perhaps one or two other languages as well.

Combat: Having more intelligence than a normal wyvern, the wyvern drake is a highly dangerous foe. It will always fight in the open if it can, invariably attacking from the air. In addition to doing physical damage, the scorpionlike tail also injects Type F poison, killing the foe unless it saves vs. poison. The clever wyvern drake can also pick up a smaller foe, carry him high into the air, then drop him, or else pick up objects such as boulders and drop them onto foes (-2 to hit for 1-10 hp damage).

The wyvern drake also fights with a breath weapon inherited from its dragon parent, usable three times per day. Because it is a clumsy flier, the wyvern drake prefers to use its breath weapon instead of relying on physical combat when fighting an aerial opponent. Still, its sting is a useful weapon in a dogfight, as it can arch over the wyvern drake's back to strike an opponent in front. The tail-stinger can hit an enemy in any direction, so long as it is within reach.

When stalking prey, the wyvern drake uses all the combined cunning of its dragon and wyvern ancestors. Neither sound nor shadow alert the victim that he is being followed, and the attacking wyvern drake will achieve a -2 penalty on the victim's surprise roll due to its silent dive to the attack. Though it will not attack an enemy that is obviously too powerful, a large group of men will be attacked if the beast is hungry enough. Between the wyvern drake's initial surprise advantage, its breath weapon, its aerial mobility, and its use of boulders or other objects as bombs, even caravans and military units have been driven away as they attempted to cross the creature's hunting grounds.

Habitat/Society: The wyvern drake prefers to live alone, living with another of its kind only for the few months it takes to raise its young. Whenever possible, it will lair on mountains or cliffs overlooking forests or plains, particularly caravan or migration routes. The average hunting ground is some 25 square miles in size, but the wyvern drake can travel 150 miles in a single day and back again in its search for food. Unlike ordinary wyverns, wyvern drakes never fight their own kind,



Wyvern drake



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except when there is absolutely nothing else around to eat. They hoard treasure just as dragons do.

Ecology: The wyvern drake eats the equivalent of a cow or horse per day. It swallows victims whole once combat is

finished, without chewing, and only the bones are not digested. (It cannot swallow prey whole in melee.) Carrion is regarded as a food of last resort. It has no natural enemies, and no one has found any use for its body parts in magical recipes.

Table 1
Evil Dragon Alignments and Armor Classes

Dragon	Alignment	Base AC
Black	Chaotic evil	1
Blue	Lawful evil	0
Green	Lawful evil	0
Red	Chaotic evil	- 3
Shadow	Chaotic evil	- 4
White	Chaotic evil	1

Table 2
Evil Dragon Breath Weapons

Dragon	Breath weapon
Black	A jet of acid 5' wide and 60' long; victim takes half damage if it saves vs. breath weapon.
Blue	A bolt of lightning 5' wide and 100' long; victim takes half damage if it saves vs. breath weapon.
Green	A cloud of chlorine gas 50' long, 40' wide, and 30' high; victim takes half damage if it saves vs. breath weapon.
Red	A cone of fire 5' wide at the mouth, 90' long, and 30' wide at the cone's base; victim takes half damage if it saves vs. breath weapon.
Shadow	A cloud of blackness 40' long, 30' wide, and 20' high. Creatures caught in the cloud are blinded for one melee round and lose three-fourths (round fractions up) of their life energy (levels or hit dice); a successful saving throw vs. breath weapon reduces the loss to one-half (round up). The life-energy loss persists for a number of turns equal to the creature's hit dice. <i>Negative plane protection</i> spells prevent this life-energy loss. A character reduced to 0 or fewer levels lapses into a coma for the duration of the cloud's effect. If several beasts' breath weapons overlap on a victim, the coma time is that of all creatures' hit dice combined.
White	A cone of frost 5' wide at the mouth, 70' long, and 25' wide at the cone's widest; victim takes half damage if it saves vs. breath weapon.

Table 3
Experience-Point Values For Evil Dragon Hybrids

Dragon parent	Mant Drake	Dracimera	Wyvern drake
Black	3,000 XP	9,000 XP	9,000 XP
Blue	4,000 XP	10,000 XP	10,000 XP
Green	4,000 XP	10,000 XP	10,000 XP
Red	4,000 XP	10,000 XP	10,000 XP
Shadow	4,000 XP	10,000 XP	10,000 XP
White	3,000 XP	9,000 XP	9,000 XP



We present here the résumés of three recently discovered creatures that dwell near or below the surface of the earth. They seek employment in any suitable locale in your AD&D® campaign. They are outgoing, resourceful, and would love to get to know your fantasy adventuring groups better.

The Dragon's Bestiary

Attention:
Underground
adversaries
seeking heroes
to bash

Artwork by Jim Holloway



Biclops

Created by Spike Y. Jones

CLIMATE/TERRAIN: *Temperate hills and mountains, subterranean*

FREQUENCY: *Very rare*

ORGANIZATION: *Solitary*

ACTIVITY CYCLE: *Night*

DIET: *Omnivore*

INTELLIGENCE: *Low (5-7)*

TREASURE TYPE: *C*

ALIGNMENT: *Chaotic evil*

NO. APPEARING: *1 (10%: 2-4)*

ARMOR CLASS: *3*

MOVEMENT: *12*

HIT DICE: *8*

THAC0: *13*

NO. OF ATTACKS: *2*

DAMAGE/ATTACK: *1d8/1d10 (unarmed);
1d10+6/1d12+7 (with clubs)*

SPECIAL ATTACKS: *Hurl rocks*

SPECIAL DEFENSES: *+1 bonus to avoid
surprise*

MAGIC RESISTANCE: *Nil*

SIZE: *L (11' tall)*

MORALE: *Elite (14)*

XP VALUE: *2,000*

The biclops is a gray-brown, two-headed giant having one yellow eye in the center of each head. The origin of the biclops is uncertain, but it appears to be a cross between a cyclopskin and an ettin. As with both of its ancestors, the biclops prefers to live an isolated life in mountain caves, hunting at night for sources of food including fruits, honey, wild animals, and the occasional human, goblin, orc, or dwarf.

The right head of a biclops usually appears slightly larger than the left, and the right is always dominant. As filthy as an ettin, a biclops has no concept of bathing and can barely make its own clothing, ornaments, and weapons. Biclopes have no true language, instead using a mixture of animal noises and a few words borrowed from other races when appropriate. They have 90' infravision.

Combat: Biclopes behave much like ettins, holding a weapon in each hand with one head controlling each attack. Their preferred weapons are mauls, tree-limb clubs, and stone axes. Each of their attacks can be used against a different opponent unless one head is incapacitated, in which case control of both arms reverts to the remaining head and both attacks can then be directed at only one target.

In addition, biclopes can throw small boulders (of which they often have an ample supply in their lairs) up to 30' for 1-8 hp damage each; two rocks can be thrown each round. Because they can achieve binocular vision of a sort if both rocks are hurled at the same target, no penalty is then suffered; but if separate targets are chosen or if only one head is "operational," there is a -2 to-hit penalty on all missiles.

Biclopes never use armor, preferring only the crudest of dirt-encrusted, animal-hide coverings. They play with fire but never use it for cooking or combat.

Habitat/Society: Generally solitary, the only time multiple biclopes will be encountered is when 1-3 young are being raised by their mother. Young biclopes usually have 3 HD and AC 6, and do 1d4+3/1d6+4 hp damage with their small clubs (or half that damage with fists alone). Youths reach adulthood in 5-8 years. Biclops almost never work in concert with other beings, savagely attacking all who come within sighting range.

Ecology: Biclopes are consummate scroungers, able to ingest and survive on virtually any plant or animal diet, including rotting meat. They especially enjoy the flesh of humans, demihumans, and humanoids, though, and have no objection to fighting for their meals. Biclopes are preyed upon as food by dragons, wyverns, and similar monsters, and are attacked on sight by most adventuring and military forces, as well as by other giants. Unchecked, they wreak the sort of devastation common to evil, uncivilized giant-kin, but this rarely happens for long. Biclopes in some regions are wiped out by their enemies within only a few years of their discovery.

Averx

Created by Costa Valhouli

CLIMATE/TERRAIN: *Subterranean*
FREQUENCY: *Rare*
ORGANIZATION: *Clan*
ACTIVITY CYCLE: *Any*
DIET: *Omnivore*
INTELLIGENCE: *Genius (18)*
TREASURE TYPE: *W; Q on individuals*
ALIGNMENT: *Neutral*
NO. APPEARING: *4-16 (10%: 1-2)*
ARMOR CLASS: *4*
MOVEMENT: *9, Fl 15*
HIT DICE: *1+3 (Leaders 2+1)*
THACO: *19*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *Spells, +4 to surprise foes*
SPECIAL DEFENSES: *Spells, thieving abilities*
MAGIC RESISTANCE: *25%*
SIZE: *T (1½' tall)*
MORALE: *Steady (11)*
XP VALUE: *650 (Leaders 975)*

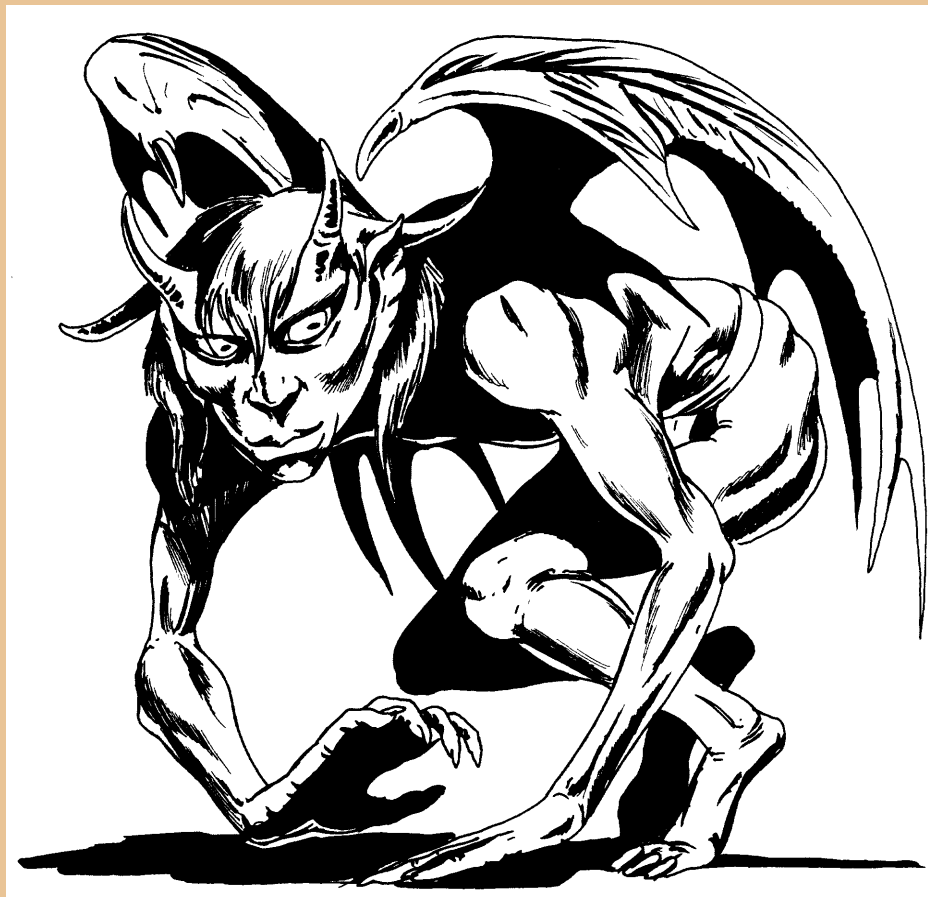
Averxes, in their usual form, resemble small, thin, gray-skinned humans with horns, amber eyes, miniature wings, and little clothing. These miniature "dungeon demons" or "cave devils" enjoy hampering and stealing from adventurers or other beings unlucky enough to stumble across

their path, but they have other concerns and goals as well.

Combat: Averxes can move silently, hide in shadows, and read languages with an 85% chance of success. They utilize other thieving abilities at the fifth level of use, using Table 19 in the *Dungeon Master's Guide*. All averxes have infravision to 120', but light causes them no harm.

They can use each of the following spells twice per day: *blink*, *enlarge*, *invisibility*, and *levitate*. They can also cast, thrice per day, *faerie fire*, *audible glamer phantasmal force*, *light*, and *spook*. All spells work as though cast by a 5th-level mage. In addition to these spells, an averx leader can cast *fear*, *silence 15' radius*, and *warp wood* once a day. These spells can be cast even in total silence, though the averx must have its hands free for somatic gestures. Oddly enough, no averx is affected by a *cursed* weapon or item, and they are immune to all forms of *curse* spells.

Averxes avoid direct combat, preferring hit-and-run raids, traps, sabotage, misdirection, and bluffing. They attack other beings only if attacked themselves or if such beings enter and harm the averxes' territory, but they enjoy causing trouble for its own sake as well. In particular, these creatures hunt out small, evil beings like jermaine and other vermin of the Underdark, killing them and casting their bodies into any available deep pits.



In all combat situation, averxes are extremely clever, observant, and commanding. They set traps of fiendish design in the underground corridors leading to their most carefully guarded lairs and realms, using all manner of snares, pits, poisons, and the like.

Habitat/Society: Averxes prefer to live deep underground in the most beautiful natural areas imaginable, especially in vast, crystalline caverns. They enjoy lighting their homes in different ways to enhance the natural beauty, and they conduct elaborate rituals in honor of their homes at irregular intervals. Any intruders who damage these caverns in any way, whether by mining, construction, or simple rock collecting, will spark the averxes' communal anger.

Averxes do not usually carry treasure upon their persons, but each one is likely to have thin rope or cord, knives, wire, oil, tinderboxes, caltrops, or darts. Leaders may carry *cursed* items for bothersome intruders to "find." An averx lair has only a relatively small amount of treasure, and averxes usually carry a few gems around with them for their own pleasure. A lair is usually high in a cavern ceiling, in a hole or tunnel or along a ledge. Every effort is made to conceal this area from view and to keep it safe.

Sometimes one or two averxes, acting on their own curiosity, make their ways into dungeons or deep cellars. They rarely stay long, preferring to acquire some minor treasures and leave—possibly after causing a little mischief.

Ecology: With their array of powers, one would guess that averxes are nothing more than nuisance monsters. Some sages, however, believe that averxes were created by unknown land possibly extinct) greater powers as guardians of subterranean lands and protectors of their beauty. They prey on small animals and evil creatures but largely leave everything else alone.

Fungus, Cushion

Created by Anthony Gerard

CLIMATE/TERRAIN: *Dry subterranean areas*

FREQUENCY: *Uncommon*

ORGANIZATION: *Solitary*

ACTIVITY CYCLE: *Any*

DIET: *Scavenger*

INTELLIGENCE: *Non- (0)*

TREASURE TYPE: *Incidental; 5% chance of O, P, R, U*

ALIGNMENT: *Neutral*

NO. APPEARING: *1-8*

ARMOR CLASS: *10*

MOVEMENT: *Nil*

HIT DICE: *1 hit point*

THACO: *20*

NO. OF ATTACKS: *Nil*

DAMAGE/ATTACK: *Nil*

SPECIAL ATTACKS: *Poisonous spores*

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *Nil*

SIZE: *S-L (2'-8' diameter)*

MORALE: *Not applicable*

XP VALUE: *35*

The cushion fungus is usually found in dry, dark, underground areas having little or no air movement. This fungus is typically oval in shape, about knee-high when mature, and up to 8' in diameter at its largest. Its pastel coloration ranges from pink to purple, with the outer surface of the fungus having the texture of fine velvet.

Combat: Any movement of air or an increase in the ambient temperature (such as from a torch or warm-blooded creature) in the vicinity of a mature fungus will cause it to release an almost-invisible cloud of spores in a 40' diameter. Some observers have described this spore cloud as resembling the shimmering distortion of heat rising through the air from a hot surface. A successful wisdom check on 4d6, or such spells or devices that *detect invisibility*, are required to notice the cloud. Assume that the spore cloud will be released one round after a being or heat source passes within 30' of the cushion fungus, or two rounds after a being or heat source passes within 31'-60' of it. The cloud remains active in the air for 5-8 turns thereafter.

Creatures caught within a spore cloud must save against poison or will begin to feel drowsy, with a deep, peaceful sleep coming on in 1-4 rounds. Even those who save are affected as per a *confusion* spell for 1-4 rounds, and must save again 10 rounds later if they haven't left the vicinity of the fungus. Creatures failing their saves will fall, usually onto or near the velvety soft fungus, and remain in this state until they are removed from the radius of the cloud and a *neutralize poison* spell is cast on them (without this spell, 1-3 days are required before the victim wakes up).

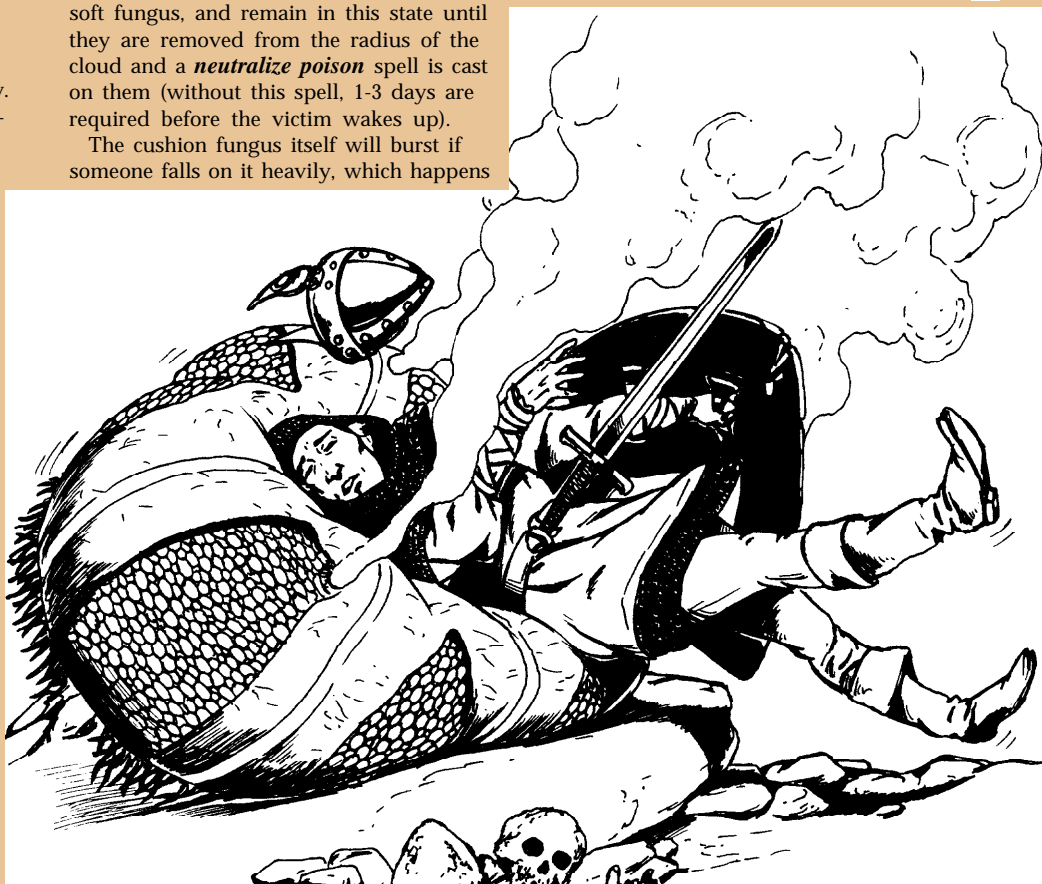
The cushion fungus itself will burst if someone falls on it heavily, which happens

if the person struck by sleepiness is within 3' of the cushion and fails a dexterity check on 1d20 when he falls. A burst fungi emits a 60'-diameter cloud of spores for 2-5 turns, and those caught within this thick cloud have a -2 on their saving throws vs. poison, sleeping for 3-6 days if they fail. If the fungus does not burst, spores will continue to be emitted as long as victims are breathing or snoring nearby.

Over a period of 4-16 days, a sleeping victim dies of starvation and thirst, begins to decompose, and is digested by the fungus's spores on the body. The body then slowly becomes covered with the velvety fungus until, 5-30 days after the being's death, it has become a new cushion fungus. A body that falls on and bursts a cushion fungus takes only 3-12 days to turn into a fungus if the victim dies. In any event, a sleeping victim who manages to revive requires no further care except for eating and drinking.

Habitat/Society: This fungus grows only in areas with little or no air movement (abandoned dungeons, vaults, crypts, blocked caverns, etc.). If brought to an area with any regular air movement, perhaps on a spore-carrying body, the spores will not mature.

Ecology: The fungus's digestive enzymes are incapable of digesting inorganic items, so metallic items, jewelry, gems, and so forth will continue to exist within the body of the fungus. Some adventurers have told of finding treasure within oddly shaped cushion fungi, but cutting one open invites trouble. It is said that the spores of this fungus are valuable to alchemists and mages for use in potions of *sleep*, *confusion*, and *feign death*. Ω



Cry Wolf!

Three magical wolves to haunt your heroes

by Tim Malto

Are your player characters getting a bit bored by the same old wilderness encounters? Do you need a new monster to prowl the back roads and remote villages of your campaign? Then try throwing your PCs to the wolves!

For the creation of the dread wolf, credit must be given to Richard A. Knaak's novel, *The Legend of Huma*, from the DRAGONLANCE® Heroes trilogy, volume 1 (Lake Geneva: TSR, Inc., 1988).



Dread wolf

CLIMATE/TERRAIN: Any
FREQUENCY: Very rare
ORGANIZATION: Pack or special
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: Average
TREASURE: Nil
ALIGNMENT: Neutral evil
NO. APPEARING: 3d4
ARMOR CLASS: 6
MOVEMENT 18
HIT DICE: 4 +4
THACO: 15
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 1d10
SPECIAL ATTACKS: Cause disease
SPECIAL DEFENSES: Regeneration, immunities and resistances to certain spells
MAGIC RESISTANCE: Nil
SIZE: Small (2'-4')
MORALE: Fanatic (17)
XP VALUE: 650

These creatures were originally created by a renegade mage, Galen Dracos of Krynn. But word of how to create these horrid creatures seems to have spread across the various Prime Material planes. These awful undead beasts can be the eyes and ears of any mage powerful enough to create them.

Combat: A dread wolf fights like any other wolf, biting and tearing with its fangs. But if a group of dread wolves is within its 50-mile control limit (see "Ecology"), it will fight under the direction of the controlling mage. If a group is outside this limit, the wolves will fight using normal pack tactics.

Artwork by Terry Pavlet



Dread wolves cause a nasty rotting disease that can infect a bitten opponent if the victim fails a save vs. poison one hour after the fight; failure means the loss of 1 hp per hour until death. Treatment within the first hour after combat by someone with the herbalist nonweapon proficiency adds +2 to the saving throw. A cure disease spell stops the disease.

During combat, a dread wolf has some real advantages. It regenerates like a troll, regaining 3 hp per round after the first combat round. Only acid, fire, or total dismemberment will do permanent damage to it. It is immune to charm, hold, and cold-based spells. Electrically based spells do only half damage.

Total dismemberment occurs when the creature's negative hit-point total is equal to or greater than its full positive hit-point total. However, the creature will fight until it reaches -10 hp. It will then go down until it regenerates back up to at least zero hit points.

Habitat/Society: As undead creatures, dread wolves have no society. The dread wolves reach a state of rotten decay soon after they are made. Their fur falls out, and they stink so badly that they can be smelled 120' downwind.

A mage can have no more than one group of wolves (see "Ecology") under his control at a time. The mage cannot give over control of his dread wolves to anyone else. To try either action causes the cessation of the spells animating the dread wolves and leads immediately to their permanent destruction.

Dread wolves have no interest in treasure, but the controlling mage can order them to find and bring back anything one of them can carry away in its mouth.

Ecology: As magically animated undead, dread wolves have no natural place in a world's ecosystem.

To create these servants, a mage must be evil and at least ninth level, and must have 3-12 wolves that have been dead for no more than a day. The spell-caster then begins a long incantation over the dead wolves that combines modified versions of *animate dead*, *summon shadow*, and *dismissal*. By doing this, the mage summons a shadow from the Negative Material plane and breaks it into parts. These parts are infused into the wolves as they animate, creating the dread wolves.

The spell-casting takes an hour. If the spell is interrupted, the energies of the shadow's separate parts are unleashed.

When this happens, the mage takes 3d10 points of physical damage (no save) from the otherworldly energy blast, just as if he had been caught in an ice *storm* spell.

At the end of the hour, the mage will have 3-12 servants that can travel up to 50 miles away and enable him to see and hear everything they see and hear. The wolves are directly under the control of the mage's mind within this distance.

The wolves can venture outside the 50-mile limit, but they lose contact with the controlling mage. Unless previous commands prevent this, the wolves will immediately try to get back within the 50-mile limit to regain contact. The dread wolves can be given a command of up to three short sentences (a total of 30 words), which they will cover any distance to fulfill. This command will always be fulfilled unless the dread wolves are destroyed first.

For some unknown reason, the spell that makes dread wolves will not work on dogs. If the mage tries to cast the spell on dogs, he will take 3d10 points of damage as described earlier.

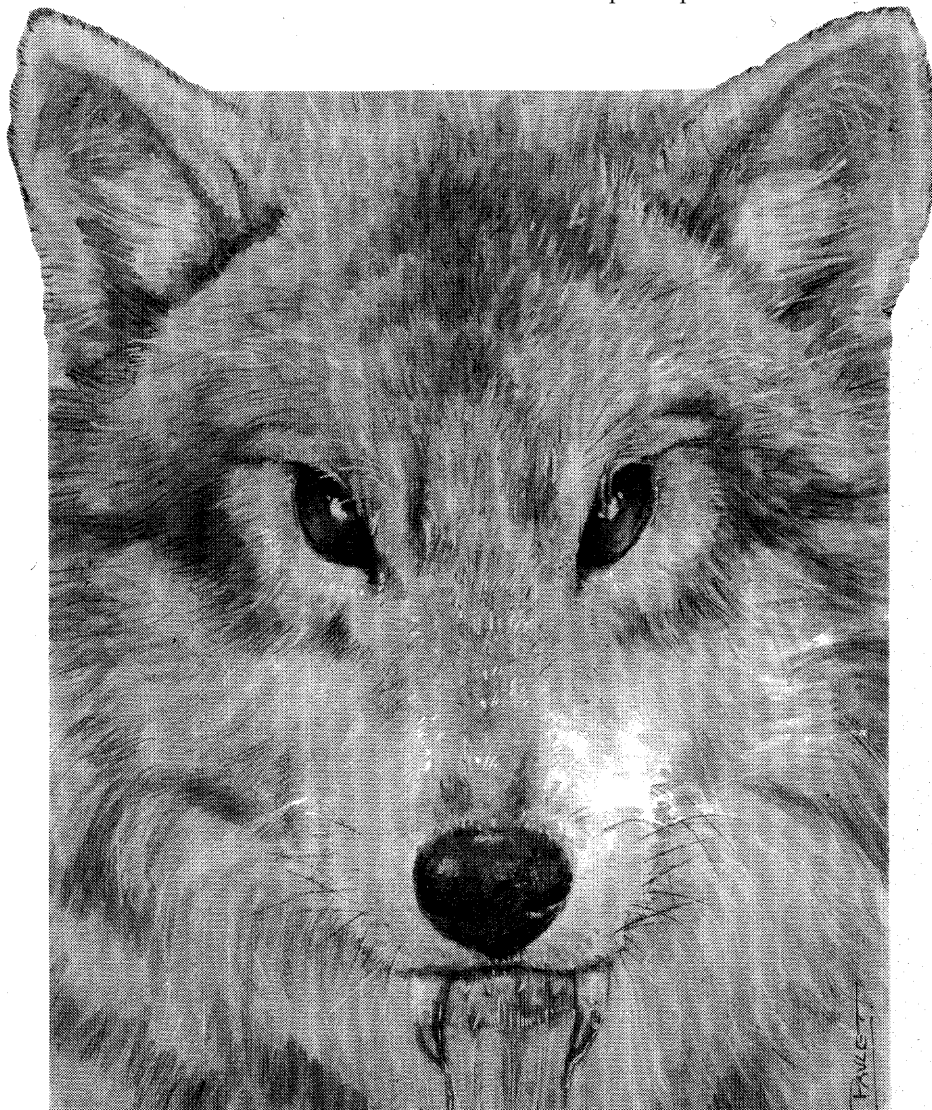
Vampiric wolf

CLIMATE/TERRAIN: *Any*
FREQUENCY: *Very rare*
ORGANIZATION: *Pack*
ACTIVITY CYCLE: *Night*
DIET: *Carnivore (blood)*
INTELLIGENCE: *Low*
TREASURE: *Nil*
ALIGNMENT: *Any evil (as per creator)*
NO. APPEARING: *3d6*
ARMOR CLASS: *2*
MOVEMENT: *24*
HIT DICE: *6 +4*
THACO: *13*
NO. OF ATTACKS: *1*
DAMAGE/ATTACKS: *3d4*
SPECIAL ATTACKS: *Cause falling, grasping bite, high initiative*
SPECIAL DEFENSES: *Vampiric regeneration, immunities to certain spells and weapons*
MAGIC RESISTANCE: *Nil*
SIZE: *Small (2'-3½')*
MORALE: *Elite (13)*
XP VALUE: *2,000*

These foul undead creatures are the result of corrupting ceremonies used on normal wolf pups by certain evil clerics. Vampiric wolves are uniformly black, with feral, glowing orange eyes.

Combat: When vampiric wolves hunt, they follow normal pack tactics at first. They dash in small groups and attempt to hamstring their victim by attacking its legs. They do this until their victim is unable to escape. In game terms, a bite attack will cause a running or standing victim to fall if the victim fails a saving throw vs. paralysis.

Once their prey is down, the wolves do not kill their victim outright. Instead, they



continue to attack in small groups until the victim can no longer resist effectively. If the victim is a human or demihuman, the attacks shift to his arms so that he can no longer use a weapon; this involves a called-shot attack in which a vampiric wolf has a -4 penalty to hit; success means the wolf has grasped an arm in its mouth, and the victim cannot get free unless he makes a strength roll on 4d6 (one attempt per round). A victim's legs may be similar grasped. Once a grasping bite is made, damage may be continually done each round as the wolf gnaws on the limb.

Once the victim is helpless, the vampiric wolves close in and drink the spilled blood, an act that takes as long as the victim lives while being held, plus 2-5 rounds. This renews the vampiric wolves' life force and also causes their eyes to glow a deep red for the next 12 hours.

Since they share some of the nature of vampires, these wolves can be tough opponents. Like vampires, they are quite strong, hence the higher damage from their bite. Also like vampires, they are extremely agile, giving them an bonus of +2 to their initiative rolls. They are more intelligent than normal wolves, causing their opponents to underestimate what the wolves will do next.

Vampiric wolves share some of the magical characteristics of vampires. They are immune to sleep, charm, hold, and paralysis-based spells. Only silver weapons

or magical weapons of +1 value or better can do actual damage in melee. They also regenerate in a special fashion, instantly gaining the same number of hit points they inflict as damage on an opponent.

Unlike a vampire, these wolves cannot charm their victims. Also unlike a vampire, they take full damage from cold-based attacks, as well as from fiery or electrically based attacks. They can move about in daylight, though they normally choose not to do so. When attacking in daylight, they have a -2 penalty to hit.

Habitat/Society: Vampiric wolves regard the cleric who created them as their pack leader. They will accept no other as pack leader except their own strongest member. Any other person who tries to command them will be attacked.

As pack leader, the cleric who creates the vampiric wolves has complete control over them. He is able to understand the moods and body language of his pack. In turn, the pack can understand simple commands of up to four words. The wolves will obey these commands, even when left on their own for three or four months at a time.

But, as pack leader, the cleric also faces some danger. Wolves do not accept weakness in their leader. Should the cleric show any sign of physical weakness or unfitness to command the packs respect (at the DM's determination), the pack will turn on him. It is definitely not a good idea to be

sick, seriously wounded, or mentally slow in front of these wolves!

Should the wolves successfully turn on and kill the cleric who was their leader, they will run free. They will avoid contact with humans or demihumans unless the latter are hunting the vampiric wolves. These wolves are even more dangerous in this situation because they are familiar with civilized customs.

Vampiric wolves have no interest in treasure. However, the cleric that is the pack leader will often use them as guards for an entrance to his lair. It is a better than even chance that there is a concealed entrance nearby if the wolves are found near what appears to be a wolf den.

Ecology: Being undead, these creatures have no place in the natural order. They destroy things and give back nothing.

In order to create these foul corruptions of nature, a cleric must be evil and at least ninth level. He can use 3-18 pups from one or more wolf dens. The pups must be very close to being weaned away from their mother, but cannot have tasted meat or they will be useless.

The evil cleric first performs a ceremony using what amounts to the opposite of an *atonement* spell. Then, every day he must hand feed the pups. The food can be no more than one day old; it must also be infused with one or two drops of blood from a living human or dust from a vampire and cursed using a reversed *bleed* spell. This must continue every day for three months or the pups die. At the end of the three-month period, the pups are fully grown and must then be slain by poisoning; they then arise as vampiric wolves. If they are not slain at this time, the wolves must each make a saving throw vs. death magic or become greatly weakened (1 hp per hit die), living on as blood-thirsty but otherwise normal wolves.

It should be noted that it is impossible to create vampiric dogs. Man's long partnership with dogs seems to have robbed them of some essential characteristic needed to make the change work.

Stone wolf

CLIMATE/TERRAIN: *Any*

FREQUENCY: *Very rare*

ORGANIZATION: *Special*

ACTIVITY CYCLE: *Any*

DIET: *None*

INTELLIGENCE: *Animal*

TREASURE: *Nil (see below)*

ALIGNMENT: *Neutral*

NO. APPEARING: *1d4*

ARMOR CLASS: *0*

MOVEMENT: *9*

HIT DICE: *5 + 4*

THACO: *15*

NO. OF ATTACKS: *1*

DAMAGE/ATTACK: *2d4*

SPECIAL ATTACKS: *Initiative bonus, pounce*

SPECIAL DEFENSES: *Immunities and re-*



stances to certain spells and weapons
 MAGIC RESISTANCE: Nil
 SIZE: M (5'-6')
 MORALE: Fearless (20)
 XP VALUE: 1,400

As these creatures are animated stone, their appearances can vary widely along a wolf theme. The only similarity between all stone wolves is the use of white-hot fire opals as their eyes.

Combat: Melee with stone wolves can be tricky. The change from motionless statue to moving creature is almost unnoticeable, giving them a +4 initiative bonus in the first round of combat. On a natural 20 attack roll, the wolf has made a successful leap and pounce. This means that it has pinned its opponent underneath it and caused an extra 1d6 points of crushing damage. A successful bend bars/lift gates roll is needed to escape (one roll per five rounds is allowed). All dexterity and shield bonuses are canceled for the period of time the victim is trapped, and the stone wolf gets a +4 attack bonus.

Missile fire, even at point-blank range, does only one point of damage per arrow, stone, or bolt to a stone wolf. Edged weapons do only half damage. Blunt, smashing weapons do full damage. Magical weapons always get their full bonuses.

Stone wolves have one particular weakness: their eyes. If a character uses the

called-shot optional rules from *The Complete Fighter's Handbook*, page 65, he can go for a stone wolf's eyes. Should the character succeed, he may roll a second 1d20. On a roll of 1 or 2, the character has succeeded in smashing both fire-opal eyes, immediately destroying the wolf. Otherwise he has destroyed one eye, giving the wolf a -4 penalty to attack on its blind side.

Stone wolves are immune to *sleep*, *hold*, *charm*, and all cold- or paralysis-based spells. They take half or no damage from fiery or electrically based spells, depending on whether or not they save vs. spells. A *stone to flesh* spell makes the wolves vulnerable to all weapons and gives them AC 10 if they fail a save vs. spells. A *transmute rock to mud* or *disintegrate* spell will destroy a stone wolf instantly if it fails a save vs. spells. An *earthquake* spell will cause 6d8 points of damage (half damage if a save vs. spell is made). A *move earth* spell will turn one stone wolf into a statue permanently if the creature fails a save vs. spells (since the creature is animated, it gets a saving throw). A *wall of stone* spell will disperse the creature's mass into the newly created wall if the stone wolf fails a save vs. spells. If it makes its saving throw, there is a 50% chance that the creature is on the same side of the new wall as the caster. A *magic missile* spell does normal damage.

Habitat/Society: As animated creatures, stone wolves have no true society

other than their relationship with the mage who created them. The mage can call the wolves to him at any time. They will find him immediately, even though they cannot track by smell. They can track by sight or hearing if necessary.

Since stone wolves are created beings, they have no treasure of their own. However, since they are often set to guard objects that mages value, it is reasonable to assume that there is something worthwhile nearby.

Ecology: As artificial creatures, stone wolves are not part of the natural order. These creatures are created by a mage of the ninth level or higher using a specially modified *stone shape* spell followed the next day by a specially modified *animate dead* spell. The recipients of these two spells are up to four large lumps of purified clay. Embedded within each clay lump must be the skull of a wolf and two 1,000 gp fire opals that will serve as the glowing eyes once the wolf shape is formed. During the one-day period between the formation of the wolf shape and the casting of the *animate dead* spell variant, the mage may cast no other spells of any kind.

After the second spell is cast, the mage will have up to four guardians that he can set to guard any item or room he chooses. Stone wolves never sleep. They stand as still as statues until a stranger gets close to the item or enters the room. ☐

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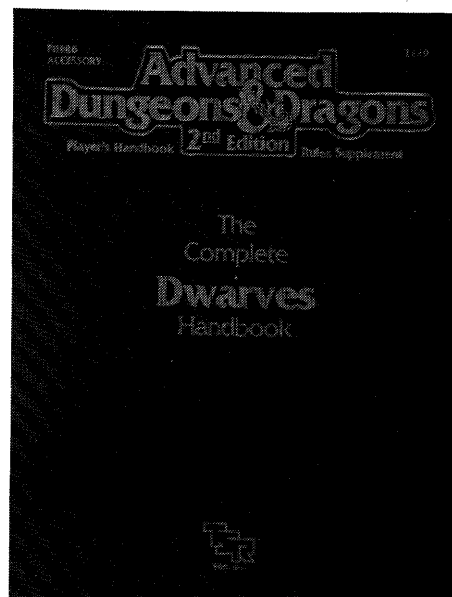
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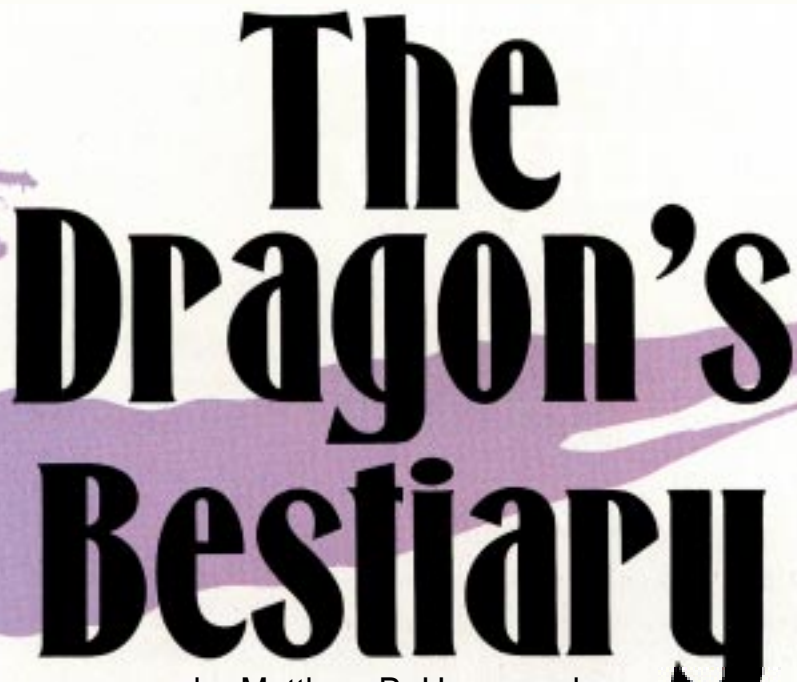
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The Dragon's Bestiary

by Matthew P. Hargenrader

Artwork by Thomas Baxa and Matthew P. Hargenrader

Who guards the *ioun* stones? Here are some candidates

If an AD&D® game campaign makes use of the information on *ioun* stones in this issue's "Bazaar of the Bizarre," the adventurers might plan expeditions aimed at obtaining a large batch of these powerful crystals. Only the strongest adventurers will withstand the rigors of such a quest. Survival in the elemental plane of Earth is difficult, and the quasi-elemental plane of Mineral is even more dangerous due to the proximity of the Positive Material plane.

In order to add flavor to such a quest, this article contains details on several creatures that are unique to the realm of Mineral: the *glomus*, *shard*, *spined shard*, *chamrol*, *energy pod*, and *trilling crysmal*. Each creature presents an adventuring group with different dangers whenever it is encountered—which will occur frequently, especially if the party has taken gems or *ioun* stones without permission during its visit.

Whenever an elemental guide is summoned in the quasi-plane of Mineral, a *shard* almost always answers the call (85%). Rarely, a *trilling crysmal* answers the summons (10%); very rarely, a *spined shard* appears (5%). The adventurers must be prepared to negotiate with their intended guide, offering gifts in the form of rare minerals or valuable gems.

Other encounters will occur during the

journey. Consult the following chart:

1d20	Result
1-3	Glomus
4-5	Chamrol (only in the Positive Material boundary; otherwise a shard)
6	Quasi-elemental of Mineral (DRAGON issue #125, page 69)
7-8	Spined shard
9-11	Energy pod
12-15	Trilling crysmal
16-20	Shard

Most of these creatures are never found outside of their home plane unless summoned by wizards or sent on a special mission by *Crystalle*, their quasi-elemental liege. The only plane that they can freely enter is their parent plane, the elemental plane of Earth. "Frequency" in the descriptions is given for both non-Mineral plane areas and Mineral plane areas (the latter is in parentheses); this also applies to "Treasure" entries.

All of these creatures have the abilities and immunities common to creatures of the inner planes (see *Manual of the Planes*, appendix II, pages 120-121). While on their home plane, these creatures are immune to all spells that affect solid matter (*disinte-*

grate, *transmute rock to mud*, *move earth*, *stone to flesh*, etc.), and each has the ability to cast *passwall* at will. These are called "elemental abilities."

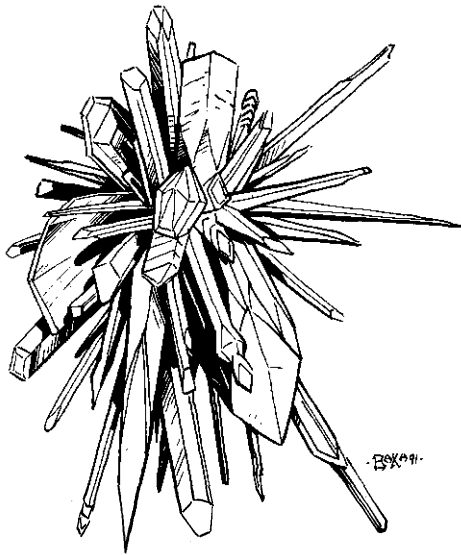
Habitat/Society: As with many of the inhabitants of the quasi-elemental planes, little is known or can be conjectured about the social life of these beings. Many serve *Crystalle* (described later), but they only rarely serve any other master unless under duress. Nothing is known about the reproductive cycle of these creatures.

Ecology: As all of these beings feed upon positive energy which is boundless in their habitat, their life cycles have no appreciable effect on the environment. As elemental beings, they will act to preserve their environment, and will attack anyone they feel is harming it.

Any DM wishing to take a group of adventurers to the Mineral plane should familiarize himself with all of the information dealing with the three planes that will be traveled through: the Ethereal plane (*Manual of the Planes*, pages 11-21), the elemental plane of Earth (*Manual of the Planes*, pages 41-45), and the quasi-elemental planes (*Manual of the Planes*, pages 55-59). All of these sections have information dealing with encounters, creatures, spell-casting, and the effects of these planes on magical items.

Glomus

CLIMATE/TERRAIN: *Plane of Mineral*
FREQUENCY: *Very rare (common)*
ORGANIZATION: *Solitary or "pod"*
ACTIVITY CYCLE: *Any*
DIET: *Positive energy*
INTELLIGENCE: *Average*
TREASURE: *Nil (QX5)*
ALIGNMENT: *Neutral*
NO. APPEARING: *1d6*
ARMOR CLASS: *0*
MOVE: *F19 (B)*
HIT DICE: *1-10*
THACO: *Variable*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1d4 per HD*
SPECIAL ATTACKS: *High damage (if 5+ HD); area-effect explosive 'death'*
SPECIAL DEFENSES: *+2 or better weapon to hit, destroys nonmagical weapons, flight, elemental abilities, regeneration*
MAGIC RESISTANCE: *Nil*
SIZE: *S-L (1'-10')*
MORALE: *Steady (12)*
XP VALUE: *Variable*



The glomus is one of the many unusual creatures encountered on the quasi-elemental plane of Mineral, and only on the rarest of occasions is it encountered away from its native plane. Appearing to be nothing more than a great compact mass of individual crystals, the glomus "flies" serenely through the Mineral realm using a form of *levitation*. This movement is combined with a process similar to a passwall spell, allowing the glomus to travel through any medium that it might encounter.

Combat: A pseudomagnetism holds the crystals rigidly in place in a roughly spherical shape that measures 1d10 feet across (a glomus has 1 HD per 1' of diameter). Many sharp-edged spires of crystal protrude at various angles, providing the glomus with weaponry readied in every

direction. During combat, the glomus attempts to collide with an enemy, inflicting 1d4 hp damage for each hit die it possesses; thus, a 6'-diameter, 6-HD glomus inflicts 6d4 hp damage.

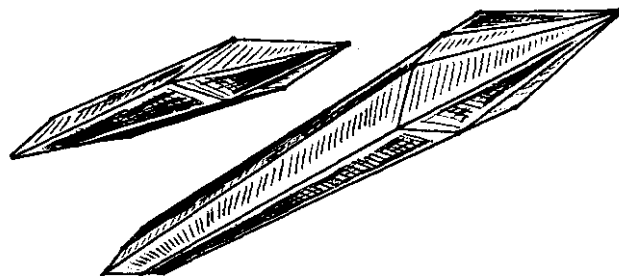
The conglomerate surface of the glomus is extremely hard (AC 0) and protects the creature from any normal weapon; even weapons of +1 enchantment are unable to harm a glomus. Any weapon that is not magical will automatically shatter upon striking the glomus. Blunt weapons of +2 magic or better are capable of inflicting double damage on a successful hit.

When a glomus reaches zero hit points, the pseudomagnetic bonds holding it together are nullified and the crystalline beast will explosively burst apart. This detonation projects the individual components at great speed, and any creature within a 20' radius receives 1d4 hp damage for each hit die the glomus had. Those who successfully save vs. breath weapon take only half damage.

Amazingly, after an hour of disruption, the component crystals begin to reform the glomus. This process takes one day for each hit die the glomus had. Only when the crystals are completely shattered (when it has taken over twice its total hit points in damage) is a glomus truly destroyed.

Shard

CLIMATE/TERRAIN: *Plane of Mineral*
FREQUENCY: *Uncommon (rare)*
ORGANIZATION: *Swarm*
ACTIVITY CYCLE: *Any*
DIET: *Positive energy*
INTELLIGENCE: *Low*
TREASURE: *Nil (U)*
ALIGNMENT: *Neutral*
NO. APPEARING: *2d10 (see text)*
ARMOR CLASS: *-4*
MOVE: *F120 (B)*
HIT DICE: *5-10*
THACO: *Variable*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *2d4 +2 (+1 per HD)*
SPECIAL ATTACKS: *Color burst*
SPECIAL DEFENSES: *+2 or better weapon to hit, destroys lesser weapons, flight, elemental abilities*
MAGIC RESISTANCE: *15%*
SIZE: *M-L*
MORALE: *Steady (12)*
XP VALUE: *Variable*



The crystalline shard is one of many minor quasi-elementals on the plane of Mineral. This sentient mineral life form is of low intelligence and is rarely encountered on the Prime Material plane. Shards are, however, occasionally summoned in order to serve as guards for some treasure, almost always gems as they will guard these without hesitation.

In the Mineral plane, these highly mobile crystals can be found skirting the area that lies between the realm of Mineral and the Positive Material plane. Here they absorb the power that gives them life, making forays through the Mineral plane and sometimes traveling to the depths of the elemental plane of Earth. Shards always move about in swarms, the most common group consisting of 2d10 individuals of various sizes (90% chance). Rarely (9% chance), the shards travel in larger swarms, numbering 100 individuals. There are reports of huge groupings with over 1,000 shards, but such groups are very rare (1% chance).

Combat: Composed entirely of crystal, the shard possesses an extremely hard surface that can be harmed only by weapons of +2 or better enchantment. Any nonmagical weapon that strikes a shard has a 25% chance of shattering. Magical weapons are entitled to a saving throw vs. crushing blow in order to avoid this effect.

The attack method employed by the shard consists of a slashing assault with its razor-sharp edges. These edges are the equivalent of +2 weapons and inflict 2d4 + 2 hp damage, plus 1 hp damage per hit die (+5 to +10).

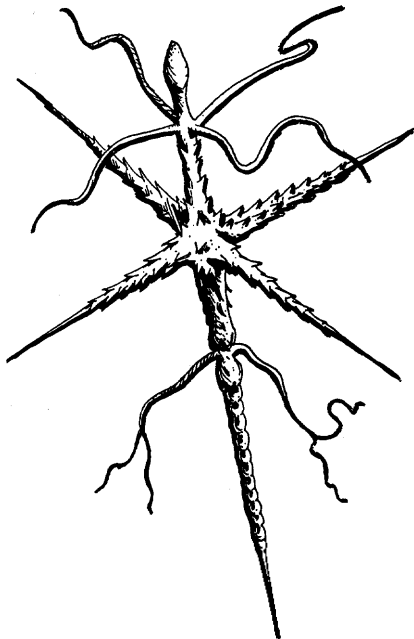
Once per day, a shard can employ an unusual ability by spinning rapidly in place, emitting a paralyzing burst of multi-colored light (as per the wizard spell, *color spray*) that covers an area with a 30' radius. Anyone caught within the area of effect must save vs. spells or stand bedazzled for 2d4 rounds, even if attacked; paralyzed victims are much easier to strike (+4 on the attackers' to-hit roll).

A shard swarm will very rarely be sent to the Prime Material plane on a special mission, usually to seek out any adventurers that may have taken large numbers of gems from the quasi-plane of Mineral.

There are also reported sightings of shards over 15' long, weighing several tons, but these rumors have not been substantiated.

Spined shard

CLIMATE/TERRAIN: *Plane of Mineral*
FREQUENCY: *Rare (very rare)*
ORGANIZATION: *Solitary or "pod"*
ACTIVITY CYCLE: *Any*
DIET: *Positive energy*
INTELLIGENCE: *Average to very*
TREASURE: *Nil (T,U,V,X)*
ALIGNMENT: *Neutral evil*
NO. APPEARING: *1d4*
ARMOR CLASS: *-6*
MOVE: *Fl 24 (B)*
HIT DICE: *7 + 14*
THACO: *13*
NO. OF ATTACKS: *4*
DAMAGE/ATTACK: *1d4/1d4/1d4/1d4*
SPECIAL ATTACKS: *Energy stingers, energy burst*
SPECIAL DEFENSES: *+2 or better weapon to hit, destroys lesser weapons, flight, elemental abilities*
MAGIC RESISTANCE: *75% (see text)*
SIZE: *L (12' long)*
MORALE: *Champion (15)*
XP VALUE: *10,000*



Perhaps the most dangerous and feared inhabitant of the border area that lies between the quasi-plane of Mineral and the Positive Material plane is the spined shard. This malign creature is at home both deep into the pure positive energy that it absorbs and within the realm of Mineral—the spined shards hunting ground.

Combat: The spined shard is a highly intelligent and extremely cunning opponent. The surface of the creature is very hard; only weapons of +2 or better enchantment can damage a spined shard, and any lesser weapons that make contact will automatically melt (weapons of +1 enchantment have a 50% chance of being likewise affected).

In a 10' radius, the spined shard con-

stantly generates a field of intense magical interference that acts as a limited anti-magic shell. This field has a 75% chance of distorting and ruining any spell cast into the area.

During combat, the spined shard uses its four small tentacles for attack purposes. Each whiplike appendage can inflict 1d4 hp damage. If two or more of these attacks successfully strike a single opponent, the victim is automatically grasped and pulled within range of the two double-whip stingers. These stingers can attack a grappled opponent, having a +4 to hit such victims and inflicting 2d6 hp of energy damage.

The most feared attacks used by the spined shard are the four energy bursts that it can hurl each day. These rays are emitted from the four radial spines, each traveling in a tight beam that is only one inch in diameter. This powerful force can strike one victim for 8d8 hp damage (save vs. spells to avoid the beam and all damage). Each energy beam had a range of 75'. In addition, the victim of this attack retains half of the energy that struck him for a duration of one turn. During this time, any living being that approaches within 5' will cause the residual energy to arc, striking this new victim for 4d8 hp damage (save vs. paralysis for half damage). Victims of the secondary pulse do not retain a charge that causes further arcing.

This predator is vindictive and will kill for no reason. They will wantonly attack entire swarms of shards, feeding on their stored energies. Creatures that approach within 90' risk instant attack by these beings. When sorely injured, spined shards attempt to grab opponents and *plane shift* deep into the Positive Material plane on the following round.

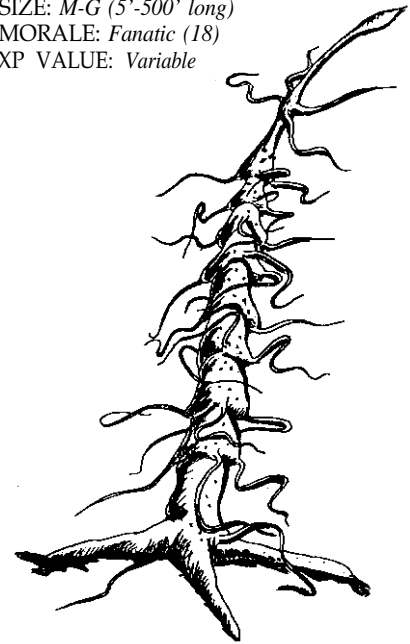
High-level wizards will occasionally summon spined shards to serve as guardians for particularly powerful magical items. Extreme care should be taken, however, for without the proper protection the wizard will be instantly attacked.

Chamrol

CLIMATE/TERRAIN: *Plane of Mineral*
FREQUENCY: *Unknown (common)*
ORGANIZATION: *Solitary or "pod"*
ACTIVITY CYCLE: *Any*
DIET: *Positive energy*
INTELLIGENCE: *Semi- to low*
TREASURE: *Nil (Q X 20)*
ALIGNMENT: *Neutral*
NO. APPEARING: *1d8*
ARMOR CLASS: *2*
MOVE: *0*
HIT DICE: *1 hp per foot of length (5 hp count as 1 HD); range of 5-100 HD*
THACO: *Variable*
NO. OF ATTACKS: *1d6 per opponent*
DAMAGE/ATTACK: *1d6 per attack*
SPECIAL ATTACKS: *Positive energy burst, constriction*
SPECIAL DEFENSES: *+2 or better weapon*

to hit, fire and electrical resistance, elemental abilities

MAGIC RESISTANCE: *75%*
SIZE: *M-G (5'-500' long)*
MORALE: *Fanatic (18)*
XP VALUE: *Variable*



Any adventurer traveling to the border zone between the Positive Material plane and the quasi-elemental plane of Mineral will almost surely encounter one or more chamrols. These huge creatures grow in profusion throughout this area. Possessing the qualities of plants, animals, and minerals, chamrols are encountered nowhere else, for here they can bask in the pure energy of the Positive Material plane.

A chamrol is composed almost entirely of very dense metals, mostly lead (80%); with exteriors that are studded with crystalline outcroppings. One very rare species of chamrol is composed of gold, but such types occur only 1% of the time. The chamrol's mineral roots extend deep into the minerals that permeate the entire quasi-plane. Some sages have claimed that the chamrols' roots extend all the way to the elemental plane of Earth. An average chamrol is 5d100 feet high.

Combat: The central stalk of the chamrol is coated with a covering of foliated, mica-like scales. Protruding through these thin plates are dozens of writhing tentacles. Any character coming within 20' of a chamrol can be attacked by 1d6 of these tentacles, with each successful hit inflicting 1d6 hp damage. There is also a 15% cumulative chance that a successful attack enables the tentacle to grasp its victim. Anyone grabbed thereafter receives 1d6 hp constriction damage automatically for each round that he is held. The victim can attempt to break free if he makes a bend bars/lift gates roll, one roll per round; failure allows the chamrol to inflict another round of damage.

Once per day for each 100' of length, the chamrol can draw on its energy reserves to generate a tremendous bolt of

positive energy. This powerful jolt, a cylinder of energy emitted from the tapered apex of the chamrol, can reach any target within 120' of the chamrol's base and affects an area 60' in diameter. Anyone caught within this area receives 2 hp damage per 10' of the chamrol's length (save vs. breath weapons to reduce damage by half). This attack is neither electrical nor fiery, so items that protect against these two effects will not help for saving-throw purposes.

Chamrols are immune to all fire and electrical attacks, but acid inflicts double damage. Only weapons of +2 enchantment or better are capable of injuring a chamrol.

Energy pod

CLIMATE/TERRAIN: *Plane of Mineral*

FREQUENCY: *Rare (very rare)*

ORGANIZATION: *Solitary or pair*

ACTIVITY CYCLE: *Any*

DIET: *Positive energy*

INTELLIGENCE: *Low*

TREASURE: *Nil (U,V)*

ALIGNMENT: *Neutral*

NO. APPEARING: *1 (10% chance of 2)*

ARMOR CLASS: *0*

MOVE: *Fl 12 (B)*

HIT DICE: *8*

THACO: *13*

NO. OF ATTACKS: *2 per opponent*

DAMAGE/ATTACK: *Variable (see text)*

SPECIAL ATTACKS: *Nil*

SPECIAL DEFENSES: *+2 or better weapon*

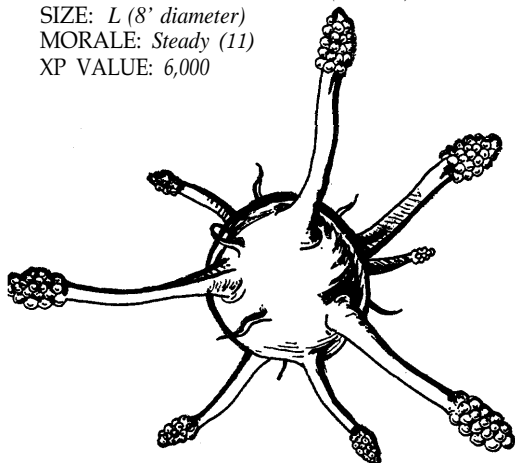
to hit, flight, elemental abilities

MAGIC RESISTANCE: *100% (see text)*

SIZE: *L (8' diameter)*

MORALE: *Steady (11)*

XP VALUE: *6,000*



The spherical energy pod is yet another bizarre life form native to the fringe area that lies between the Positive Material plane and the quasi-plane of Mineral. Although it is mainly a native of the positive realms, this fairly large creature dwells within the border area storing energy and making occasional forays into the Mineral domains.

Combat: The stored energy is kept in the botryoidal clusters that are located at the ends of its eight stubby tentacles. Each cluster contains 6d4 nodules, all of which glow with a pulsing, lambent power. Dur-

ing combat, the energy pod flails with these limbs, being able to use two against each opponent in range, two opponents maximum. On a successful hit, 2d4 of the nodules burst open, each releasing a blast of positive energy. Each nodule that breaks inflicts 1d4 + 2 hp damage. Once all of the nodules on a tentacle have been broken, that appendage has no effective attack.

Weapons of at least +2 enchantment are required to strike an energy pod. Since it feeds on power, the creature automatically absorbs the energy of any spells cast upon it, including spell-like effects from devices. This energy is used to create additional nodules, one per spell level absorbed. These nodules appear immediately on a random appendage (roll 1d8 to determine which tentacle).

Acid thrown on an energy pod will do double damage. The pods have no other particular resistances or vulnerabilities.

Energy pods are very rarely encountered on the Prime Material plane, almost always as guardians for magical treasures. It is also rumored that there exists a Negative Material plane creature that is a mirror image of the energy pod.

Trilling crysmal

CLIMATE/TERRAIN: *Plane of Mineral*

FREQUENCY: *Uncommon (very rare)*

ORGANIZATION: *Solitary or "pod"*

ACTIVITY CYCLE: *Any*

DIET: *Positive energy*

INTELLIGENCE: *Average to high*

TREASURE: *Nil (Q X 5,U)*

ALIGNMENT: *Neutral*

NO. APPEARING: *1d6*

ARMOR CLASS: *-4*

MOVE: *Fl 12 (B)*

HIT DICE: *10*

THACO: *11*

NO. OF ATTACKS: *6 (see text)*

DAMAGE/ATTACK: *1d8/1d8/1d8/1d8/1d8/1d8*

SPECIAL ATTACKS: *Crystal darts*

SPECIAL DEFENSES: *Spell reflection, +2 or better weapon to hit, break lesser*

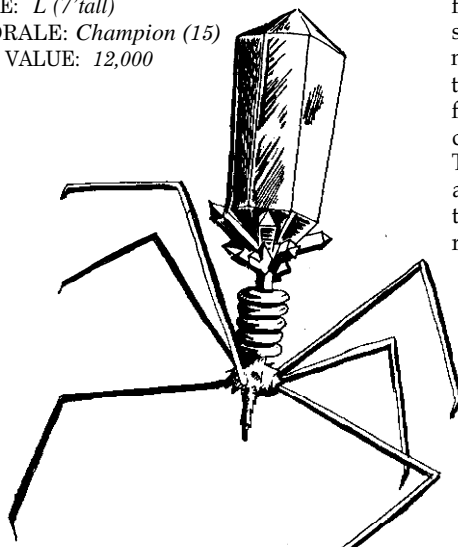
weapons, flight, elemental abilities

MAGIC RESISTANCE: *75% (see text)*

SIZE: *L (7'tall)*

MORALE: *Champion (15)*

XP VALUE: *12,000*



The trilling crysmal is a close relative of the crysmal (*Monster Manual II*) and is uncommon in the elemental plane of Earth. In the quasi-plane of Mineral, however, the trilling crysmal is quite common, for here they live in great numbers, hunting along the boundary zone with the Positive Material plane.

Combat: In appearance, the trilling crysmal looks very different from a crysmal. It possesses six long, acicular legs radiating from a central crystal mass. Dominating this "body" is a huge silvery crystal almost 4' high. The entire creature is exceedingly hard, and only weapons of +2 enchantment or better can inflict damage. Lesser weapons have a 10% chance of shattering upon impact with a trilling crysmal.

The trilling crysmal has two methods of attack. The first is a slashing attack using its razor-edged legs (two at most against each opponent, engaging up to three opponents if surrounded). Each leg inflicts 1d8 hp damage. As a secondary weapon, the trilling crysmal can shoot up to six crystal barbs per day. These crystalline darts have ridged, diamond-hard edges that can penetrate the toughest of armor. Darts that successfully hit will inflict 1d4 + 1 hp damage. The darts have a range equal to a light crossbow.

Additionally, these barbs have a devastating side effect. Moments after striking an opponent, the dart shatters into 3d4 sharp splinters. These splinters cause agonizing pain that is so intense that victims temporarily lose two points of strength and four points of dexterity. Any violent movement (running, combat, etc.) that the victim performs will inflict 1d6 hp damage per round until the splinters are removed. Removal inflicts 1 hp damage per splinter, unless a *cure wounds* spell of any sort is used to neutralize these barbs. Such a spell will eliminate all of the splinters within any one victim.

As a special defense vs. spells cast directly on the trilling crysmal by characters or from devices, this being employs its great central crystal. Using this crystal as a double prism, this being has a 75% chance to "reflect" any spell cast directly on its body. The reflected spell will manifest in a random direction from one of the six facets (roll 1d6 and choose a "hexagonal" direction). The spells activating distance will be (1d4 X 10) + 20 feet away from the trilling crysmal, affecting any creature within the spell's area of effect. This spell reflection does not influence area-effect spells (e.g., *cloudkill*), unless the center of such a spell is located directly upon the trilling crysmal.

Unique Ioun Stones Table

Color	Shape	Effect
Indigo blue	Trapezohedron	Fossilizer: generates a <i>fossilization pulse</i> (<i>Manual of the Planes</i> , elemental plane of Earth) with a 30' radius, affecting all living beings within this area; save vs. petrification at -4 to avoid effects; 1d4 + 2 charges
Frosty white	Octahedron	<i>Wish stone</i> : contains 1-4 <i>wishes</i> (as per the ninth-level wizard spell)
Blood red	Orthorhomboid	Transmuter: changes nonliving minerals to energy (totally disrupts one rocky or crystalline 10' X 10' X 10' target per usage); 1d8 + 2 charges
Black	Pyritohedron	Energy drainer: drains all magical energy from one item, or one level/hit die of life energy from one victim; save vs. spells (if living) or save vs. disintegration (if nonliving) to avoid effects; 60' range; 2d4 charges
Brilliant green	Bipyramidal	Energy pulser: infuses the target with energy, causing 1d8 hp damage per round for 1-10 rounds; all metals within 20' of the target are heated as per the druidic spell <i>heat metal</i> ; 2d6 charges
Clear	Interconnected spheres	Insubstantializer: user becomes ghostlike, immune to any physical or magical attacks for a duration of one turn; 1d6 + 1 charges

Crystalle

CLIMATE/TERRAIN: *Plane of Mineral*

FREQUENCY: *Unique*

ORGANIZATION: *Solitary*

ACTIVITY CYCLE: *Any*

DIET: *Positive energy*

INTELLIGENCE: *Genius*

TREASURE: *Nil (Q,T,U,V,X)*

ALIGNMENT: *Neutral*

NO. APPEARING: *1*

ARMOR CLASS: *-4 (variable)*

MOVE: *18, Fl 24 (B)*

HIT DICE: *12 (96 hp)*

THAC0: *9*

NO. OF ATTACKS: *2*

DAMAGE/ATTACK: *3d8 + 8/3d8 + 8*

SPECIAL ATTACKS: *High-damage attacks, spells*

SPECIAL DEFENSES: *+4 or better weapon to hit, elemental abilities, flight, spells*

MAGIC RESISTANCE: *95%*

SIZE: *L (22' tall)*

MORALE: *Fearless (19)*

XP VALUE: *16,000*



Crystalle is the self-proclaimed ruler of the plane of Mineral and the prince of all quasi-elementals inhabiting this realm. Manifesting as a great crystalline giant, he is one of the largest known quasi-elementals. A powerful overlord, Crystalle has set himself upon

a gem-laden throne made of the rarest minerals, from which he attempts to command the masses of lesser quasi-elementals.

Wielding a great scepter composed of rare gemstones, many never seen before on the Prime Material plane, Crystalle sits in his throne hall and watches over his realm. Countless shards and trilling crystals act as his eyes and ears, reporting extraplanar intrusions to their liege. Also serving Crystalle are hundreds of spined shards, his soldiers and instruments of punishment.

Combat: Crystalle has all the spell-casting powers of a 14th-level wizard, with the resources to use any spell of up to seventh level given in the AD&D rules. He can also cast *prismatic sphere* once per day at will if in bright light equal to a *continual light* spell or brighter. His scepter, which functions only for him, acts as a *staff of the magi* and a *rod of absorption* at the same time, having effectively unlimited charges.

Two notable features about Crystalle make him stand above the other quasi-elementals of this plane. The first is a high intelligence and cunning that make Crystalle a formidable opponent. Many lesser quasi-elementals seeking to overthrow him were cunningly lured to the dangerous fringe area that lies between the plane of Mineral and the Positive Material plane. Here they were defeated by Crystalle and were hurled into the energy plane, forever destroyed.

The second feature of interest is a veritable cloud of *ioun stones* present around Crystalle at all times. Crystalle is never encountered without at least 20 functional stones (none of them burned-out gray stones). These powerful gems amplify his abilities, granting powers that no other quasi-elemental possesses. Some of these gems were given to Crystalle as tribute by lesser creatures seeking to gain favor. Others are selectively gathered by Crystalle's minions as part of his grand design. Rumors abound that Crystalle has a pri-

vate domain lying deep within the heart of the Mineral plane that contains thousands of free-floating stones.

Habitat/Society: The realm of Crystalle is intended to include the whole quasi-elemental plane of Mineral, but his actual reach is not quite that vast. He is well regarded by most inhabitants of this plane, and even earth elementals will generally leave him alone or pay him grudging respect.

Crystalle is solely concerned with protecting his domain from intruders and in acquiring more personal power. He hopes to eventually become a demigod and be able to gain worshipers among his subjects. His palace is already said (by the very few mortals who have lived to see it) to be of astounding magnificence, built of a thousand types of gems and precious stones, but also guarded by several hundred quasi-elementals. Unrecorded creatures may lurk within to further add to Crystalle's security.

Ecology: Crystalle acts to keep the Mineral plane rich with mineral wealth, though he is not averse to gifting a worthy supplicant with *ioun stones* or trading some gems for a valuable item. He will not do this often, however.

Crystalle also has special areas located along the Positive Material border, where his minions watch over specially selected *ioun stone* nodules. These are private "incubators," some of which have been here for eons, constantly gaining power. The stones resulting from this exposure have unique and tremendous powers, though they are usually short lived, usable only 1d4 times before shattering. The powers of these special gems are limited only by the DM's imagination, keeping game balance in mind.

The Unique *Ioun Stones* Table shows a few of the unique *ioun stones* that Crystalle may use. Because of the enormous energy they contain, each stone has a limited number of charges. Once all the stone's charges have been used up, the stone becomes burned out and gray. Ω

Playing in the

The evolution revolution: survive it, if you're fit!

by Gregory W. Detwiler

This article details the Paleozoic era, the most neglected of the three prehistoric eras in popular study, fiction, and AD&D® games. Only a handful of its denizens are well known: the fin-back pelycosaurs *Dimetrodon* and *Edaphosaurus*, the trilobites, the giant dragonflies and cockroaches, the 30' armored fish *Dinichthys*, the mammal-like reptiles like *Cynognathus*, and the giant amphibian *Eryops*. Not for this era do we have the vast profusion of glamorous dinosaurs such as the Mesozoic era has, nor even the large and weird mammals and flightless birds of the Cenozoic era (to say nothing of primitive man). However, the Paleozoic is fascinating in its own right and has many creatures that can make an adventure very interesting.

The relative dearth of powerful monsters in the Paleozoic makes this an ideal time period for introducing new, low-level player characters to exotic worlds and lands. Paleozoic terrain is quite different from its modern counterpart, thereby conveying the glamor of foreign lands while not subjecting relatively weak new PCs to powerful beasts. Indeed, unless the PCs engage in underwater adventure, a party could do quite well in a Paleozoic adventure without any magical weapons or items at all. Of course, in an age before any intelligent life, there's virtually no chance of *finding* any magical items or even "mundane" treasure: coins, gems, jewelry, silks, etc. Thus, DMs can give the PCs some fancy thrills early in the campaign without the slightest risk of disrupting game balance. If a powerful party wishes to go this far back in time (up to 600 million years in our world's history), you will have to use fantasy monsters to beef up the opposition.

Because of the relative weakness and scarcity of many monsters, a Paleozoic campaign can be used for adventures even by 1st- to 3rd-level PCs. Some of the monsters listed later are too powerful for such a party in a stand-up fight, but the PCs might still be able to beat them if the PCs use their wits. With ordinary animals as the monsters, of course, there's no fear of the foe pulling out an unnatural or magical tactic at the last moment to spoil a clever PC trick. Most of the monsters are more the PCs' speed, so you can arrange encounters with a clear conscience. Take out one of the old beginners' dungeon modules, leave it where the players can see (and draw false conclusions from) it, put a time warp in the dungeon near the entrance, and get ready for the fun.

There are two standard scenarios for Paleozoic adventuring: a time-travel adventure or the exploration of a "lost world." The PCs could be lost, seeking a specific item or being, exploring on their own, or in the employ of a sage seeking information or a ruler planning to expand his territories. Clever PCs might use the body parts of Paleozoic animals as treasure (imagine using the ink of primitive nautiloids as scroll ink, or one of their tentacles for *Evard's black tentacles*). In any event, the adventure will be dull without a supporting cast—hence, the new monsters in the next section.

The monsters

The monster listings are for those Paleozoic animals that have not been mentioned before, either in the various hardcover books or in Stephen Inniss's article on Mesozoic life in DRAGON® #112 ("Dinosaurs"). Unless otherwise noted, all the creatures listed in this article conform to the following statistics:

ACTIVITY CYCLE: Day
ORGANIZATION: Solitary
INTELLIGENCE: Animal
TREASURE: Nil
ALIGNMENT! Neutral
MAGIC RESISTANCE: Nil

The categories of "Combat," "Habitat/Society," and "Ecology" have been dropped, as the creature descriptions are fairly short.

Most of these creatures are real, but a few are partially of my own invention and are noted as such, in particular the giant opabinia and some enlarged therapsids. *Erythrosuchus* really belongs in the Triassic, but its kind may have first appeared in the Permian and it has not yet been covered in the game, so it's here for good measure. Although the Paleozoic is mainly for low-level adventurers (assuming no fantasy monster additions), we ought to have at least a few big creatures to supplement *Dinichthys* and *Dimetrodon*.

Opabinia, giant

CLIMATE/TERRAIN: *Shallow sea floor*
FREQUENCY: *Rare*
DIET: *Carnivore*
NO. APPEARING: *1d4*
ARMOR CLASS: *8*
MOVEMENT: *2*
HIT DICE: *3*
THACO: *17*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1d6*

SPECIAL ATTACKS: *None*
SPECIAL DEFENSES: *Camouflage*
SIZE: *M (5' long)*
MORALE: *Unsteady (7)*
XP VALUE: *120*

The opabinia is a bizarre creature that as far as we know first appeared in the Cambrian period, 600-500 million years ago. In a fantasy world, it might be a distant relative of the guluthra clan (otyugh and neo-otyugh). In appearance, it has a long body composed of segmented ridges with lateral flaps protruding, enabling the thing to crawl on the floor of the shallow sea. In front, it has five eyes mounted on short stalks and a single long, tentacle-like arm. This arm ends in a crablike claw or pincer that is used by the opabinia to catch prey. Since it could not move swiftly, it was probably a passive hunter, camouflaged in the color of the sea bottom and lying in wait for prey to approach.

Striking first from ambush, the fictional giant opabinia is a threat to low-level adventurers; it can pull a wading man off his feet and hold him under until he drowns (roll a strength check on 1d20 each round to escape). The creature's arm is fairly flexible, and in murky water it will be difficult to pinpoint the attacker's location.

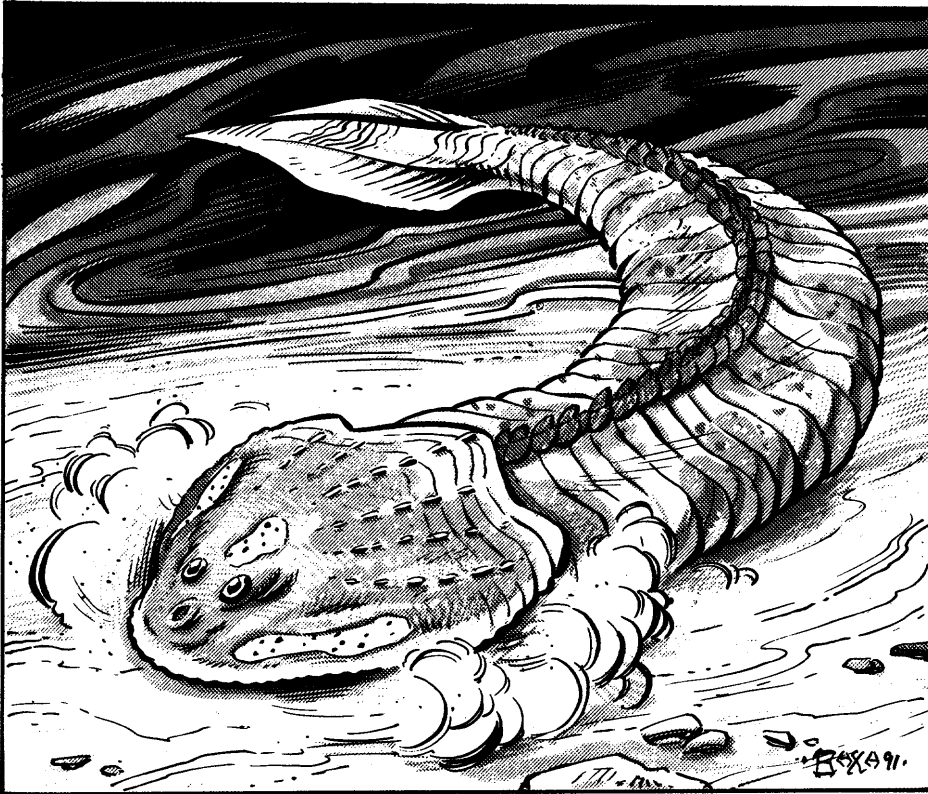
Agnath, electric

CLIMATE/TERRAIN: *Shallow ocean bottoms*
FREQUENCY: *Common*
DIET: *Omnivore*
NO. APPEARING: *1d4*
ARMOR CLASS: *5*
MOVEMENT! *4*
HIT DICE: *1/2 (1d4 hp)*
THACO: *20*
NO. OF ATTACKS: *None*
DAMAGE/ATTACK: *None*
SPECIAL ATTACKS: *None*
SPECIAL DEFENSES: *Electrical discharge*
SIZE: *S (1' long)*
MORALE: *Unreliable (3)*
XP VALUE: *15*

Agnaths are the first fish of any type to appear in the oceans of the world. These creatures are small bottom dwellers, slowly gliding over the sea bed while grubbing up whatever organic matter they can find in the mud. They have no regular jaws or biting teeth, relying solely on a passive defense. All agnaths, even those without special powers, have heavy armor for protection.

Paleozoic

Artwork by Thomas Baxa



Electric agnath

Some agnaths in fantasy universes have developed a special defense mechanism. If an enemy grabs (or in the case of adventurers, steps on) the fish, it generates an electrical shock. This should be considerable, as it was meant to be used against the man-sized eurypterids described next. The electrical jolt does 1-4 hp damage in a 5' radius underwater, double that if the target (presumably human or humanoid) is clad in metal armor. The agnath will not actively seek combat, but the existence of this creature should at least make characters watch where they put their hands and feet when in murky water.

Eurypterid (water scorpion)

CLIMATE/TERRAIN: *Ocean bottoms*
FREQUENCY: *Uncommon*
ACTIVITY CYCLE: *Any*
DIET: *Carnivore*
NO. APPEARING: 1-2
ARMOR CLASS: 3
MOVEMENT: 6
HIT DICE: 3
THACO: 17
NO. OF ATTACKS: 2
DAMAGE/ATTACK: *2d4/2d4*
SPECIAL ATTACKS: *None*

SPECIAL DEFENSES: *None*
SIZE: *M (6' long)*
MORALE: *Steady (11)*
XP VALUE: 65

The eurypterids (the above statistics are for the best-known one, *Pterygotus*) were the supreme marine predators of the Silurian period (425-405 million years ago). They are also the first natural predators in time that would actively go after human adventurers if they encountered them, as opposed to merely ambushing them or striking out in self defense.

Water scorpions attack with their clawed forearms, each of which does 2-8 hp damage (they have no poisonous tail stinger). Like the giant opabinia, a eurypterid in shallow water might drag a wading man down and hold him under until he drowns; a strength check on 3d6 is allowed for escape each round. Remember that these creatures naturally breathe water, while a man will have to come up for air sometime (a potion of *water breathing* won't last forever, even assuming the victim drank it right before going under). They can also detect prey within 60' through sensing the water vibrations or moving animals, and can thus hunt in murky water or at night with only a -2 to hit, giving them a further advantage.

Armored predatory fish

CLIMATE/TERRAIN: *Oceans*
FREQUENCY: *Common*
DIET: *Carnivore*
ORGANIZATION: *School*
NO. APPEARING: *5d10*
ARMOR CLASS: 5
MOVEMENT: 8
HIT DICE: *1/2 (1d4 hp)*
THACO: 20
NO. OF ATTACKS: 2
DAMAGE/ATTACK: *1-2*
SPECIAL ATTACKS: *None*
SPECIAL DEFENSES: *None*
SIZE: *S (1' long)*
MORALE: *Unsteady (5)*
XP VALUE: 7

This category covers all the small predatory fish that appeared during the Devonian period (405-345 million years ago). These creatures are assumed to have hunted larger prey in schools and may have "ganged up" on the eurypterids before larger predatory fish drove them into extinction. Their bite does little damage, hence the large number of fish attacking. They do not swim as well as their modern counterparts, but their armor class is considerably better due to their heavy bone armor.

Characters only partially armored had best be careful when fighting these things. Although these fish are not intelligent, millions of years spent getting at eurypterids and other armored foes have caused them to evolve very thorough attack plans designed for finding every weak spot in an opponent's armor. Several dozen fish may attack a lone victim at once, biting everywhere to find the weak spots (use a lower armor class for the victim if part of his body is unarmored), and you may be sure that leather belts, pouches, pack straps, etc. will be severed. Even for high-level adventures, these fish are useful in nuisance encounters.

Eogyrinus

CLIMATE/TERRAIN: *Swamps, marshes*
FREQUENCY: *Uncommon*
DIET: *Carnivore*
NO. APPEARING: *2d6*
ARMOR CLASS: 8
MOVEMENT: 2, *Sw 6*
HIT DICE: 4
THACO: 17
NO. OF ATTACKS: 1
DAMAGE/ATTACK: *2d4*
SPECIAL ATTACKS: *Surprise bonus*
SPECIAL DEFENSES: *None*
SIZE: *L (15' long)*
MORALE: *Steady (11)*
XP VALUE: 120

Eogyrinus is typical of the largest amphibian predators of the Carboniferous period (345-280 million years ago), a time of tremendous forestation on the swampy



Eogyrinus

land. A swamp dweller, this monster's length is due to the long, slender shape of its body, with short legs and a crocodile-like skull. It will attack anything that steps in front of it (lying in ambush is its preferred hunting technique). In swampy terrain, give it a +1 bonus to surprise opponents because of its skill at hiding.

Eryops

CLIMATE/TERRAIN: *Swamps, marshes*
 FREQUENCY: *Common*
 DIET: *Carnivore*
 NO. APPEARING: 2d8
 ARMOR CLASS: 7
 MOVEMENT: 2, Sw 2
 HIT DICE: 4
 THACO: 17
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1d10
 SPECIAL ATTACKS: *None*
 SPECIAL DEFENSES: *None*
 SIZE: *M (5' long)*
 MORALE: *Steady (11)*
 XP VALUE: 120

Eryops is the most famous of the large amphibians of the early Permian period (280-230 million years ago). It spent a bit more time out on dry land than its fellows did, and it adapted to meet the challenge, as is reflected in its slightly better armor class. It is thick bodied, weighing at least as much as *Eogyrinus* although it is only a third as long. Its mouth is large and heavily studded with teeth. In areas where the reptiles haven't totally taken over yet, *Eryops* will be one of the most-common predators.

Cyclotosaurus

CLIMATE/TERRAIN: *Swamps, marshes, rivers*
 FREQUENCY: *Common*
 DIET: *Carnivore*
 NO. APPEARING: 3d8
 ARMOR CLASS: 8
 MOVEMENT: 2, Sw 10
 HIT DICE: 5
 THACO: 15
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1d12
 SPECIAL ATTACKS: +1 to surprise foes in swampy terrain
 SPECIAL DEFENSES: *None*
 SIZE: *L (14' long)*
 MORALE: *Steady (11)*
 XP VALUE: 175

Cyclotosaurus is something of a successor to *Eogyrinus* in the "amphibian-crocodile" line. Possibly appearing in the mid-to-late Permian period, it is found most often in the Triassic period in the Mesozoic era. Unlike the eel-like *Eogyrinus*, *Cyclotosaurus* is built like a conventional crocodile with about the same body proportions. Only the lack of scales on its smooth skin betrays its real ancestry, and a character caught in its jaws might not appreciate such subtleties.

Cyclotosaurus hunts in the same manner as a crocodile, lurking near riverbanks and ambushing anything that comes by to drink. Its great jaws do enough damage to kill the toughest 1st-level character with a single snap. The creature's durability is testimony to its efficient hunting methods; it did not become extinct until real reptilian crocodiles evolved from a branch of the archosaurs.

Cacops

CLIMATE/TERRAIN: *Swamps, rivers*
 FREQUENCY: *Common*
 DIET: *Carnivore*
 NO. APPEARING: 2d4
 ARMOR CLASS: 7/3 (back)
 MOVEMENT: 4, Sw 6
 HIT DICE: 2
 THACO: 19
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1d6
 SPECIAL ATTACKS: *None*
 SPECIAL DEFENSES: *None*
 SIZE: *S (3' long)*
 MORALE: *Steady (11)*
 XP VALUE: 35

Cacops is another amphibian of the Permian period that spent more time than usual out on land. It is best known for its heavily armored backbone; this gives its back a better armor class than the rest of its body (since it is so small, attacking characters will hack down at it). Its mouth is full of sharp teeth.

Platyhystrix, giant

CLIMATE/TERRAIN: *Swamps, rivers*
 FREQUENCY: *Uncommon*
 DIET: *Carnivore*
 NO. APPEARING: 1-2
 ARMOR CLASS: 3/7 (belly)
 MOVEMENT! 2, Sw 6
 HIT DICE: 4
 THACO: 17
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2d8
 SPECIAL ATTACKS: *None*
 SPECIAL DEFENSES: *None*
 SIZE: *L (10' long)*
 MORALE: *Elite (13)*
 XP VALUE: 120

Platyhystrix is a relative and contemporary of *Cacops* in the Permian period. The original version was only 3' long, but it's so weird that I've included a giant version for AD&D game play. The creature looks like an amphibian version of *Dimetrodon*, having the same sail-like fin on its back. This fin is a further development of the back armor of *Cacops*, and the ribs of *Platyhystrix* have also broadened out to protect the creature, so it is AC 3 when attacked from both flanks as well as on the back. A vicious predator, it can be found on land far more often than any other amphibian, even *Eryops*. If your players haven't heard of *Platyhystrix*, they might mistake it for a *Dimetrodon* at a distance and waste an arrow of reptile slaying on it.

Estemennosuchus

CLIMATE/TERRAIN: Forests
FREQUENCY: Common
DIET: Herbivore
ORGANIZATION: Herd
NO. APPEARING: 5d10
ARMOR CLASS: 4
MOVEMENT: 6
HIT DICE: 4
THAC0: 17
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d6 (head butt) or 2d4 (bite)
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
SIZE: L (10' long, weighs 1 ton)
MORALE: Average (10)
XP VALUE: 175

Estemennosuchus is one of the *Dinocephalia*, or "horrible-headed" mammal-like reptiles. These creatures of the Permian period are herbivorous, but sport large fangs and a prominent bony boss or outgrowth on their heads (hence the name) for protection. They travel in sizable herds and may cooperate in the common defense in case of attack. The males will range themselves around the rest of the herd; as they each weigh a ton, it will be hard for any ground creature to get past them. They fight either with head butts or their great fangs.

Therapsids, early

CLIMATE/TERRAIN: Forests
FREQUENCY: Common
DIET: Carnivore
ORGANIZATION: Hunting pack
NO. APPEARING: 2d4
ARMOR CLASS: 4
MOVEMENT: 10
HIT DICE: 4
THAC0: 17
NO. OF ATTACKS: 1

Early therapsid (Dicynodon)



DAMAGE/ATTACK: 2d4 (bite), or 1d4 (bitting)
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None (some have poison)
SIZE: S to L (up to 10' long)
MORALE: Unsteady (7)
XP VALUE: 120 (270 for poisonous ones)

These are the mammal-like reptiles of the Permian period, somewhat different from the cynodont and dicynodont that appeared in the Mesozoic era (described in "Dinosaurs," DRAGON issue #112). These early therapsids are a varied group: anteosaurs, titanosuchians, gorgonopsians, and therocephalians. All members of this catchall group have some things in common. They are still more reptilian than mammalian, meaning they are slower and less efficient than later models. They also have tough reptilian hides instead of the softer skin of mammals; hence their superior armor class. They may have been intelligent enough to hunt in packs; no one knows for sure.

Two of these therapsids are equipped with special attack forms. Anteosaurs have prominent bony eyebrows, giving them a butting attack for 1-4 hp damage that was used for social combat. The gorgonopsians may have been equipped with a poisonous bite (save at +2; the first land-vertebrate poison shouldn't be all that strong). From the outside, these therapsids mostly look alike. They fill up all predator roles where they are dominant, being as varied as lions, tigers, and bears today.

Therapsid, giant

CLIMATE/TERRAIN: Forests
FREQUENCY: Uncommon
DIET: Carnivore
NO. APPEARING: 1-2
ARMOR CLASS: 7
MOVEMENT: 14

HIT DICE: 8 + 8
THAC0: 13
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 3d6/1d4/1d4
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
SIZE: L (10-12' long)
MORALE: Elite (13)
XP VALUE: 975

This creature didn't really exist, but I thought we ought to have a couple really big natural animals in the Paleozoic even if this one would be more at home in the early Triassic period. Think of this fellow as the culmination of therapsid development: a giant cynodont with fangs and clawed feet. Such a creature would still be driven into extinction by the dinosaurs, either by "wolf packs" of coelurosaurs or by more efficient stalking *Teratosauruses*. Another competitor is the last creature in this collection.

Erythrosuchus

CLIMATE/TERRAIN: swamps, rivers
FREQUENCY: Rare
DIET: Carnivore
NO. APPEARING: 1-2
ARMOR CLASS: 4
MOVEMENT: 15
HIT DICE: 10
THAC0: 11
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 7d4
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
SIZE: L (15'-20' long, 1,000 lbs.)
MORALE: Elite (14)
XP VALUE: 2,000

Erythrosuchus, the "red crocodile" (so-called because the rock formation in which it was found had stained its bones red) is the largest of the predatory thecodonts that stayed on all fours. The creature's skull alone was at least 3' long! Given its great size and weight, I felt justified in giving it a really nasty bite. Until the dinosaurs get properly established, *Erythrosuchus* and its kin are the kings of beasts.

The campaign setting

A generic campaign setting of a Paleozoic world would have all terrain features possible, though mountains, hills, and deserts appeared only during the last period (the Permian) in real life. The climate in general would be very dry, with few open sources of fresh water such as rivers and streams. Any characters who try to quench their thirst at a lake will be in for a nasty shock the first great lakes were created from pockets of sea water left behind as the oceans retreated from the drying climate. Since mountains and hills are so new, no specialized life forms will be living among them. If uplands are near the coast or a body of water,

**Table 1
Paleozoic Water Encounters**

1d20	Encounter
1	Portuguese man o'war
2	Urchin (roll for type encountered)
3	Giant leech
4	Muckdweller
5	Giant aquatic slug
6	Mottled worm
7	Dinichthys
8	Armored predatory fish
9	Shark
10	Giant octopus (really eight-armed nautiloid, AC 3 for body, AC 10 for arms)
11	Giant squid (really ten-armed nautiloid, AC 3 for body, AC 10 for arms)
12	Kraken (really intelligent nautiloid, AC 3 for body, AC 10 for arms)
13	Giant lamprey
14	Giant gar
15	Giant pike
16	Giant water spider
17	Giant opabinia
18	Agnath
19	<i>Eurypterid</i>
20	Strangle weed

treat them as forested terrain in the encounter tables; if not, they are mostly lifeless and barren and should be treated as desert terrain.

Trees will be cycads and primitive conifers (predecessors to today's evergreens), with a large number of giant ferns and horsetails supplementing them. Smaller versions of these latter plants will take the place of bushes; no grass is present. In the animal line, all arthropods are present, and many insects (beetles, grasshoppers, crickets, bugs, dragonflies, cockroaches, etc.). There are many small lizards and turtles about, as well as small mammal-like reptiles and salamander-like amphibians (frogs and toads haven't appeared yet). The seas will be full of the full spectrum of invertebrate marine life, as well as seaweed and a great variety of primitive fish. PCs hunting for natural spell components will find the going difficult (druids take note: no mistletoe is in existence yet). Aesthetic characters may feel oppressed; there are no flowers to provide color, merely endless rich green.

In general, when planning creature encounters, the DM should note that the fish are in the water, the amphibians are in the swamps, and the regular and mammal-like reptiles are on dry land, though there is some interpenetration of these habitats. On dry land, the reptiles should be most numerous in the desert and other open areas where there is little water and plenty of sunlight. In shaded forests, where water is more abundant, the mammal-like reptiles should hold sway, with more amphibians than in any

**Table 2
Paleozoic Swamp Encounters**

1d24 *	Encounter
1	Bloodworm
2	Muckdweller
3	Giant aquatic slug
4	<i>Eogyrinus</i>
5	Violet fungi
6	<i>Eryops</i>
7	<i>Dimetrodon</i>
8	<i>Cacops</i>
9	<i>Cyclotosaurus</i>
10	Giant <i>Platyhystrix</i>
11	Otyugh (60%) or neo-otyugh (40%)
12	Giant leech
13	Pudding, brown
14	Crystal ooze
15	Slime, olive
16	Will-o-(the)-wisp
17	Mottled worm
18	Vodyanoi
19	Shrieker
20	Shambling mound
21	Kelpie (no <i>charm</i> ability, but can change shape)
22	Giant water spider
23	Armored predatory fish
24	Land lamprey

* Roll 1d12 and 1d6. On a score of 1-3 on 1d6, use the 1d12 roll as is; on a score of 4-6 on 1d6, add 12 to the 1d12 roll.

other environment save the swamps.

The four encounter tables given here are for a generic Paleozoic setting in which historical accuracy has been sacrificed for playability. -Creatures from all Paleozoic periods are present, as well as those regular AD&D game monsters I thought were suitable additions. If you're running this adventure for low-level PCs, feel free to ignore the high-level AD&D game monsters such as the otyugh, neo-otyugh, and shambling mound.

The Paleozoic era is greatly underrated in prehistoric-world articles and stories for the public. Lacking dinosaurs and cave men as it does, it still has a wealth of bizarre creatures that can frighten and delight readers and adventurers alike. Give it a try; you won't regret it.

Bibliography

Most general prehistoric-life books have decent, if not overly detailed, accounts of life in the Paleozoic. Most of the spectacular animals of this time period live in the Permian. The best book on the evolution of mammals is John C. McLoughlin's *Synapsida*, which concentrates on the various mammal-like reptiles of the Permian and Lower Triassic. Chapter 20 of Robert T. Bakker's book, *The Dinosaur Heresies* also covers the rise and fall of the mammal-like reptiles. *Synapsida* alone will give you all the information on mammal-like reptiles a DM could desire.

**Table 3
Paleozoic Forest Encounters**

1d30*	Encounter
1	<i>Dimetrodon</i>
2	<i>Cacops</i>
3	<i>Eryops</i>
4	Giant <i>Platyhystrix</i>
5	Herbivorous reptiles (paleiasaurs or rhynchosaurus)
6	Early therapsids
7	<i>Estemennosuchus</i>
8	Large spider
9	Huge spider
10	Giant spider
11	Large pedipalp
12	Huge pedipalp
13	Giant pedipalp
14	Miner
15	Pudding, black
16	Beetle, rhinoceros
17	Beetle, giant stag
18	Beetle, death watch
19	Beetle, giant slicer
20	Vegepygmy
21	Huge centipede
22	Giant centipede
23	Stegocentipede
24	Giant dragonfly
25	Violet fungi
26	Purple worm
27	Bloodthorn
28	Cynodont (optional)
29	Giant therapsid (optional)
30	<i>Erythrosuchus</i> (optional)

* If a 1d30 die is not available, roll 1d10 and 1d6. On a roll of 1-2 on 1d6, use the 1d10 roll as is; on a roll of 3-4 on 1d6, add 10 to the 1d10 roll; on a roll of 5-6 on 1d6, add 20 to the 1d10 roll.

**Table 4
Paleozoic Desert Encounters**

1d20	Encounter
1	<i>Dimetrodon</i>
2	Early therapsids
3	<i>Estemennosuchus</i>
4	Scorpion, large
5	Scorpion, huge
6	Scorpion, giant
7	Solifugid, large
8	Solifugid, huge
9	Solifugid, giant
10	Pudding, dun
11	Sandling
12	Herbivorous reptiles (paleiasaurs or rhynchosaurus)
13	Dustdigger
14	Purple worm
15	Whipweed
16	Witherweed
17	Pernicon
18	Cynodont (optional)
19	Giant therapsid (optional)
20	<i>Erythrosuchus</i> (optional)

The Dragon's Bestiary

by Spike Y. Jones

Artwork by Thomas Baxa

Three peculiar beasts for all AD&D® campaigns



Battering ram

CLIMATE/TERRAIN: *Subarctic to temperate/Hills and mountains*

FREQUENCY *Rare*

ORGANIZATION: *Flock*

ACTIVITY CYCLE: *Day*

DIET: *Herbivore*

INTELLIGENCE: *Animal (1)*

TREASURE: *Nil*

ALIGNMENT: *Neutral*

NO. APPEARING: *1 (30%) or 2d8 (70%)*

ARMOR CLASS: *0 (head), 6 (body)*

MOVEMENT: *18*

HIT DICE: *5*

THACO: *15*

NO. OF ATTACKS: *1 butt*

DAMAGE/ATTACK: *2d8*

SPECIAL ATTACKS: *Charge*

SPECIAL DEFENSES: *Immune to slow and hold spells; +4 save vs. fear*

MAGIC RESISTANCE: *Nil*

SIZE: *L (6' at shoulder)*

MORALE: *Steady (11); see text*

XP VALUE: *975*

The term "battering rams" is often applied to an entire flock of these sheep—rams, ewes, and lambs alike. These creatures appear to be giant-sized, mountain-dwelling sheep with obviously enlarged horns. In most respects, they are identical

to their smaller cousins, coming in a variety of colors. Ewes of this species possess much smaller horns, have an overall armor class of 6, and have four hit dice.

Combat: Battering rams are normally unaggressive; the morale score applies to all events except those in which a male (here simply called a ram) sees a creature attacking its flock. In the latter case, the ram immediately charges and makes no further morale checks until it or its opponent is slain. In combat, this creature rams victims with its horns, gaining a +2 to hit and doing double damage if it has 30' of straight running space to speed up to a charge. In addition, its head has an improved armor class, thanks to its thick horns and skull, that allows it to butt solid objects like walls without harm to itself. Doors, gates, portcullises, and the like must save vs. crushing blow at -4 or be destroyed; walls must make a structural saving throw against a small catapult (see the 2nd Edition *Dungeon Master's Guide*, page 76). Defensively, battering rams of either sex are immune to all *hold* and *slow* spells, although *charm* spells have normal effects on them.

Habitat/Society: Normally unaggressive, these sheep usually travel in flocks of 2d4 sheep: one ram and 3-4 ewes, the remainder being lambs (AC 8, MV 12, HD 1, #ATT nil). Lambs are born in the spring and achieve adulthood after two years; only one out of every three births is male. Rams tend to wander off on their own from time to time, but ewes have a piercing bleat that a ram can hear up to two miles away under good conditions (even farther in the mountains if the bleating echoes). Once a ram hears this bleating, it will stop at nothing to return to its flock and defend it while the flock flees.

Battering rams prefer rocky grasslands in hills and mountains, avoiding forests.

Ecology: These creatures are found in the roughest mountains in the wild, in areas where other sheep would be in danger from ettins or other large monsters. They are sometimes found in the possession of wizards, who *charm* them to rent them out as military weapons (with mixed results). Some mountain-dwelling folk have managed to domesticate these sheep, but they cannot keep them penned as the rams like to butt down the fences and gates.

Gorse

CLIMATE/TERRAIN: *Subarctic to temperate/Grasslands, hills, and prairies*

FREQUENCY: *Uncommon*

ORGANIZATION: *Tribes*

ACTIVITY CYCLE: *Day*

DIET: *Herbivore*

INTELLIGENCE: *Very (11-12)*

TREASURE: *O, P, Q, S*

ALIGNMENT: *Neutral*

NO. APPEARING: *5d8*

ARMOR CLASS: *6 (2 in flight)*

MOVEMENT: *3, Fly 12 (A)*

HIT DICE: *1 hp*

THACO: *20*

NO. OF ATTACKS: *1 weapon*

DAMAGE/ATTACK: *By weapon type*

SPECIAL ATTACKS: *Poison*

SPECIAL DEFENSES: *Minor spell use, lair traps*

MAGIC RESISTANCE: *5%*

SIZE: *T (3" tall)*

MORALE: *Average (8)*

XP VALUE: *270 (420 with potion effects)*

By far the smallest of the faerie folk, and in some respects the most beautiful, is the gorse. Averaging one-quarter the height of a full-grown atomie, gorse must be secretive and unobtrusive to survive.

In appearance, gorse have the proportions and physical attributes of human children, although they are fully mature, with the only differences being their height, their delicate wings, and their slightly pointed ears. They have no antennae, and their simple clothing is no different in appearance than that of most humans or elves. They prefer dressing in shades of green and yellow to blend in with their surroundings, which are most often gorse, a prickly evergreen shrub with yellow flowers.

Combat: Aside from using the defenses of their thorny homes (see "Habitat/Society"), gorse use a number of weapons in combat, all of which are manufactured from the bushes they tend. They have minute bows with a 30' range, spears (10' range), and swords, all of which do 1 hp damage on a hit. Because of the weapons' fine points and the skill of the gorse, all of these weapons are used at +2 to hit. In addition, 10% of all gorse arrows will be coated with a weak poison that causes confusion for 2d4 rounds if the victim fails a save vs. poison.

In addition to these mundane abilities, gorse have limited magical attacks and defenses available to them. Once per day, each gorse can cast the cantrips *exterminate* (to defeat threats that, while minor to humans, are major to things the size of gorse), *sprout* (usable only on thorn bushes but useful in blocking a miniature path through a bush), and *distract* (see details on these cantrips in the AD&D 1st Edition volume, *Unearthed Arcana*, pages 46 and 48). The latter spell, along with the spell *mirror image* (which they can also each cast once daily) is used to confuse an enemy long enough to allow to escape. One gorse in 10 can also cast one *spike growth* and a *goodberry* spell daily to be used in defending the lair and bribing intelligent creatures not to attack them. All spell effects are at 10th level.



Habitat/Society: Gorse prefer to dwell in the green, thorny flower-bushes they're named after, making lairs forbidding to most predators too large to maneuver through the thorns as the gorse do. If creatures larger than twice their height attempt to enter their bushes, those creatures each take damage equal to 1 hp per round if of AC 6-10, or 1 hp every other round if of AC 4-5. Movement rates through gorse bushes for beings of size S to L are slowed to one-quarter normal; larger and smaller beings are unhampered. If threatened, gorse will retreat deeper into their bushes, luring attackers through the most thickly thorned regions and possibly over logs, pits, and other hard-to-see natural obstacles.

Although they must be wary of all bigger folk (and almost all creatures are big to them), gorse can be persuaded to deal with woodland-dwellers (e.g., dryads, satyrs, and centaurs), humans, and demihumans who bring them gifts of fresh fruit, bread, or milk. They become protective of any who do them favors, such as druids who defeat menacing beasts or elves who stop forest fires. Often a gorse tribe will send a few members to accompany its larger allies for the duration of the latter's stay near their lair.

Some gorse tribes have magical potions in their treasure troves. Because of the

gorse's small size, one standard dose of a potion equals 20 doses for the gorse. Thus, it is not uncommon to find a large group of these faeries who can *polymorph* themselves, *resist fire*, or turn *rainbow hues* at will for short periods of time. Some potions, such as the various control potions, will not work unless a full dose is taken, and no gorse could swallow that great a quantity of any liquid; these potions will be undisturbed in their hoards and will often be traded for more useful ones or used as bribes or rewards for bigger folk.

Gorse have their own language but are willing and able to speak the tongues of sprites or pixies. A sylvan elf would know enough of their language to conduct a halting conversation with them, as would any druid from the same region as the gorse in question.

Quakedancer

CLIMATE/TERRAIN: *Subarctic to subtropical/Plains, prairies, grasslands*
FREQUENCY: *Rare*
ORGANIZATION: *Solitary*
ACTIVITY CYCLE: *Day*
DIET: *Omnivore*
INTELLIGENCE: *Semi- (2)*
TREASURE: *Nil*
ALIGNMENT: *Neutral*
NO. APPEARING: *1*

ARMOR CLASS: 6

MOVEMENT: 6

HIT DICE: *See Quakedancer Growth Table*

THACO: *See Quakedancer Growth Table*

NO. OF ATTACKS: *1 bite and 1 stomp*

DAMAGE/ATTACK: *See Quakedancer Growth Table*

SPECIAL ATTACKS: *Stunning, swallowing whole*

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *Nil*

SIZE: *See Quakedancer Growth Table*

MORALE: *Steady (12)*

XP VALUE: *See Quakedancer Growth Table*

The quakedancer (a.k.a. quakebeast, quakemaker, thunderer) is a large reptilian beast that resembles a *Brontosaurus*, except for the fact that it has six legs. It is not a true dinosaur. The middle pair of legs have thick-clawed toes that point outward, both forward and backward, and oversized knee joints, while the feet of the other, normal pairs of legs are broader at the base than would be expected of a true sauropod of comparable size.

While it looks like a herbivore, the quakedancer is really omnivorous, eating plants only as a ruse to convince true plant-eaters that it is harmless. It doesn't have the specialized equipment of other meat-eaters (oversized claws and fangs, camouflage coloring, powerful legs to run down its prey, etc.). It hunts by means of its unique ability to create a miniature earthquake in its immediate vicinity.

Combat: When hungry (which is often), the quakebeast pretends to be a normal sauropod, vacuously grazing on the greenery until a good number of unsuspecting creatures are within range doing the same thing, attracted by the illusion of safety the quakedancer provides. The quakedancer then roots the toes of its middle legs into the ground and balances its large body on these two pivots. Slowly at first, then faster and faster, it rocks back and forth from its front legs to its back like a living see-saw, pumping with its neck and tail to produce more force, resoundingly crashing its bulk down with each swing.

The impact produced by this constant ground-pounding creates nerve-shattering shock waves in the beast's vicinity, stunning unlucky creatures smaller than itself that happen to be too close to it. It takes 3-6 rounds of rocking to warm up to the stunning attacks. Creatures within range must make a save vs. paralysis every round that the quakedancer maintains its stunning attack (it makes only one stomp per round) or be stunned for 2d4 rounds; details on what creature sizes are affected and the range of the attack are given in the Quakedancer Growth Table. Stunning effects are cumulative to a maximum of 20 rounds. Once sufficient stunned prey is present for the quakedancer's appetite (about 2d6 creatures of the largest size it can affect, or more of smaller sizes), it will cease its stomping



Quakedancer Growth Table

Age	0-1 years	1-2 years	2-3 years	3-4 years	4-5 years	5-6 years	6-7 years	7+ years
Hit dice	1	4	8	12	16	20	24	28
Size	2'-10' S-L	10'-20' H	20'-30' H	30'-40' G	40'-50' G	50'-60' G	60'-70' G	70'-80' G
THAC0 (stunned)	20 (nil)	16 (12)	12 (8)	8 (4)	4 (0)	0 (-4)	- 4 (-8)	- 8 (-12)
Bite damage	1d2	1d4	1d6	1d8	1d10	1d12	1d12 + 1d2	1d12 + 1d4
Stomp damage	nil	1d8	2d8	3d8	4d8	5d8	6d8	7d8
Quake radius	nil	10'	20'	30'	40'	50'	60'	70'
Max. size of prey stunned	nil	T	S	S	M	L	L	H
XP value	15	270	1,400	5,000	9,000	13,000	17,000	21,000

and automatically swallow its stricken prey whole at the rate of one creature per round. No to-hit roll is needed for such swallowing; moving prey is ignored unless it attacks, in which case the quakedancer attempts to stomp and bite the victim. A swallowed victim either dies from suffocation (as per the rules on breath-holding in the *Player's Handbook*, page 122; monsters use twice their hit dice for an equivalent constitution score) or takes 3d8 hp damage per round from the beasts' stomach acids, starting on the third round after the victim is swallowed.

Habitat/Society: Quakedancers are careful to hunt only in level, stable areas away from other predators, in order to prevent two possible threats: scavengers outside quake range darting in to snatch their hard-earned prey, or quaking in unstable areas that could open crevasses and rockslides rendering prey inaccessible. As they get older, and larger, quakedancers relax this "rule," as terrain that would seem imposing to a 6' human is much less so to a 50' quakedancer.

These beasts have no lairs, as the repeated devastation of a single region would mark it as too dangerous to enter. Instead, they are constantly on the move looking for new hunting grounds where they are not feared by the local wildlife. A person with the Tracking proficiency could follow a quakedancer with ease, even years after it left an area, following the trail of slowly eroding wounds in the earth until he found the quake-producing beast at work.

Annually, a quakedancer lays a cluster of 2d10 eggs in a shallow burrow at the center of a newly devastated area (these areas are often shunned for some time by other creatures that might threaten the 4'-foot-long eggs). After laying the eggs, the female quakedancer abandons them, as the male quakedancer abandoned her weeks before. Most of these eggs successfully hatch, but few of the young survive to see their first year, being eaten by predators or their clutch-mates.

As hatchling quakedancers haven't the mass to use the quake-making attack of adults, newborn quakedancers quickly scurry for cover after hatching, surviving that first year on a diet of vegetation, insects, and other small creatures. Those living through the trying first year are able to use their quaking ability to stun

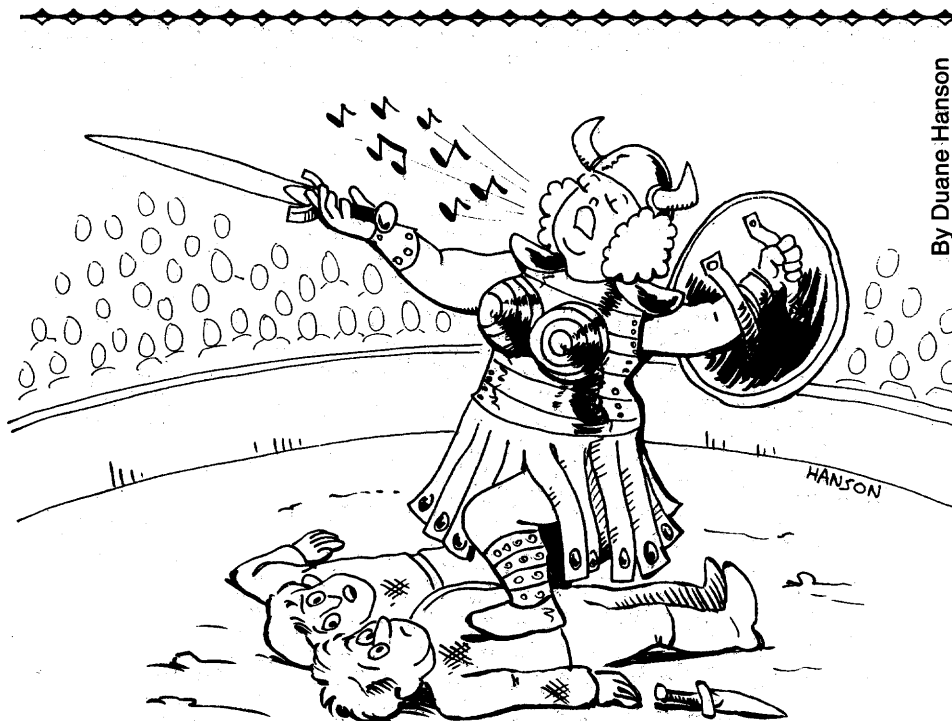
Tiny creatures in their near vicinity, and their success is virtually assured from this point on. Quakedancers grow shockingly fast. Sexual maturity does not arrive until their fifth year, at which point they are as much as 50' in length and well able to clear an area for egg-laying.

Ecology: Though their actions appear highly destructive, in the long run a quakedancer has only a slight effect on its environment. Wildlife returns to a devastated area soon after the quakedancer leaves, and it does not overhunt, as much of its stunned prey usually escapes upon recovery. Streams and rivers may have their courses altered, and once in a while a quakedancer might accidentally trigger a more severe disaster with its movements (e.g., landslide, avalanche, natural earthquake, flooding after dam collapse, etc.). Civilized beings who rely on fixed urban and agricultural areas find these beings to be highly troublesome, however, and quakedancers are hunted into extermination in most areas.

Although quakedancer eggs are easy to

find if one knows where to look, they have little market value considering the potentially devastating effects a few years after they hatch. Some unscrupulous individuals will sell the eggs as something else (e.g., dragon eggs), while others have sent them as anonymous gifts to their enemies. Cities that have suffered through such pranks usually institute strict laws against the importation, marketing, and possession of these time bombs.

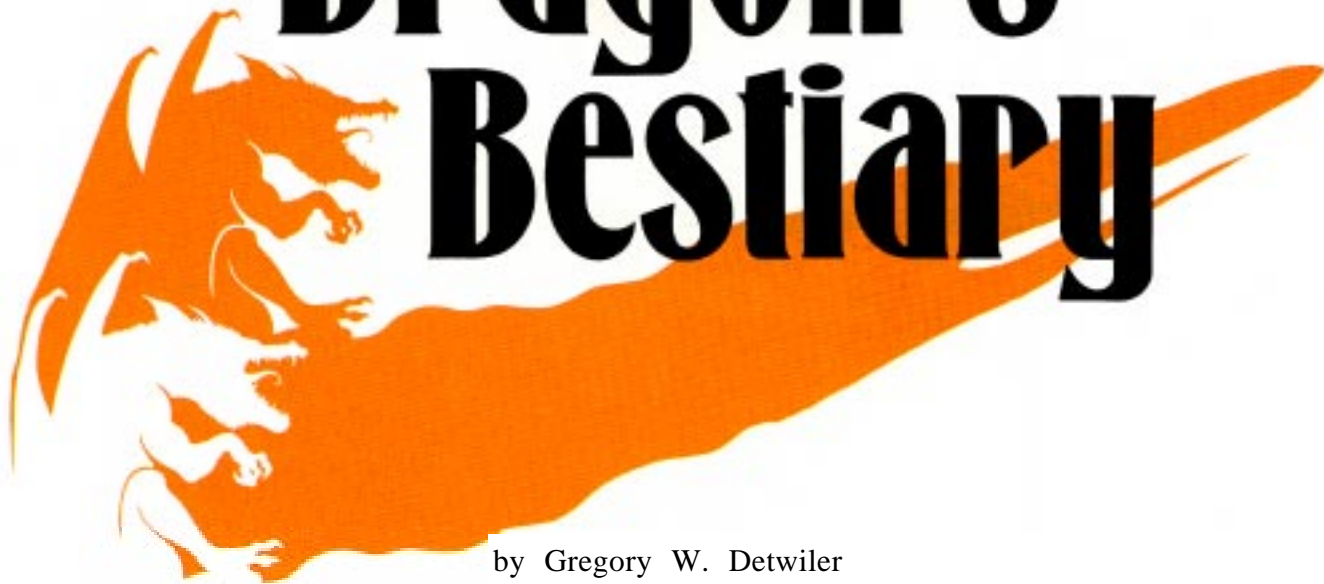
At the other end of their life-cycle, rumors claim that quakedancers never die of old age; they can be brought down by predators, adventurers, disease, natural disaster, or even larger members of their own species, but if none of these factors intrudes, they just continue to grow without cease. In regions where such legends are widespread, all earthquakes are attributed either directly to gargantuan quakedancers passing through, or indirectly to the passage of the semi-mythical First Quaker, which supposedly roams far-off regions but still causes local earthquakes by way of transmitted shockwaves and aftershocks.



By Duane Hanson

"I guess it's true what they say—
it's not over till the fat lady sings!"

The Dragon's Bestiary



by Gregory W. Detwiler

Artwork by James Holloway

Some of the uglier branches of the dragons' family tree

Swamp Wurm

CLIMATE/TERRAIN: *Subarctic/Lakes (guivre); Temperate and Subtropical/Swamp (knucker)*

FREQUENCY *Rare*

ORGANIZATION: *Solitary*

ACTIVITY CYCLE: *Any*

DIET: *Carnivore*

INTELLIGENCE: *Low (5-7)*

TREASURE: *G*

ALIGNMENT: *Neutral evil*

NO. APPEARING: *1 (10% of 2)*

ARMOR CLASS: *4*

MOVEMENT: *9, Sw 15*

HIT DICE: *8*

THACO: *13*

NO. OF ATTACKS: *1 or 2*

DAMAGE/ATTACK: *4-16 or 4-16/2-16*

SPECIAL ATTACKS: *Breath weapon, constriction, surprise*

SPECIAL DEFENSES: *Half damage from fire-based (guivre) or frost-based (knucker) attacks*

MAGIC RESISTANCE: *Nil*

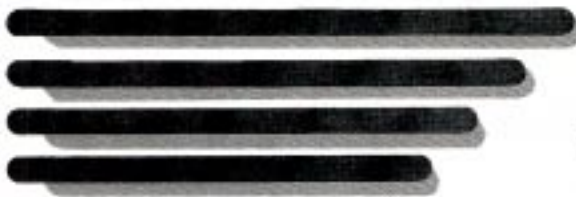
SIZE: *G (30'-40' long)*

MORALE: *Steady (12)*

XP VALUE: *5,000*

Swamp wyrms are huge legless reptiles that are distantly related to dragons; they also appear to be related to constrictor snakes. Their bodies are serpentine, but their heads are quite draconic. Swamp wyrms come in two distinct though similar species: the knucker and the guivre (giv'-ray), names given them before it was realized that they were so closely related. The olive-hued knucker prefers warm climates, while the pale-green guivre loves cold ones. They can breathe water or air with equal ease.

Combat: The swamp wurm's favored hunting method is to lie barely submerged in murky water (it can see perfectly





through it), then grab anything that comes down to drink. This tactic gives it a +2 bonus to surprise. A swamp wyrm fights using a bite-constriction combination. If it can successfully bite an opponent, it then attempts to wrap its body around the foe (requiring another attack roll). A successful hit means the victim has been caught in the swamp wyrm's coils and can be crushed starting on the following round; the victim can also be bitten with a +4 to the swamp wyrm's attack roll, the victim gaining no dexterity or shield bonuses, once per round thereafter. Each wyrm also has a breath weapon: a 30' cone, 5' wide at the base and 15' at its terminus. The breath weapon does 4-40 hp damage (half with a saving throw vs. breath weapons). The guivre (surprisingly) breathes fire, and the knucker breathes frost. In general, the breath weapon will be saved for emergencies or obviously dangerous opponents, as it can be used only three times a day. A swamp wyrm will also take only half damage from attack forms similar to its breath weapon (i.e., fire and heat for the guivre, and frost and cold for the knucker).

Habitat/Society: Swamp wyrms make their homes in remote wilderness areas, in small, still lakes called either "knucker holes" or "guivre pools," depending on the occupant. The water temperature is strongly affected by a magical secretion from the swamp wyrms' scales. Guivre pools are always steaming hot, melting snow and ice around them like hot

springs, while knucker holes are chill, fog-shrouded, and sometimes iced over, killing all vegetation around them. Stagnant waters from these lakes are poisonous to all except swamp wyrms and other reptiles, thanks to the secretion; those drinking the water must save vs. poison or suffer 1-4 hp damage per round for 1-6 rounds.

Like dragons, swamp wyrms prefer to live alone, coming together only in the spring for mating though they rarely if ever fight with one another. Male and female swamp wyrms of either species collect treasure hoards, which they display to all other visiting wyrms. The wyrms with the most treasure in their hoards have first pick of the available members of the opposite sex for purposes of mating, leading many sages to suppose that dragons gather treasure for similar reasons (although this isn't particularly true). This seems to be the only reason they bother to collect treasure, as they never use it to bargain, either to gain allies or to save their own lives. Swamp wyrms give birth to 1-4 young three months after mating.

Swamp wyrms speak only a very crude language (dubbed Wyrmic), reserving their brain power for discovering clever ways to capture prey. They will eagerly fight all other large creatures besides themselves, including dragons, in order to gain more treasure.

Ecology: Swamp wyrms are fierce carnivores, living on any creatures that come too near their pools. They often slither into nearby bodies of water, even oceans,

to hunt food (most animals soon learn to avoid the poisonous lakes these creatures inhabit). A few prefer to live near weakly defended civilized areas, or at least ones near major rivers that lead to these places, to assure plenty of human or humanoid prey and the domestic animals associated with them. Unlike dragons, swamp wyrms eat frequently, destroying all wildlife, and they are sometimes considered more of a problem than certain dragons are.

Swamp wyrms rest at the top of their local food chain, but they actively destroy the local ecology around their lakes and ravage the wildlife nearby. Adventurers and large monsters are their only true enemies, but most swamp wyrms live where neither foe is in great supply. Numerous uses have been rumored for their body parts, particularly the many glands under their scales that give off the water-affecting secretion.

Lindworm

CLIMATE/TERRAIN: *Variable (see text)*

FREQUENCY: *Very rare*

ORGANIZATION: *Solitary*

ACTIVITY CYCLE: *Any*

DIET: *Carnivore*

INTELLIGENCE: *Low (5-7)*

TREASURE: *B*

ALIGNMENT: *Variable, but always evil*

NO. APPEARING: *1 (20% of 2)*

ARMOR CLASS: *Variable (see text)*

MOVEMENT: *12*

HIT DICE: *5*

THACO: *15*

NO. OF ATTACKS: *3*

DAMAGE/ATTACK: *1-8/1-6/2-12*

SPECIAL ATTACKS: *Breath weapon*

SPECIAL DEFENSES: *Immune to attacks similar to those of breath weapon*

MAGIC RESISTANCE: *Nil*

SIZE: *H (20' long)*

MORALE: *Steady (11)*

XP VALUE: *650*

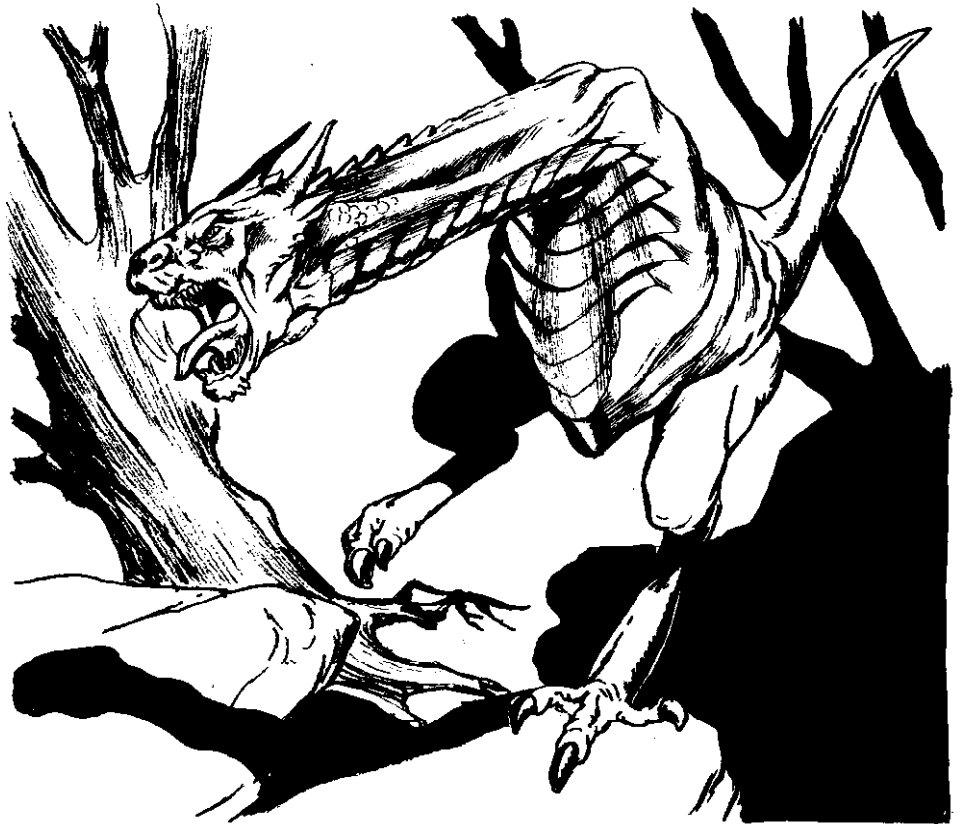
The lindworm is a deficient form of evil dragon, one that may be born to a black, blue, green, red, or white dragon. This may be due to a curse of the gods or simply nature's way of insuring that the population of true dragons doesn't grow too large. Either way, the lindworm, while formidable, is not nearly as dangerous as a regular dragon. It looks like a two-legged dragon, rather like a wyvern, but without wings or the wyvern's poison stinger. The lindworm has a typically draconic head and long neck, but the creature's body is built like that of a huge scaly bird. Its color and other details of its appearance are similar to those of its parents.

Combat: The lindworm has three physical attacks: a bite (1-8 hp), a clawing attack (1-6 hp; only one clawing attack can be made, since the lindworm must have one leg to stand on), and a tail lash (1-12 hp). No lindworm can cast spells, but they do

inherit their parents' breath weapon, which has only half the physical dimensions of the usual form and does 5d8 hp damage (half if a successful save vs. breath weapons is made). The breath attack may be used three times a day. All lindworms are also immune to attack forms similar to those of their breath weapons (e.g., fire and heat for the lindworm spawn of red dragons). As a final defense, the lindworm's armor class is equal to the parent dragon's base armor class.

Habitat/Society: Lindworms are the result of a dragon couple's breeding failures (one appearing every 100 births), and as such they are quickly driven forth from the den. Eighty percent of the time, only one lindworm is encountered; otherwise, there are twins. Because they are effectively banished from draconic society, lindworms are extremely vicious, selfish, bitter creatures seeking revenge on the world. Twins are quite loyal to each other, as each is the only creature in the world that provides companionship for the other. If one is killed or injured, the other attacks with no thought for its own life (Morale 20). They speak their parents' natural tongue only, but rarely speak before or instead of attacking. Lindworms have no true society, despising even each other unless they are twins.

Continued on page 32



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day and decide if the character's alignment should shift. If, for example, the predominantly good party the character has been adventuring with falls into a squabble over water or treasure, the DM and the player might decide it's time to shift the half-giant's alignment toward the chaotic or evil end of the spectrum. Remember, half-giants are inveterate imitators; they follow where their companions and neighbors lead, but their alignments don't shift without reason.

Exactly how long does a piece of land remain barren after a defiler turns it to ash?

Nothing will grow in the area for at least one full year, but it usually takes much more time than that, perhaps decades, for the area to fully recover; some areas never recover (*Rules Book*, page 61). Exact recovery time is up to the DM.

On the experience table (*Rules Book*, page 63), do fighters get 10 XP per level, per hit die, per creature, per battle, or per their own level for opponents defeated? What do thieves get?

All characters get experience for defeating opponents according to the rules in the *DMG*, pages 46-47. When a fighter single-handedly defeats an opponent, the DM might decide to award *extra* experience under the Individual Experience Awards optional rule (*DMG*, page 48). The award for fighters is 10 XP times the defeated opponent's level or hit dice, times the fighter's level. The award for bards is only 5 XP times the defeated opponent's level or hit dice.

What is the terrain cost for roads on Athas?

This depends on the individual roads construction and present condition. I suggest you use the terrain modifier for the prevailing terrain $\times \frac{1}{2}$, with a minimum cost of 1. For example, using a road to traverse stony barrens is 1; using a road to cross salt flats also is 1, as the surface on any road on Athas isn't going to be much smoother than a salt flat. Note that you can't get lost while traveling on a road (even if you aren't exactly sure where you're going).

How many globs of honey will a kank produce each day?

This is up to the DM, but I recommend that a well-fed, food-producing, domestic kank secrete no more than one glob each day. Note that not all kanks are food producers. The rules don't give ratios, but I suggest that only half of any group of kanks be food producers. Of the remainder, one will be the brood queen and the rest will be soldiers, none of which produce honey. Note also that brooding kanks produce honey for their offspring, and the young kanks will eat a substantial portion of the honey, say 20%-60%, before charac-

ters can harvest it. Characters who try to keep the young kanks from the honey are likely to have a fight on their hands, the domestic kank's reputation for docility notwithstanding.

I am formulating plans to have my spelljamming group touch down on Athas. How would Athasians react to the appearance of a spelljammer? Would "normal" wizards cast preserver or defiler magic?

As "Sage Advice" pointed out in issue #178, spelljammers cannot reach Athas. Exactly why this is so is unrevealed, but the prevailing theory is that Athas is not located inside a crystal sphere but on an alternate Prime Material plane where spelljamming devices don't work.

I suspect that wildspacefaring characters would not find Athas a welcoming place at any rate. While common folk might not be any more suspicious of spacefarers than they are of any other strangers, sorcerer-kings are a different matter. Once these tyrants realize what spelljamming is and what it can do, they're going to ruthlessly attack, not giving up until the spacefarers flee the planet or are killed or enslaved. (Of course, such an attack could begin disguised as a friendly overture.) A single spelljamming ship, even at atmospheric speeds, would be an invaluable fighting and exploration platform on Athas. No sorcerer-king would allow one to exist unless it was firmly under his control.

Since preserver magic uses the same rules as "normal" magic, I think it's safe to assume that a plane-hopping wizard who finds himself on Athas would have preserver spells. I suppose such a wizard could learn the local "shortcuts" and become a defiler, but that's up to the DM.

Re-saging: I have received several letters about an answer that appeared in issue #175. AD&D® 2nd. Edition game characters gain bonus proficiency slots if they have high intelligence scores, and a reader asked if these bonus slots could be assigned to both weapon and nonweapon proficiencies. I said I believed the extra slots can be assigned only to nonweapon proficiencies.

A number of readers have correctly pointed out that *The Complete Fighter's Handbook* contains a passage that clearly states the extra slots can be assigned to both types of proficiencies (page 58). However, when I answered the question, I assumed the reader who asked it didn't have *The Complete Fighter's Handbook*. Note that everything in the various *Complete Handbooks* is strictly optional; generally speaking, I recommend that you do not allow bonus proficiency slots to be used for weapon proficiencies. On the other hand, if you have *The Complete Fighter's Handbook* and want to make full use of all the goodies therein, you probably *do* want to let warriors use their bonus slots on weapon proficiencies. I

strongly recommend that you limit this ability to warriors only, unless you're prepared to deal with 1st-level wizards who want proficiency in eight weapons (or more than eight if you've got a campaign set in the DARK SUN world).

I have also recently received a letter regarding this column in issue #167, in which I flatly said all spells of the Divination school were off-limits to conjurers (wizards specializing in the Conjunction/Summoning school). I goofed. The section on spell schools in the *Player's Handbook* (page 31, top of the third column) makes it clear that first- through fourth-level Divinations are available to all wizards. This gives conjurers access to such vital spells as *read magic*. Ω

Dragon's Bestiary

Continued from page 27

Ecology: The lindworm has no ingrained hunting technique, having to learn through trial and error. (Even if dragons knew how to kill through instinct instead of being taught by their parents, the lindworm's lack of wings and forelimbs would make this knowledge useless.) All lindworm hunting methods are essentially variants on the ambush: hiding in thick brush or woods, waiting behind boulders, sitting submerged in murky water, or burying itself in sand or snow (depending on the lindworm's parentage and environment). Lindworms eat anything they can catch and are almost always hungry, a state that only adds to their generally bad dispositions. They don't value treasure for its own sake as their parents do, but often leave the spoils of a previous hunt as bait for intelligent prey.

Though dangerous, lindworms are often deposited from the top of the local food chain by even more dangerous predators. Dragons who were not their birth parents will willingly slay them out of hand, without eating the bodies; other powerful monsters find them to be interesting prey, and adventurers regularly reduce their ranks. Wizards have yet to find a use for lindworm parts.

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New monster

Recently, a new terror was found aboard a neogi mindspider. Since its discovery, more of these terrible creations have been found among the neogi arsenal. Detailed here are the statistics on this new menace to spacefarers everywhere.

Undead hulk

CLIMATE/TERRAIN: *Any neogi enclave*

FREQUENCY: *Very rare*

ORGANIZATION: *Solitary*

ACTIVITY CYCLE: *Any*

DIET: *Nil*

INTELLIGENCE: *Non-*

TREASURE: *Nil*

ALIGNMENT: *N*

NO. APPEARING: *1-4*

ARMOR CLASS: *4*

MOVEMENT: *6, Br 6*

HIT DICE: *10*

THACO: *11*

NO. OF ATTACKS: *3 + special*

DAMAGE/ATTACK: *3d4/3d4/1d10*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *10%*

SIZE: *L (8'tall, 5'wide)*

MORALE: *Fearless (20)*

XP VALUE: *4,000*

The undead hulk is a magical construction created through the use of special enhancements developed by the neogi. The creature is formed from the remains of dead umber hulks and to all appearances seems to be nothing more than a typical monster zombie. An undead hulk reeks of death, and its undead nature is obvious to anyone within 10' of it. Other than its obviously unliving state, the undead hulk appears as any other umber hulk.

Combat: An undead hulk attacks in much the same way as a typical umber hulk: with brute force. However, the undead hulk is totally mindless and incapable of forming any strategy or tactics. It only obeys its master, to the best of its abilities and heedless of any danger to itself.

In addition to normal attacks of two claws and a vicious bite, undead hulks can bear-hug any opponent of any size smaller than themselves. This requires two successful claw attacks, which do no damage. Success indicates the victim is crushed against the undead hulks massive frame and suffers 6d4 hp damage each subsequent round, with no attack roll required. The undead hulk cannot bite a trapped opponent, nor can it attack any other being while hugging a foe. Unlike the

monsters they resemble, undead hulks no longer possess the *confusion* generating power of their magical eyes.

An undead hulk can be turned by a cleric as a special undead.

Habitat/Society: Undead hulks are under the absolute control of their creator and have no culture of their own. They serve their "small lords" without question. Undead hulks are created through a bizarre magical ritual developed by the neogi (the details of which are left up to the DM) and the magical joining of dead umber hulk parts. Each part (head, right arm, right leg, etc.) must come from a different umber hulk.

Ecology: Undead hulks are magical constructs and play no role in an ecology. They simply exist, doing the bidding of their masters, until they are destroyed. Ω

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Learn what new TSR releases are coming to a bookstore near you. See "Novel Ideas" in this issue for the latest word on adventure.

The Dragon's Bestiary



by Spike Y. Jones

Artwork by Scott Rosema

Unique undead additions to your AD&D[®] game campaign

Cariad ysbryd

CLIMATE/TERRAIN: *Temperate wilderness*
FREQUENCY: *Very rare*
ORGANIZATION: *Solitary*
ACTIVITY CYCLE: *Any*
DIET: *Nil*
INTELLIGENCE: *Exceptional (15-16)*
TREASURE TYPE: *O,R*
ALIGNMENT: *Neutral good*
NO. APPEARING: *1*
ARMOR CLASS: *0*
MOVE: *18*
HIT DICE: *5*
THACO: *15*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-4*
SPECIAL ATTACKS: *Singing*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *50%*
SIZE: *M (5'-6' tall)*
MORALE: *Fanatic (17-18)*
XP VALUE: *1,400 (for neutral or evil characters only; good characters lose the same experience for slaying a cariad ysbryd)*

Detailed here are three unusual undead creatures to keep your player characters on their toes. Parties had better be careful when dealing with these creatures, or the PCs may need to take to their heels.

A cariad ysbryd, or "ghost lover," is the spirit of a decidedly good female (usually sylvan) elf who has chosen to remain among the living after death so that she may continue to perform good deeds. While technically undead, a cariad ysbryd loves all living things and harms only those who do not share her love of life. Accordingly, the only things she is capable of truly hating are other undead.

A cariad ysbryd appears in undeath just as she did in life, only more beautiful. Dressed in her finest clothes, she glows faintly and bears a serene expression even when in combat. One can hear a cariad ysbryd before one sees her, for she constantly sings a beautiful, wordless song.

Combat: A cariad ysbryd would rather prevent combat than win it, a philosophy her song enforces on her surroundings. The sound causes all intelligent creatures

within hearing (50' radius) not currently engaged in combat to make a saving throw vs. spells or become "becalmed" with feelings of peace and contentment that causes them to end all hostilities for 1-12 rounds. When the targets recover, they have to continue making saving throws every round if they remain within the area of the song's effect.

People affected by the cariad ysbryd's song will not be able to attack even if attacked. They can perform actions or employ magical items and spells in self-defense, but they cannot initiate violence while becalmed.

If a cariad ysbryd is forced into combat, she has two weapons. Her preferred weapon is her touch, which causes 1-4 hp damage to a hostile living creature (a definition not limited to those attacking the cariad ysbryd) or to undead of any disposition.

Her second weapon is a variation on her continuous song. Usable once per day, this special tune causes all evil creatures in a

30' radius to suffer 3d6 hp damage from the frightening beauty of the song if they fail saving throws vs. death magic. The tonal changes of the song releases anyone currently becalmed by her normal song, but after this use of her voice to attack, her song returns to its normal form, and those within range must once again make saving throws against its calming power.

Unfortunately, the cariad ysbyrd is loathe to use the harmful version of her song because it is linked to another of her abilities. Once per day, she can change the tone of her song so that, in addition to its calming properties, it combines the effects of *remove fear*, neutralize poison and *heal* spells on all within 30'. This power to heal or harm with her song is intimately connected; if she has used the power to harm that day, it cannot heal, and if she has used it to heal, it cannot harm. Under most circumstances, she will try to save her voice for its healing properties instead of squandering it on violence.

The worst enemy of a cariad ysbyrd is her evil counterpart, the groaning spirit or banshee that is the spirit of an evil female elf. If one encounters the other, she will abandon all other activities in order to devote every effort towards destroying her opposite. When a cariad ysbyrd fights a banshee, her normal song changes to a horrific shriek (entirely out of sorts with her still-serene visage), and she uses her killing song without hesitation, doing double damage to the banshee if it fails the saving throw.

A cariad ysbyrd can be hit only by +1 or better weapons (or by monsters of 4+1 or more hit dice), and is immune to the effects of *charm*, *sleep*, *hold*, and cold/electricity-based spells. Unholy water splashed on them causes 1-4 hp damage, and they can be killed by a *dispel good* spell. A cariad ysbyrd can be turned (but not commanded) by an evil cleric as if she were a spectre, but good clerics cannot affect one at all. Although a cariad ysbyrd isn't evil, other spells that specifically target undead, such as *invisibility to undead*, have full effect.

Habitat/Society: As an undead creature, the cariad ysbyrd has no society. A cariad ysbyrd has no grandiose plan to make the world a better place; she is content to improve the conditions of the area she calls home, an area five miles in diameter around the spot where she died.

A cariad ysbyrd can sense living creatures anywhere in the area she protects, and if strangers enter the area she knows of it immediately. Mere entrance to the area is not enough to force a reaction from her, but if new entrants harm any living thing within that area (including each other), or if one of them is already afflicted or wounded in some way, she makes her way to them while singing her song to halt those who may react in fear and anger, and to heal wounded people.

A cariad ysbyrd doesn't prize treasure, but some creatures make gifts for her that

she will not refuse. Thus, one will find small bags of coins, statuary, and other valuables scattered around her demesne without rhyme or reason.

Ecology: Because a cariad ysbyrd's song keeps her vicinity free of the anger and evil of intelligent creatures, her lair has the appearance of an untouched wilderness, even if there are humans or other higher creatures dwelling in her area. While the natural cycle of life and death (including the violent but necessary acts of predators) still takes place there, it cannot be intruded on by the darker emotions of intelligent creatures.

Humanoids, demihumans, and men who chose to live in cariad ysbyrd-maintained areas could prosper as well. The ease of living in her presence for a week or more serves as a restorative to a man's spirit.

Under constant, willing exposure to a cariad ysbyrd's song, intelligent creatures heal from fatigue, wounds, and illnesses at twice their normal rate.

In addition certain artists gain particular benefits from associating with a cariad ysbyrd, as her singing serves as inspiration to singers, poets and bards. Spending 1-6 months in the company of a cariad ysbyrd gives a bard a permanent bonus (equiva-

lent to an extra level of ability) when using his voice for special effect such as inspiring his friends or countering the effects of a harpy's song.





Memento mori

CLIMATE/TERRAIN: *Any*
 FREQUENCY: *Uncommon or very rare*
 ORGANIZATION: *Solitary*
 ACTIVITY CYCLE: *Any*
 DIET: *Nil*
 INTELLIGENCE: *Average (9)*
 TREASURE TYPE: *See below*
 ALIGNMENT: *Neutral*
 NO. APPEARING: *1*
 ARMOR CLASS: *3*
 MOVE: *18*
 HIT DICE: *4*
 THACO: *17*
 NO. OF ATTACKS: *1*
 DAMAGE/ATTACK: *See below*
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Nil*
 SIZE: *M*
 MORALE: *Fearless (20)*
 XP VALUE: *10 per hit die of attacking energy when encountered*

While most undead are evil parodies of life, one type of undead has an entirely different origin and purpose. A memento mori is created by a priest's spell (see below) to serve as an everlasting remem-

brance of a dead person, and as an ever-vigilant guardian over its body.

A memento mori takes the form of a translucent image of the deceased as it appeared when the spell that created it was cast. In extreme circumstances, this could mean that the memento mori has the horrible appearance of a mangled and partially rotted corpse, but usually the creating spell is cast only after the body has been properly readied for internment, and so the memento mori will present the appearance of a person as fine and lifelike as the skill of the funeral arranger could ensure.

Combat: A memento mori has no material body and can be hit by only magical weapons, with these doing damage equal only to their applicable pluses on hits (e.g., a *long sword +1, +2 against undead* would do two points of damage to a memento mori on a successful hit). Most spells do not affect them, except for those specifically targeting undead (such as *invisibility to undead*), those that affect the dead (such as *raise dead*, which kills the memento mori if successful), and those that affect magical creatures (such as *dispel magic*, which causes damage equal to the caster's level).

As the memento mori is far from being the most powerful of undead, it uses intimidation to augment its combat abilities. When confronted by potential tomb-robbers, the memento mori appears in front of the body it guards and warns the robbers away from their goal. If they do not immediately flee when confronted by the memento mori, it causes a strong static-electric charge to play over all standing within 20' of either the body or the memento mori. This charge is non-damaging, but makes the victims' hair stand on end and causes an unpleasant tingling to play across their skin. The memento mori, now surrounded by a blue nimbus of crackling electricity, then warns the intruders that worse effects are in store if they should persist.

If the thieves continue to advance, or if they attack either the memento mori or the body it protects (damaging the body won't harm its guardian, but will anger it), it attacks, being careful to avoid harming its body or treasure.

At the time of its creation, a memento mori is invested with a limited amount of energy that can be expended by touching a target with its hand. The effect is like that of the *shocking grasp* spell. For each attack, it decides how many dice of damage it will do; and upon a successful hit that amount of damage is done to the victim and is subtracted from the memento mori's total energy forever.

This energy total may be considerable. An average memento mori will have from 1-100 hit dice of energy remaining to it. Some few will have more than that, others will have used all they were provided with. As their energy level drops over time due to encounters, a memento mori tries to conserve energy wherever possible, giving opponents ample opportunity to flee and never attacking retreating robbers. Thus, while a particular memento mori might have a store of 50 hit dice of electrical energy, it would not expend this in one or two high-damage attacks. Instead, it would make a preliminary attack using only one or two dice of electricity, and after scoring a hit, would pull back and warn its opponents to leave or suffer worse. If this fails to dissuade the tomb-robbers, it will escalate the attacks while continually entreating its victims to withdraw.

As the memento mori has no purpose but to protect its body and treasures, it will not refrain from using every hit die left to it to prevent even a single attack if that is necessary. A memento mori with no remaining energy will still behave like one with damaging power, threatening potential robbers with its static charge and letting the charred remains of any previous robbers speak for themselves.

A memento mori does not differentiate between its body and its treasures, so deals threatening to endanger one in favor of preserving the other will not be accepted. If some part of the treasure is stolen,

the memento mori will stay to protect the greater portion remaining.

If the majority of what it guards is destroyed, either by action of intelligent beings or by decay, the memento mori focuses its attention on whatever remains, even if that involves traveling to a distant land, unerringly seeking some small item of value that was stolen decades before. When it finds its treasure, it guards it wherever it happens to be, as it has no body with which to move the item.

Habitat/Society: Because of the preparations required for the ritual that creates a memento mori, they are almost never found in wilderness areas far from the place they called home in life. They are common in inhabited regions where ancestor worship, mummification, and other forms of preserving or remembering the dead are practiced, for "memento mori" means "remembrance of the dead." In these areas, no memento mori roam the streets, but are found in tombs or shrines where their bodies have been laid to rest.

The body that a memento mori guards will usually be adorned in the finest funeral garb and funerary gifts the family could afford, and it is these things that make up its treasure: anything from a few art objects and gaudy trinkets (the spell creating the memento mori is itself an expensive gift to the memory of the deceased) to a princely sum such as treasure types B or E.

As a memento mori is formed from a part of the soul of the dead body it guards, it retains the memories it possessed in life. This provides mourners with an opportunity to be comforted by speaking with the departed, and in some cultures, new generations are introduced to the memento mori of revered ancestors who died before they were born, hearing the family history from the lips of those who actually lived it. A memento mori is perfectly willing to converse with anyone, even a nonrelative, who makes no attempt to disturb its treasures or body.

Unfortunately, the memento mori has no lasting memory of events that occur after its creation, nor does it have any more personality than a video-recording would have. Thus, each encounter it has with a person, whether loving relative or avaricious tomb-robber, is treated as if it were the first such, and even if a family's tomb complex contains more than one memento mori these shades will not conduct conversations among themselves, as none has any desire or ability to benefit from discussions with equally dead souls. As a corollary, if tomb-robbers threaten the treasures of one memento mori, but stay more than 20' from all the goods of another memento mori-protected body, the second undead will do nothing to assist its fellow, even if they were related in life.

Ecology: A memento mori eats nothing, produces no byproducts, and as does not actively hunt the living, and is even fur-

ther divorced from the greater ecology of the world than most evil undead.

Create memento mori (Necromantic) Priest 3

Sphere: Necromantic

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 2 hours, plus 1 hour for every die of energy imparted

Area of Effect: Body touched

Saving Throw: See below

The casting of this spell on a dead body causes a sliver of the soul that once inhabited the body to return to the Prime Material plane and become a memento mori, standing guard over its body. Only one memento mori can be made from each person's soul, as a loss of a greater number of soul-slivers would be detrimental to the soul wherever it now rests. In addition, a memento mori cannot be created if the body of the deceased is not present, nor if the body or soul of the deceased has already been turned into some other form of undead. Unlike other spells that create undead, this use of *create memento mori* is not considered evil if, when he was alive, the person who becomes the memento mori was part of a culture believing in this practice as an accepted custom.

Each memento mori is able to cause a mild, static-electric effect that they use to defend their bodies against cowardly pests, and most are also imbued with electrical energy they can use in combat.

The material component for this spell is a collection of herbs, spices, oils, and precious substances that are placed in or about the body as it is prepared for interment. The cost of these stuffs is 500 gp, with an additional 25 gp worth of these things being required for every hit die of electrical energy the memento mori is to be imbued with (e.g., a memento mori to be imbued with two hit dice worth of energy would cost 550 gp, while 1,000 gp would produce a memento mori with 20 hit dice available to it). These oils and such are all incorporated into the body when the spell is cast and are not recoverable.



Tymher-haid

CLIMATE/TERRAIN: Any inhabited

FREQUENCY: Rare

ORGANIZATION: Swarm

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Semi- (2-3)

TREASURE TYPE: Nil

ALIGNMENT: Neutral evil

NO. APPEARING: (10-100 "sparks")

ARMOR CLASS: 3

MOVE: Fl 18 (A)

HIT DICE: See below

THACO: See below

NO.OF ATTACKS: 1

DAMAGE/ATTACK: 1/10 of a point

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Immune to fire, psionics, and illusions

MAGIC RESISTANCE: Nil

SIZE: T (1" sparks)

MORALE: Steady (11)

XP VALUE: Half basic XP value (as per DMG, Table 31) for its hit dice

When powerful evil people or creatures are slain, there is a chance that they will return to plague the living as undead, such as wights, spectres, and ghosts. Weaker and less evil creatures usually do not suffer this fate, but if a large number of them are killed at one time and place, and if they don't receive proper funerary rites, they may return as an exceedingly minor form of undead, called collectively a tymher-haid, or "ghost-swarm."

A tymher-haid is both beautiful and horrible to behold. The individual members appear as small, multicolored sparks in a loosely defined mass, forming a brilliant display in the air. The only thing that disturbs this image is the fact that a tymher-haid reserves its most dazzling displays for attacking any living creatures it comes across. Swooping and diving in intricate arcs, a tymher-haid gradually "stings" its victim to death.

Combat: When attacking, a tymher-haid descends on its victim like a swarm of wasps, singeing its prey with every fiery touch. A "spark" does only a tenth of a point of damage each, but the sheer number of spark stings (up to one hundred per round) will eventually overwhelm most any victim not resistant to fire. Each spark attacks by swooping down at its victim and giving it a minute burn upon contact. As it gains speed on its approach, its coloration becomes more intense and grows brighter, building up the energy it will deliver to its victim before dulling back to its normal appearance after striking. Thus, for someone not in the midst of an attack, the kaleidoscopic patterns and colors of the mass attacks are beautiful to behold.

A tymher-haid attacks as if it were a single creature, dividing the total number of sparks it contains by 10 (always rounding down) to determine its effective hit

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Dragon's Bestiary

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dice. Thus, a swarm of 52 sparks would attack as a 5 HD creature and a 49-spark swarm would have 4 HD. Because the tymher-haid attacks from all sides simultaneously, shield and dexterity bonuses to the victim's armor class are ignored, and the tymher-haid gains a bonus of +2 to hit due to its members' small size. If the tymher-haid scores a hit, damage done by the many stings is equal to its effective hit dice. If the tymher-haid drops below 10 sparks, a successful attack does less than a point of damage, so while it will remain a distraction sufficient to disrupt spell-casting, it is no longer a threat to most life.

As each spark is nearly mindless, the tymher-haid uses only the simplest of tactics in combat. In fact, a tymher-haid will only infrequently (20% of the time) divide its attacks among multiple opponents, usually concentrating on killing one creature before it turns its attention to another. Because it doesn't care what living creature it kills, a tymher-haid will consider attacking any living creature near it including humans,

riding beasts, pack animals, birds on nearby trees, or passing swarms of insects. Usually, whatever nearby creature makes itself the most noticeable, by way of large size, movement, sound, or other attention-getting activities, finds itself the next victim of an attacking swarm. Conversely, this mindlessness makes it immune to the effects of most psionics or illusions, as those effects are spread equally amongst all the constituent sparks in the crowd.

Each spark within a tymher-haid has only a single hit point, but a spark's small size and high maneuverability make it hard to hit with normal weapons. The sparks are immune to all fire-based attacks but are particularly vulnerable to water. A flask of water sprayed into a tymher-haid will kill 1d6 sparks (holy water kills twice that number), and a *create water* spell will destroy 2d10 sparks per level of the caster. In addition, spells such as *protection from evil* keep it at bay, while a *raise dead* spell kills the tymher-haid instantly. Clerics will find them relatively easy to turn (treated as skeletons), but as only 2d6 sparks are normally turned or destroyed by a cleric performing this attack, it might not serve much purpose.

Habitat/Society: No matter what race of creature they were in life, the sparks of a tymher-haid understand no language. They communicate with each other by a limited form of telepathy that serves only to transmit imperatives such as "target" and "threat identification." A mind-reading creature would detect no mind at all in one spark, and only the most rudimentary one in the tymher-haid as a whole.

A tymher-haid needs no food to sustain itself and gains no pleasure from killing creatures. In this respect, it acts more as an uncaring force of nature like the wind and rain than as an undead monster like a ghoul or wraith.

Although such an occurrence would be exceedingly rare, if two tymher-haid swarms encountered each other, they would merge into a single tymher-haid, behaving in all ways as if they had always been a single group-entity.

Ecology: A tymher-haid is a naturally (though rarely) occurring undead, originating in places of great carnage such as gutted dungeons and bloodied battlefields, but not appearing until the dead are long forgotten, sometimes not for years after their deaths. Because of the sparks' vulnerability to water, a tymher-haid does not often survive for long after its formation, being more likely to die in a normal rainstorm than at the hands of adventurers. Thus, a tymher-haid usually does not get far from its place of origin.

Because a tymher-haid is formed of such commonly available stock, more than one evil necromancer has attempted to discover a spell that will create or control one. While they have several similarities to the lowest forms of undead, the corpses animated using the *animate dead* spell on the site of a mass death (where a tymher-haid might be expected to form) would create zombies and skeletons but no swarm of deadly sparks. Even powerful necromancers find themselves unable to work with a tymher-haid, as the *control undead* spell grants control over only six sparks at a time. Only the most dedicated of necromancers would dedicate years of research to create and control a tymher-haid.

Ω



Give us the word!

What do you think of this magazine? What do you like best or want to see changed most? What do you want to see next? Turn to "Letters" and see what others think, then write to us, too!



Adding “real” sea serpents to your campaign

by Gregory W. Detwiler

Artwork by Alan Pollack

Sea serpents are a common part of maritime lore, and most people relegate them to myth and legend. However, some scientists have studied the reports in detail, finding many cases around the world where the reports agree on all the details. The France-Belgian zoologist Bernard Heuvelmans, current president of the ISC (International Society of Cryptozoology), is the most noted of these. By studying the most reliable sea serpent reports, he has determined that there are at least seven different types of sea serpent in the ocean today, with two more possible species that are not as well reported or described.

Aside from Heuvelmans' creatures, other scientists like Ted Holiday have theorized sea monsters of their own. This article describes these “real” sea serpents, and either names creatures already listed in the MC3 FORGOTTEN REALMS® Appendix to the *Monstrous Compendium* that could be these serpents (some with modified statistics) or gives them entirely new statistics.

The big nine

These are the creatures Heuvelmans describes in his massive volume *In the Wake of the Sea Serpents*. The average length for all sea serpents is on the order of 60'-100', although larger specimens are certainly possible. Heuvelmans points out that the wake a swimming creature leaves behind it may be mistaken for part of its body (hence the title of his book), resulting in exaggerated lengths given by witnesses. He also pointed out, however, that animals can grow to very great size when buoyed up by water, and that the serpentine form most of the creatures in this article have distributes weight very evenly. Thus, a serpentine creature 250' long (one of the largest sizes reported) would weigh no more than a bulky blue whale 113' long (the record for this species). As a final note of caution, none of the air-breathing animals described below spouts like a modern whale. They stick only their head or part of it above the surface to breathe, making a mockery of skeptics' claims that they would be seen more often.

Super eel: This is just what it sounds like: an enormous eel. There may be more than one species, as some have blunt heads, some pointed; some are reddish, some are blue or blackish-brown on top and white underneath, while still others are speckled (the speckled ones seem confined to the Mediterranean). Most seem built on the order of a greatly enlarged conger or moray eel. They are all different from the other “sea serpents”

Heuvelmans describes due to the fact that we *know* they exist.

In 1930, the Danish oceanographer and biologist Dr. Anton Bruun was conducting a marine survey in the South Atlantic; one which included trawling the depths to see what lived down there. Among the specimens he brought back up was an elver (an eel larvae) six feet long. Normal elvers are only a few inches long at most, yet they can grow into 6' eels. Extrapolating from this, Dr. Bruun calculated that this elver might grow into an eel anywhere from 108-180' in length! A more conservative approach, assuming a slower growth rate, still suggests an eel 50' in length. To top this off, he brought the eel larvae up in the exact vicinity of one of the most famous sea serpent sightings of all time: that of the S.S. *Daedalus* in 1848. The drawings and descriptions of this creature are far more like an eel than anything else: an interesting coincidence, at the very least. The last I heard, Bruun's specimen was still preserved in alcohol at the Charlottenlund Marine Biological Laboratory, on the very outskirts of Copenhagen.

For AD&D® game purposes, the super-eel should be treated as a giant eel, but one 50, 108, or 180' in length. Its swimming speed should be reduced to 8 and 7 for the last two versions, while the HD for the three specimens would be boosted to 9, 13, and 18, respectively. THAC0 for them is 11, 7, and 5. XP value is 975, 3,000, and 10,000 for the largest! Damage/Attack is 4-16, 3-18, and 5-20, while AC and all other stats are 'the same.

Super otter: This is a primitive aquatic mammal, probably closely related to whatever carnivorous mammal first returned to life in the sea. It may also be a real sea serpent that does not exist any more; the last definite sighting was in 1848, so it may have been driven into extinction, possibly through competition with the Long-necked (see below). It has a flat, elongated head, small eyes, a slender-neck of medium length, and a long tail that ends in a point. Its spine is so flexible that it can form six or seven bends visible when the animal is on the surface. It has webbed feet with definite toes, making it the least specialized of sea serpents. It has no fins or other appendages on its back; its skin is rough or wrinkled, a light or grayish brown in color. It lives only in Arctic (generally Scandinavian) waters, and Heuvelmans makes the point that melting ice makes polar waters the least salty in the world, making it easier for a land animal to adapt itself to life in the sea. Remember, this is where the polar bear lives.

Super otter

CLIMATE/TERRAIN:	Arctic waters
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	4
MOVEMENT:	SW 12
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (65'-100')
MORALE:	Average (10)
XP VALUE:	2,000

Many-humped: This long, serpentine creature is thought to be a form of primitive whale. Its head is oval-shaped, blunt, and flat on top, with a broad snout that makes it look like a hornless ox. Its neck is slender and of medium length, and a small triangular fin has sometimes been seen on the shoulders. Its most distinctive feature, however, is the row of regular humps all along the back. The many-humped serpent has a pair of flippers up front, while its tail is double-lobed like other whales'. Its skin is generally smooth, though sometimes rough. The top is dark brown to black in hue, while the lower portion is pure white. This coloration is favored as camouflage by sea creatures that hang around the continental shelf, and sure enough, that is where the reports of the Many-humped come from. Sometimes this sea serpent also has a white stripe or two on the side of the neck.

It has been suggested that the famed humps are hydrostatic organs, or sacs of skin that can be inflated with air at will. They can serve both as a reserve supply of air for long dives, and—as they are right on the spine—to provide stability for the creature when it swims on the surface. It can hit a top speed of 35-40 knots. Nearly all reports come from the eastern coast of North America, with a particular emphasis on New England. It generally stays in warm water, which in northern areas means the Gulf Stream, but does venture into the cooler waters during the summer. It has the same average length noted for sea serpents in general, but may reach a maximum of 115'. It can do 2-12 points of damage with its bite, does not attack with its tail, and has a swimming speed of



30, but otherwise has the same stats as the common whale (12 HD).

Many-finned: This is another primitive whale, one whose back is protected by an armor of bony plates, giving it a faint resemblance to a lobster. The armored back has a saw-toothed crest along the spine, and it also has up to a dozen projections to either side, like the side spikes of an ankylosaur. The animal is so burdened with armor that it must roll on one side to turn. When it rolls, the projections are visible, and mistaken for fins. The armor gives the creature's back AC 3.

The head is rounded, rather like a calf, with small but prominent eyes placed high on the head (like a hippo). The Many-finned serpent's mouth is wide, with its nostrils clearly visible to the muzzle's front and surrounded by hairs. It has a short, slender neck. There are flippers to the front, and it has a flattened, three-lobed tail that is only slightly spread and that increases the resemblance to a lobster. Its skin is smooth, like tanned

leather, colored brown with dirty yellow patches that can give it a general impression of being greenish gray. It is generally reported in shallow coralline or rocky waters, and creatures that live there usually have this speckled coloration.

The Many-finned can reach to a hundred feet long, but generally does not get over 70'. It lives in tropical waters all over the world, with the most famous series of sightings made by the French Navy in Along Bay off the Vietnamese coast. This may be the reason why French scientists are, as a group, less skeptical about sea serpents than their counterparts in other countries. It has the same attack as the Many-humped, has a swimming speed of 12, and otherwise has the stats of the common whale.

Merhorse: This creature is built like a slender-bodied plesiosaur, but appears to be a form of enormous sea lion. It gets its name from an impressive horselike mane of reddish hair on its neck. Since most aquatic mammals have almost no hair, it

has been suggested that these "hairs" are really respiratory organs in the form of filaments, absorbing air from the water and enabling the beast to remain under longer. (Some frogs are known to have this arrangement.) The Merhorse's head is horselike, but also quite wide, giving it a diamond-shaped (and snakelike) appearance when viewed directly from the front. Its forward-facing eyes are huge, demonstrating that it hunts in the darker depths of the sea. The eyes are black, though they may seem red or green when light strikes them directly. The mouth is wide, edged with thick, light-colored lips, and surrounded by bristles. The face is very hairy, possibly giving the thing a moustache.

The medium to long neck supports the mane. Some observers report a jagged crest on the back, but this is probably just tufts of hair sticking together. The Merhorse has a pair of front flippers, with rear flippers that have either joined together in a vertical plane to form a false tail, or have disappeared entirely and been replaced by a two-lobed tail with a

jagged rear edge. It has smooth, shiny skin like a sea lion, which may be covered with short fur. The whole animal, aside from the mane, is uniformly dark brown, steel gray, or black. Merhorses reported in warm water are a mahogany color. It apparently lives on large fish and squid, as tales from such disparate locations as Scandinavia and the South Pacific tell of enmity between sea serpents and squids. Except for the Indian Ocean and the polar regions, it has been reported all over the

Merhorse

CLIMATE/TERRAIN:	Subarctic to tropical waters
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	5
MOVEMENT:	Sw 30
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-16
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (60'-100')
MORALE:	Steady (12)
XP VALUE:	4,000

Long-necked: This creature is about the size of the Merhorse, and some people mistakenly assume they are different sexes of the same species. However, the differences are too great for that. For example, aside from a few whiskers on the muzzle and a hairy crest making a short ridge along the spine, no hairs are visible on the Long-necked sea serpent. Its neck is also far more slender than that of the Merhorse, and is quite long. Though it may look like a plesiosaur, it, too, is a giant form of sea lion. Its eyes are too small to be seen unless the observer is very close, and a pair of short hornlike tubes project from the top of the head. These are probably breathing tubes, erectable at will, enabling the creature to take air while remaining virtually invisible at the surface. If extended while below the surface, these tubes let the Long-necked exhale under water without blinding itself with the stream of bubbles.

The Long-necked has a very small round head, with a tapering muzzle like a seal's, often compared to the head of a horse, giraffe, or camel. Its neck is cylindrical and is flexible enough to bend in any direction or to stick out of the water perpendicularly. As mentioned before, it has no mane, but a fold in its skin behind the head seems to form a sort of collar. It has a

thick, fat body with visible rolls of fat that can form from 1-3 humps as the animal bends its body while swimming. It has four seallike flippers, and its tail is either nonexistent or a mere stump. The skin looks smooth when wet, but rough and wrinkled when dry or when viewed up close. Coloration on top is dark brown, with gray, black, or whitish mottling; the underside is a much lighter, dirty yellow hue.

The Long-necked is just as fast as the Merhorse, and, except for the fact that its bite only does 1-8 points of damage, its stats are the same. It has been reported in all but the coldest waters, and it seems to prefer cool waters in summer and the tropics in winter.

Marine saurian: Of the seven sea serpents Heuvelmans describes, the Marine saurian is the only one that is definitely a reptile. Generally, it looks like a giant crocodile about 60' long, with either flippers instead of legs or legs with webbed feet. The eyes are prominent, and, in some cases, its tail may end in a fishlike fin. Its grayish or reddish brown skin looks smooth, but scales still remain in some places, forming rings around the body and creating a slight dorsal crest. It is found all over the tropics, and prefers the open sea to the coast.

Given the varying descriptions, more than one species of animal could be involved here. Those with flippers could well be mosasaurs (detailed in MC3) though they could just as easily be plesiosaurs (short-necked plesiosaurs, such as the Kronosaurus from Australian waters) that should have the same general stats. The web-footed crocs could be surviving Thalattosuchians, or sea crocodiles from the Mesozoic Era. They would differ from the standard giant crocodile in the following ways: NO. APPEARING: 1-2; no land movement, SW 18; HD 14; THAC0 7; #ATT: 1 (bite); DAMAGE/ATTACK: 7-28; SPECIAL ATTACKS: Swallow whole; SIZE G (60'); XP VALUE: 8,000.

Father-of-all-the-turtles: Named after a similar creature from Sumatran legends, this is basically a giant sea turtle 60' long and 40' wide. It has a mouth so wide that it splits the head in two when it opens (one report claims the inside of the mouth is a brilliant red color), large eyes, and a shell whose front slopes up and backward in front, then slants down toward the rear. The scales on the front are hardly noticeable, while those to the rear of the shell are so large they have been compared to roofing shingles. Sometimes fleshy filaments are reported hanging around the mouth. There are only a few reports of this beast, the last in 1960. Oddly for a reptile, it is found in cold temperate areas. However, really large reptiles lose heat more slowly than their smaller fellows, and the Leatherback turtle *does* travel far to the north.

If it exists, the Father-of-all-the-turtles is

probably an enlarged descendant of the Cretaceous sea turtle Archelon. Stats are those from the MC3, with the following exceptions: 16 HD; THAC0 5; DAMAGE/ATTACK 2-20; SIZE G (60' long by 40' wide); XP VALUE 8,000.

Yellow belly: This poorly described and infrequently encountered creature is shaped like a tadpole up to 100' long, with a huge flat head that imperceptibly merges into its flat body. Its tail is extremely long and tapering. The Yellow belly is a very striking shade of yellow in color, with a black stripe all along its spine and black transverse bands on its sides. It has only been reported in tropical waters. Because its description is so vague, there is, as yet, no way to make even an educated guess about what kind of animal it is (if it exists at all). Use the statistics of common whales with maximum hit dice, doing damage only with a bite that does 3d4x5 points of damage.

Great orm: In July 1966, an oddly-shaped prehistoric worm was described to the scientific community. *Tullimonstreum gregarium* was only a few inches long (a school of them, possibly young ones, had been buried in a cloud of sediment and preserved that way), but it looked for all the world like a miniature plesiosaur. It had a small but distinct head (unusual for worms), a slender, swanlike neck, a torpedo-shaped body with a pair of paddle-like flippers up front, and a tail that looks like an ace of spades. In an amazing example of convergent evolution, this worm from the Carboniferous period came to look like a plesiosaur, and undoubtedly lived like one. In his book, *The Great Orm of Loch Ness*, F. W. Holiday stated his opinion that Nessie and sea serpents in general are giant forms of *Tullimonstreum*.

Holiday gives a number of good reasons for his theory. The loch has been checked by sonar a number of times, sometimes showing creatures, sometimes not. If the creatures in the loch were lying, wormlike, on the bottom, the sonar would not distinguish them as separate objects. Also, an aquatic worm would mainly breathe through gills, so it would not have to surface for air, explaining why more sightings are not made. In his second book on this subject, *The Dragon and the Disc*, he mentions a case from the past where an "orm" came ashore, got itself wedged in a crevice or something, and died. The awed locals reported that it "melted away" without leaving any traces behind. Since worms are soft-bodied, shell-less invertebrates, they would leave no bones or other remains behind once their flesh had rotted away.

Another bit of evidence is the fact that close views of Nessie instill far more revulsion in people than would seem to be warranted by a good look at a plesiosaur, long-necked seal, etc. One witness actually described the body as "wormy; creepy. The entire body had movement all over it all

the time." Echoing these sentiments was a woman who actually took two photographs of a similar beast in a different loch. She said she would not like to see the animal again because she did not like the way it moved when it swam. The two photos showed a head that merged imperceptibly into the neck (no eyes or other features were visible), and a body that changed shape as it swam. Another witness said the "obscene" thing reminded him of a giant stomach with a long, writhing gut attached. Charming! In an early sighting after the Loch Ness fracas began, a Mr. and Mrs. Spicer saw the thing flop across a road and plunge into the loch. They said that more than anything else, it looked like a giant slug. There are many descriptions of these lake monsters leaving trails of slime behind them when they come out on land. Whatever game system you use, don't be surprised if your NPC hirelings, colleagues, or whatever take to their heels at the first sight of the thing.

Use the *Elasmosaurus* stats from MC3 with the following modifications: ACTIVITY CYCLE Any; HD 20; THAC0 5; DAMAGE/ATTACK 3-30; SPECIAL DEFENSES Poisonous secretions from its warty flesh (save vs. poison at -1 if you touch it with bare flesh, or die); SIZE G (100'); XP Value 14,000.

Monsters in campaigns

These creatures are intended as additional monsters for the AD&D game, so naturally this article uses AD&D game terms. However, since these creatures are reported to be alive today, they can be used in any historical or modern campaign, such as the TOP SECRET S.I.TM game, the CALL OF CTHULHU* game, the DARK CONSPIRACY* game, or any superhero game. Lake monsters (which, depending on which expert you believe, are either *Tullimonstreums* or giant sea lions like the Long-necked) are found in Scotland, Ireland, Sweden, the USSR, the USA, Canada, Italy, Japan, Australia, Malaysia, Argentina, and in some portions of tropical Africa, thus giving globe-trotting PCs plenty of opportunities to encounter them. True sea serpents, of course, can be encountered anywhere on the high seas.

Although they aren't sea serpents, sperm whales are their competitors and possibly their predators. They should be given a new nonmagical attack form, based on their unusual way of catching prey. I never stopped to wonder how a boxlike sperm whale could catch a torpedo-shaped, jet-propelled squid, until I actually read about how whales catch their prey—they use powerful, focused sound waves to stun their victims. This works because sound waves have a much greater impact underwater than in the open air.

In game terms, this *sonic blast* has a range of 100' in a beam 10' wide. Any living creature hit by this sound beam (generated by the whale's sonar apparatus) must

save vs. wands. The fate of those who fail is determined by their size: Creatures of Size L and smaller are killed while larger creatures are stunned for one round. Most fish and squid found in sperm whale stomachs are relatively small; the epic battles with giant squid occur when a whale finds one that it can stun long enough to catch up to, but that is too big to be killed outright by the sonic attack. Giving sperm whales this ability adds 1,000 XP to their standard value.

In game terms, most of the creatures described here are just modified AD&D monsters. However, remember that even superficial changes in a monster's looks can make it seem brand new in the players' eyes. In the case of the mammalian sea serpents, for instance, the only superficial difference between them and plesiosaurs is a little bit of hair and a body that bends vertically instead of horizontally; the last is a reminder of the days when the first mammals had to abandon the reptilian sprawl in favor of a gait that enabled them to more efficiently slip into the smallest cracks to escape dinosaurs and other predators, making mammals the only vertebrates that move up-and-down instead of side-to-side. Look at the illustrations and think of how they'll appear to the PCs. The game stats might be basically the same, but you're the only one who knows that.

The best part about this collection of

creatures is that they are all living today, or at least are said to be living today. Thus, they are more plausible monsters for modern games than dragons, dinosaurs, etc. Unless your gaming world assumes the entire ocean has been poisoned, you can even have them on Earth in futuristic games, including post-holocaust ones like the GAMMA WORLD® game. A steady diet of them can be tiresome, but for the occasional unusual scenario, they can be just what the GM ordered. Needless to say, anything that makes games more interesting is highly desirable, indeed.

Reference

In the Wake of the Sea Serpents, by Bernard Heuvelmans; American edition, Hill and Wang, 1968; original French edition, Librairie Plon, 1965. This massive volume (over 600 pages) is the definitive work on the subject. Extensive lists of sightings, maps showing distribution by species—this book has it all.

There Are Giants in the Sea, by Michael Bright; Robson Books, Ltd., 1989. Bright is more skeptical about the more exotic creatures Heuvelmans theorizes about. The main value of this book is the fact that it includes modern sea serpent sightings from the time after the publication of *In the Wake of the Sea Serpents*, including a

Continued on page 24



the character can equalize the air pressure in the mask to that of the surrounding environment by exhaling through his nose. Of course, if a character is magically breathing water, this tactic is of no use as water will fill the mask and obscure vision. Eyeglasses and contact lenses that correct for water distortion do not have the depth limitations of goggles and masks because they do not rely on air spaces to correct for vision distortion. However, such eyewear can be crafted only by the most skilled artisans. The cost is 1,000 gp for glasses and 5,000 gp for contacts, and they each require at least three weeks to fashion. Use of any of the above-mentioned items quintuples underwater vision, light permitting, and negates any of the aforementioned penalties.

Fortunately, with a bit of ingenuity, all of the obstacles to underwater adventuring can be overcome with relative ease. The following magical items could prove useful: *apparatus of Kwalish*; *boots of the north*; *winged boots* (user may swim at MV 9); *cloak of the manta ray*; *cube of force*; *cube of frost resistance*; *decanter of endless water* (provides rocketlike locomotion); *gem of brightness*; *gem of seeing* (may correct underwater vision); *gauntlets of swimming and climbing*; *helm of underwater action*; *necklace of adaptation*; *net of snaring*; *oil of elemental (water) invulnerability*; *oil of slipperiness* (may negate effects of pressure); *pearl of the sirines*; *potion of water breathing*; *gauntlets of swimming and climbing*; *helm of underwater action*; *necklace of adaptation*; *net of snaring*; *oil of elemental (water) invulnerability*; *oil of slipperiness* (may negate effects of pressure); *pearl of the sirines*; *potion of water breathing*; *potion of flying* (imbiber may swim at MV 9); *ring of elemental (water) command*; *ring of free action*; *ring of swimming*; *ring of warmth*; *ring of water breathing*; *scroll of protection from water*; *trident of fish command*; *wand of illumination*; *wand of polymorphing*.

Characters may also create or find exotic magical items. While the effects of any given item are subject to interpretation, kind DMs may rule that magical items that allow characters to breathe water also negate the harmful effects of pressure, as the water fills all air spaces in the body.

In addition to magical items, there are various spells, psionic powers, and shape-changing abilities that could prove useful. One note of caution should be given as to the effects of the last ability. The fact that a character has been polymorphed into a water-breathing animal does not necessarily provide protection from either pressure or cold. The results depend on the species of animal chosen.

Finally, characters might use a combination of magic and technology to allow them to explore the ocean depths. Krynish gnomes, for example, might be able to devise a submersible, perhaps with walls of adamantite able to resist tremendous pressure. Of course, considering the reputation of these gnomes, it would take a brave adventurer to test such a device.

Deep encounters

Once the characters are properly equipped, all that is left is for them to begin exploring. The following is a list of some of the creatures they may encounter on the ocean floor. All are at least loosely based on actual animals. MC11, the second FORGOTTEN REALMS® appendix to *the Monstrous Compendium*, includes another deep-sea usable monster: the golden ammonite.

Octopus, deep-dwelling

CLIMATE/TERRAIN:	Deep ocean/ Hydrothermal vents
FREQUENCY:	Very rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	See text
ALIGNMENT:	Neutral (good)
NO. APPEARING:	10-40
ARMOR CLASS:	7
MOVEMENT:	3/Sw 12
HIT DICE:	1-1
THACO:	19
NO. OF ATTACKS:	7 or 4
DAMAGE/ATTACK:	1-2(x6)/1-3 or 1-6(x3)/1-3
SPECIAL ATTACKS:	See text
SPECIAL DEFENSES:	See text
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Average (8)
XP VALUE:	75

The deep-dwelling octopus is a distant cousin of the common octopus, averaging 8' in diameter and weighing about 65 lbs. Its skin has a bioluminescent pigment that it manipulates with great facility. Thus, in the absolute darkness of the ocean's depths, it appears as a floating, shifting arrangement of greenish lights. Under sunlike illumination, it can be seen that the deep-dweller has a whiter skin and larger body sac than its shallow-dwelling relative. Its illuminating pigment aside, a deep-dwelling octopus possesses no ability to camouflage itself. It lives for an average of 30-35 years.

Combat: Peaceful by nature, the deep-dwelling octopus has little combat experience, aside from battling the occasional predatory fish. Nevertheless, when threatened, it can be a cunning and tenacious fighter. When entering combat, a deep-dweller normally anchors itself with two of its tentacles and attacks with the other six. Each tentacle can inflict 1d2 hp damage with a blow. All six may be directed against a single opponent, or the attacks may be distributed among up to three adversaries. A deep-dweller may also bite with its powerful beak for 1d3 hp damage.

The tentacles of a deep-dweller are tough and can hold with surprising strength. Opponents less than 4' tall

struck by a tentacle must save vs. paralysis or be grasped. Grasped creatures automatically suffer 1d2 hp constriction damage per attached tentacle on each subsequent round. Moreover, if a creature has been grasped by two or more tentacles, the deep-dweller receives a +2 bonus on all succeeding attack rolls made with its beak. A victim may attempt to free itself by rolling his Strength or less on 2d8; success indicates that a tentacle has been removed (a separate check being made for each tentacle). Regardless of whether or not attempt is successful, a creature trying to remove a tentacle may perform no other actions.

Grasped creatures may also be freed by severing the tentacles that hold them. Each tentacle takes 2 hp damage to sever, and this amount is not subtracted from the creature's total hit points. Grasped creatures may attack but do so at a -2 penalty; they may not cast spells. Severed tentacles regrow in 1d6 months.

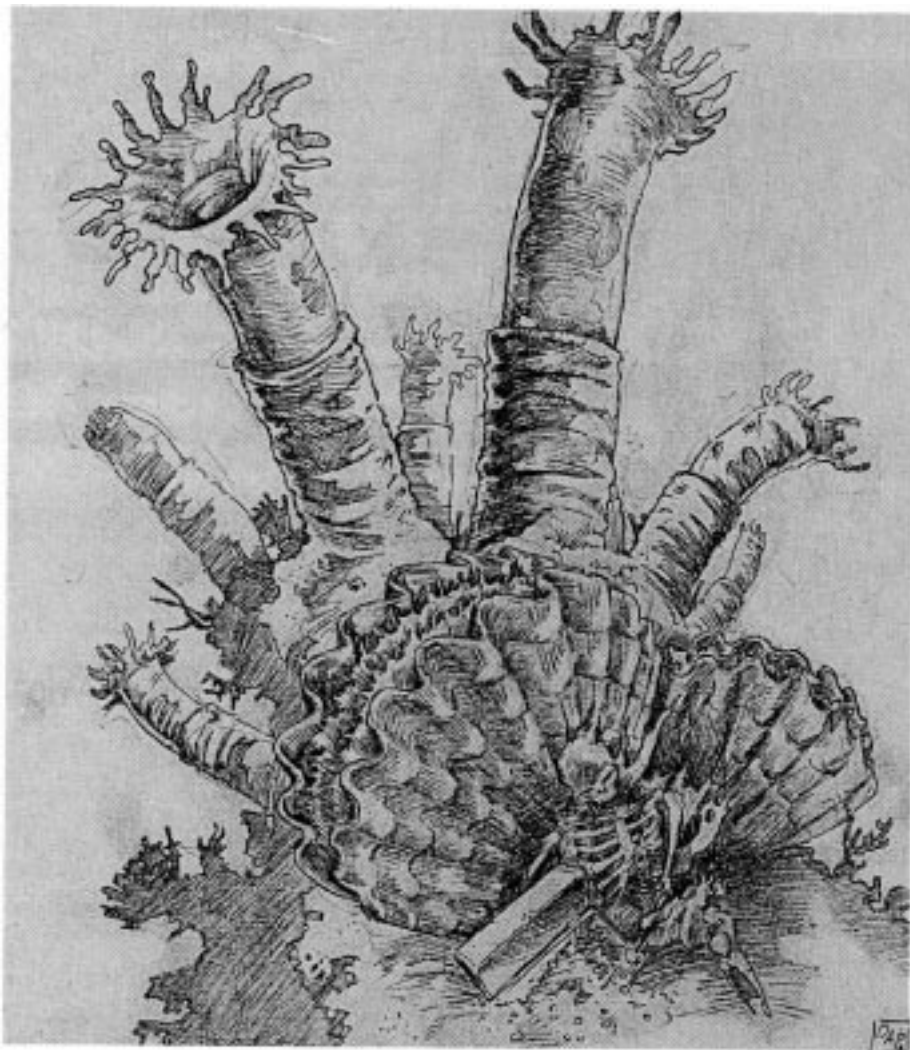
In general, deep-dwellers have little contact with hostile groups, having driven out rival predators long ago. Most reside in a state of semi-innocence and possess no weapons. The few colonies that have been recently attacked always have special defenses. Against larger opponents, for example, they have been known to employ small spears of bone. These weapons do 1d6 hp damage, require two tentacles each to employ, and cannot be thrown.

Deep-dwellers may also attempt to surprise foes. A common ploy is for the octopi to approach their victims from above, having "turned off" their luminescence. In such cases characters take a -2 penalty to their surprise rolls.

Although not cowardly by nature, deep-dwellers do not hesitate to break off combat if it begins to go against them. (An exception to this is a female protecting her young.) Typically, they emit a burst of glowing ink (sepia), turn off their own luminescence, and flee the area. At short range, the cloud obscures vision; at long range, it may be mistaken for an actual deep-dwelling octopus. Furthermore, the cloud of ink is naturally cohesive. Characters or objects caught in the cloud (all within a 10' sphere must save vs. breath weapon at -2 to avoid) continue to glow for 4d4 hours; the effect is similar to a *faerie fire* spell.

Habitat/Society: Deep-dwelling octopi are found on the ocean floor at depths greater than 9,000' and in the vicinity of hydrothermal vents. As vents are transient by nature, octopoid communities are frequently on the move.

Deep-dwellers communicate with each other by a combination of clicking noises produced by their beaks and by altering the pattern of lights on their bodies. This makes communication with other races somewhat difficult. A *tongues* spell grants comprehension to a character, but it does not allow him to speak unless he can also



assume the form of an octopoid and reproduce its bioluminescence.

Deep-dwellers have neither been exposed to magic nor have developed the concept of religion. Thus, they have no mages or priests. The octopi are, however,

naturally curious. Should they be introduced to either phenomenon, it could affect their culture radically.

Ecolom: Deep-dwelling octopi have established an agrarian society. Near the hottest land most nutrient-rich part of a

vent, they raise giant tube worms and clams. The clams and worms provide food and, when the shells are cleaned out, shelter. Farther from a vent, the octopoids tend fields of shrimp and mussels. Some octopoid communities are known to raise crabs and lobsters as well.

Deep-dwellers do not have a concept of money as such, but individuals may possess treasure. Pearls are often strung to form necklaces or bracelets, then sprayed with ink so as to glow. Octopoids are fine sculptors whose work would certainly be considered unique if brought to the surface. Additionally, the area surrounding the hydrothermal vent is typically rich in precious metals, though these would require excavation. Finally, many wizards would pay dearly for a bottle of deep-dwelling octopus ink, as it can be used to prepare magical glyphs and scrolls.

Tube worm, giant

Giant tube worms are a fairly common sight near hydrothermal vents. The mundane variety consist of pacific suspension feeders, measuring about 6' high and 2' in diameter. They possess an extremely durable outer casing of a dark yellow coloration. Their bodies are of a pale yellow. The heads are topped with flowery appendages and are extended while feeding.

Carnivorous tube worms, also known as blood worms, closely resemble their peaceful relatives but are thankfully more rare. Their heads lack the flowery appendages of the common variety; instead, they are adorned with wide mouths containing an extremely wicked set of sharp teeth.

Combat: The common giant tube worm has no form of attack. As its body is comparatively vulnerable (AC 7), it relies on its shell to provide it with protection (AC 2). The worm can sense pressure caused by either sound or movement and is thus very difficult to surprise (+2 bonus to avoid surprise). Should it feel threatened by the approach of another creature, which is almost always the case, the worm withdraws inside its tube. A valve (AC 2) seals the tube from the top, and the animal is then well protected from attack.

Carnivorous giant tube worms are usually encountered hidden among the more common variety and are 90% indistinguishable from the latter. They typically lie in wait for a suitable meal to pass by, then strike out with speed and ferocity (+2 to surprise roll). The body of a worm is extremely flexible and can extend to 3' in all directions from the top of its tube. Carnivorous tube worms are unpleasant fighters: In addition to their nasty teeth, they secrete a weak poison through their saliva (save vs. poison at +2 or lose 2 points of Dexterity for 1d6 turns from burning and itching). They are not, however, overly brave, and if they lose more than 50% of their hit points they retreat to the compar-

Tube worm, giant

	Common	Carnivorous
CLIMATE/TERRAIN:	Deep ocean/ Hydrothermal vents	Deep ocean/ Hydrothermal vents
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Colony	Clump
ACTIVITY CYCLE:	Any	Any
DIET:	Suspension feeder	Carnivore
INTELLIGENCE:	Non- (0)	Animal (1)
TREASURE:	Nil	See text
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	20-200	2-8
ARMOR CLASS:	2/7	2/7
MOVEMENT:	Nil	Nil
HIT DICE:	1+1	2+2
THACO:	Nil	19
NO. OF ATTACKS:	0	1
DAMAGE/ATTACK:	Nil	2-8
SPECIAL ATTACKS:	Nil	Surprise, poison
SPECIAL DEFENSES:	Alert	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' long)	M (6' long)
MORALE:	Unreliable (4)	Steady (11)
XP VALUE:	35	120

ative safety of their tubes.

Habitat/Society: Giant tube worms are found exclusively in the vicinity of hydrothermal vents. Generally, the hotter the water (and therefore the more nutrient rich), the more worms are found. Both types of worms are exclusively sexually reproductive. The young, numbering several thousand, are emitted from a genital valve found near the head on the female. While neither type of worm collects treasure, some items may (rarely) be found near the base of the carnivorous variety.

Ecology: The common giant tube worm lives in a symbiotic relationship with chemosynthetic bacteria. The bacteria are found in the guts of the worm and convert mineral particles into food. The worms serve as a source of food for many creatures, and their hollowed-out tubes are often used as lairs. Most creatures not native to hydrothermal vents find the worm's meat inedible because of its high sulfur content.

Carnivorous giant tube worms eat almost anything they can grab and are considered a great nuisance by deep-dwelling octopi.

Clam, giant

CLIMATE/TERRAIN:	Deep ocean/ Hydrothermal vents
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Suspension feeder
INTELLIGENCE:	Non-
TREASURE:	See text
ALIGNMENT:	Neutral
NO. APPEARING:	20-80
ARMOR CLASS:	0/7
MOVEMENT:	1'
HIT DICE:	5+5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Crushing
SPECIAL DEFENSES:	See text
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Average (8)
XP VALUE:	430

Giant clams are huge, mostly immobile bivalves. An average specimen measures 6' high and over 3' wide. The shell is vertically symmetrical, chalk white in color, and several inches thick.

Combat: Giant clams do not attack per se; rather, they possess an instinctive defense mechanism that can be dangerous to the unwary. Lining the lips of the bivalve are numerous, hairlike cilia that are extremely sensitive to pressure. When touched, they cause the clam to slam shut with great speed and force. Anything struck by the two shell halves (make a normal attack roll) takes 2-12 hp crushing

damage. Moreover, a character must make a Dexterity check or have a limb trapped. Trapped characters take 2 hp damage per round until they are successfully freed. A character may attempt to get free by making a successful bend bars/lift gates check; if this is done, no other action can be taken that round. Up to four other people may attempt to help free a trapped character. For each additional person helping, add that person's bend bars/lift gates roll to the trapped character's chance to win free. The chance of opening a clam is doubled if a person uses a spear, sword, or similar item to gain leverage.

Alternatively, a character may be freed by killing the clam. This is, however, no easy task. The exterior of the clam is so thick and hard (AC 0) that piercing weapons do but 1 hp damage, plus any Strength and magical modifiers. Slashing weapons do half damage, while blunt weapons do full damage. The interior of the clam is relatively vulnerable (AC 7) but can be attacked only by missile weapons or weapons over 4' long, and then only if the clam is at least partially open. Note that a clam held open because it is gripping someone's limb is considered to be partially open. If a campaign uses the alternative critical-hit or called-shot rules, a character may sever the muscles that bind the clam shut without killing it.⁸

Habitat/Society: Giant clams are typically found in the vicinity of hydrothermal vents, although they may very rarely be encountered in other parts of the ocean. Now and then, treasure items can be found on or near a giant clam, having been left by an unfortunate trespasser.

Giant clams reproduce sexually. The female lays hundreds of thousands of eggs into the water where they are fertilized by the male's sperm. The fry hatch in 3-4

weeks, moving about slowly (MV 1) by means of undulating cilia.

Ecology: Giant clams are suspension feeders. Those growing around hydrothermal vents live in a symbiotic relationship with bacteria that convert suspended mineral particles into food. Those living in other areas feed on suspended organic matter. Giant clams, both as fry and in their mature state, are a source of food for many of the sea's creatures. Deep-dwelling octopi have been known to use their shells as lairs.

Giant oyster: A relative of the giant clam, the giant oyster has a grayish color, a more elongated shape, and a more uneven exterior, but otherwise conforms to the previous statistics. Additionally, there is a 5% chance that a giant oyster contains a giant pearl. The value of these pearls is most commonly about 1,000 gp each, but exceptionally large, flawless specimens are worth more than 10,000 gp.

Dragon fish⁹

Dragon fish are very large eel-like creatures that sport a massive array of teeth and exhibit a cunning intelligence. In the case of the saber-toothed, the teeth are so overwhelming that the animal cannot close its mouth. They were named by fishermen who noted their resemblance to the Oriental dragons. While dragon fish are not actually kin to dragons, being true fish and not reptiles, they are fearsome predators nonetheless.

All dragon fish are able to distend their jaws and rearrange internal organs in such a way as to swallow meals as large as the animals themselves. The common and saber-toothed varieties have no formal language, but if a *speak with animals* spell is used they can be made to comprehend

Dragon fish⁹

	Giant	Saber-toothed	Electric
CLIMATE/TERRAIN:	Deep ocean/ Any Rare	Deep ocean/ Any Very rare	Deep ocean/ Any Very rare
FREQUENCY:	Any Rare	Any Very rare	Any Very rare
ORGANIZATION:	Solitary	Solitary	Family
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-70)	Semi- (2-4)	Low to Average (7-9)
TREASURE:	B	Bx2	B,H
ALIGNMENT:	Neutral (evil)	Neutral	Neutral (evil)
NO. APPEARING:	1	1	2-8
ARMOR CLASS:	3	3	3
MOVEMENT:	Sw 18	SW 18	Sw 24
HIT DICE:	6	6	5
THACO:	15	14	15
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3-18	4-24	2-12
SPECIAL ATTACKS:	Swallow whole	Nil	Jolt
SPECIAL DEFENSES:	See text	See text	See text
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (10' long)	L (12' long)	L (8' long)
MORALE:	Elite (13)	Champion (15)	Steady (11)
XP VALUE:	650	975	750

ideas of varying complexity. The electric dragon fish, a more intelligent and therefore more dangerous adversary, travels in family groups that communicate by a combination of clicking noises and by varying their discharge or electric current.

Combat: Dragon fish, often referred to as devil fish by tritons, are constantly on the prowl for a meal. They track prey at a distance, up to one-half mile, by smell and sensing their movement in water. At shorter ranges, they home in on the prey's electrical aura. Because of the acuity of their senses, dragon fish get a +2 bonus on surprise rolls.

The common and electric varieties of dragon fish stealthily approach a victim before attacking. After engaging in combat, both types are known to "play" with their food before devouring it, much as a cat plays with a mouse. The common dragon fish attempts to bite and maim its prey, then apparently let it go, only later to follow the trail of blood and finish the job. When it is actually ready to consume its victim, it attempts to swallow it whole, which it does on a successful attack roll of 18 or better. The electric variety enjoys stunning its victims with repeated electric jolts. A dragon fish emits a jolt of electricity in a 30' radius around itself. Creatures within 10' of the dragon fish take 3-24 hp damage; those 11'-20' away take 2-12 hp; and those 20'-30' away take 1-8 hp. If a saving throw vs. breath weapon is made, only half damage is taken. Additionally, creatures struck by a dragon fish's electrical attack must make a saving throw vs. paralysis or be stunned for 1d4 rounds, losing all Dexterity bonuses for armor class and making all attacks and saving throws at -2. Electric dragon fish can discharge three jolts per day and are themselves immune to electric attacks.

Saber-toothed dragon fish, being somewhat less intelligent than their brethren, rarely employ stealth in their attacks. They also fall short of the wanton viciousness of their counterparts, being motivated more exclusively by hunger. Although larger than the common dragon fish, the saber-toothed variety lacks the ability to swallow prey whole because of its protruding teeth. Rather, it uses its scissorlike fangs to shred its victims, then suck down the remains.

Habitat/Society: Dragon fish generally make their lairs in the holds of sunken ships or in caverns near the ocean floor. All types have a special fondness for metals, perhaps because metals conduct electricity well, and they collect large hoards. Refined metals, such as coins and armor, are preferred to raw ore or nodules.

Mating takes place once every third year, with the young being born live 6-8 weeks after conception. Male common and saber-toothed dragon fish leave the female shortly after mating is concluded, but the male of the electric variety stays with the female to form family groups. In all species, the young rarely leave the nest

until they have achieved full size, after about one year.

Ecology: Dragon fish range for hundreds of miles in search of food. They have been known to attack deep-dwelling octopus communities, and the later consider them a grave threat.

Footnotes

1. Most marine animals rely primarily on sound, as sound travels well in water whereas light does not. Several creatures use echolocation as a means of guidance and thus constantly emit noise (shallow-dwelling bottlenose dolphins are a good example).

2. In some fantasy worlds, the ocean may not even have a definitive bottom, but might instead connect directly to the elemental plane of Water.

3. An interesting exception to this rule is the race of tritons, which (although they prefer warm, coastal waters and appear to possess lungs) have the ability to travel to any depth.

4. To safely ascend or descend, a character should travel up or down no faster than 60' per minute. Additionally, a character must pause for 10 minutes after every 100' of depth change to give his body time to equalize pressure. Failure to abide by these safety restrictions has one of two effects. A character that ascends too quickly must make a saving throw vs. paralysis. Failure indicates that the character has contracted the bends, taking 2d12 hp damage and suffering the effects of a *symbol of pain*. If a character descends too quickly, he must make a saving throw vs. paralysis or take 1d6 hp damage and lose hearing in one ear, determined randomly. Note that these statistics are for game purposes only!

5. Jeppesen, *Sport Diver Manual*, (Denver, Colorado: Jeppesen Sanderson, Inc., 1975) pages 1-27.

6. Pages 55-57 in the 1st Edition *Dungeon Master's Guide* and page 79 in the 2nd Edition *DMG* have useful information regarding vision, light, spell use and combat in underwater adventuring. The statistics listed in this paper are based on actual observation and should be compatible with existing rules.

7. Jeppesen, *Sport Diver Manual*, pages 2-42.

8. The critical-hit and called-shot rules were suggested by Rick Silva.

9. The dragon fish and saber-toothed dragon fish, based on real animals having the same names, should not be confused with the dragonfish (written as one word) from the FIEND FOLIO® tome.

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Monsters of the Deep

Continued from page 14

1985 sighting in San Francisco Bay (that's right, the bay). This book also describes the sperm whale's sonic attack.

The Great Orm of Loch Ness, The Dragon and the Disc, by F. W. Holiday; W. W. Norton & Company, Inc., 1969 and 1974. In these two books, Holiday gives an excellent defense of the theory that long-necked lake monsters (and at least some sea serpents) are giant worms, enlarged forms of Tullimonstreum.

In Search of Lake Monsters, by Peter Costello; Berkley Medallion Books, 1975. Peter Costello gives a comprehensive listing of the freshwater lakes across the world that contain monsters. He supports Heuvelmans' theory that the long-necked lake monsters are of the Long-Necked variety of sea lion. There may be a monster in your neighborhood!

Alien Animals, by Janet and Colin Bord; Stackpole Books, 1981. In this book, the Bords argue that all mystery animals (including Bigfoot, the Loch Ness Monster, "phantom panthers," etc.) are the products of paranormal phenomena. I've included it because it has some good photos (at least as good as such photos ever seem to get) of lake monsters. Be sure to check out the ones on pages 24-25 and 29 in particular; the pictures on page 29 are mentioned in the discussion of the Great Orm. Ω

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A dozen new horned species from the world over

One way to increase the number and range of new creatures in a fantasy campaign world without having to invent entirely new (and sometimes unbelievable) monsters is to develop new versions of an existing monster, giving each one powers not shared by similar species. In this article, unicorns—among the most popular of all fantasy creatures—are so expanded for the AD&D® game.

The AD&D *Monstrous Compendium* entry for the unicorn should be consulted briefly before reading through this material, to see how the basic creature was developed here into 12 new strains. A unicorn, as most gamers know, appears to be a white horse with cloven hooves, a single ivory-colored horn (2'-3' long) growing from its forehead, and, on males, a white beard. For our purpose, the "regular" unicorn is here called a sylvan unicorn. All unicorns, including those described here unless otherwise noted, have the following attributes:

A unicorn can sense enemies at a 240-yard range, moving so silently that foes take a -6 penalty to be surprised. It can kick with its front hooves and thrust with its horn once per round, or it can charge into battle using its horn as a lance. To make this charge, there must be at least 30' of distance between the unicorn and its opponent. Opponents struck by a charging unicorn suffer 3-36 hp damage from impaling. The horn always gains a +2 bonus to hit, regardless of how it is used. Unicorns may not attack with their front hooves in the round they charge.

Once each day, a unicorn can cast a limited *teleport* spell that will take it and any rider it has up to 360 yards away in an instant. Unicorns cannot be magically *charmed* or *held*. They are immune to death spells and make all their saving throws against spells and spell-like powers as if they were wizards of the 11th level. Unicorns are immune to poison.

Alicorn

An alicorn is exactly like a sylvan unicorn, but with a gnarled and twisted horn.

Combat: Alicorns can use three *charm person* spells per day. These spells are cast at the 11th level. Those failing to make their saving throws will fight to the death to protect the alicorn from harm. Alicorns can walk on air as if it were solid, running through the air or galloping a few inches above bodies of water.

Habitat/Society: Alicorns are identical in habitat and society to sylvan unicorns. This may account for the fact that the two are often mistakenly classed as being of the same race.

Ecology: Alicorns are on good terms with and respect the territories of sylvan unicorns, cunnequines, and faerie unicorns. The alicorn is otherwise identical in ecology to the sylvan unicorn.

Bay unicorn

Bay unicorns are chestnut-colored, with glowing red eyes.

Combat: Bay unicorns (called "pyrocorns" by some sages) can use the following spells each once per day: *burning hands* (from horn), *heat metal*, *pyrotechnics*, *produce flame*, *fireball*, *produce fire*. These spells are cast at the 11th level, with spell effects generally emanating from the horn. Bay unicorns are immune to the effects of fire, heat, and smoke, either magical or mundane.

Habitat/Society: Bay unicorns mate once per year, then go their separate ways. The young are protected by their mother until they are six months old, then are left to fend for themselves.

Bay unicorns make their homes in underground labyrinths, caverns, dungeon complexes, mines, and volcanic tunnel passages that do not go deeper than a few hundred feet. They feed upon the fungi and small creatures that can be found in underground areas. They mark the walls of their subterranean territory in the same way that sylvan unicorns mark trees in their forests. Rangers may be confused to find a unicorn's mark deep beneath the earth, but they will be even more surprised to find that the unicorn in question is both evil and omnivorous. Pyrocorns can be ridden by exceptionally evil females who have an affinity for fire magic or who worship a god of fire.

Ecology: The horn of a bay unicorn can be used to create potions of *fire breath*. They ferociously attack any trespassers they find in their domains, yet they will not descend into the depths,

Black unicorn

Black unicorns are glossy jet creatures with completely black eyes. They are sometimes called nightmares, causing confusion with the outer-planes monster (see MC 8, the Outer Planes appendix of the *Monstrous Compendium*).

Combat: Because of the magical nature of black unicorns, they can see perfectly out to 300' in the absence of all light, even in the area of effect of a *darkness* spell. Black unicorns cannot well stand any light and thus have a -1 to saving throws against effects that blind or dazzle the eyes. They suffer a -4 to all attack rolls in daylight, being effectively blinded.

Black unicorns continually radiate a *silence*, 15' *radius* effect. They can cast *darkness*, 15' *radius* and *invisibility* spells on themselves, three times each per day. Black unicorns can *teleport* in a manner similar to sylvan and other unicorns, but they can only do so in the dark (e.g., on moonless nights or in deep shadows, in unlit rooms, or in *darkness* spells).

The horn of a black unicorn is poisonous; anyone struck by it must make a saving throw vs. poison or be paralyzed.

The paralysis lasts for three days; if the poison is not neutralized by the third day, the victim dies of heart failure.

Habitat/Society: Black unicorns have loose family habits similar to the pyrocorns'. They do not mark out any particular territory but continually wander from place to place (often invisibly) causing havoc. They may be ridden by exceptionally evil fighters or thieves of either sex.

Ecology: These monsters are extremely evil and have sharp canine teeth. They are carnivorous creatures who prefer to eat their meat while it is still alive. A black unicorn's horn can be used to brew extremely virulent poisons that kill their imbibers within one round if a saving throw vs. poison is failed or cause paralysis for 1-3 hours if the save is successful.

Brown unicorn

Brown unicorns are unicorns with light brown body hair and dark-brown tails, horns, and eyes.

Combat: Brown unicorns communicate with each other mentally. They have magical (nonpsionic) *telepathy* (applicable only to all other brown unicorns within range) and *ESP* (which reaches all other beings, one person per round) out to a 60' radius; both powers operate continuously. They can cast a special *sleep* spell three times per day; this spell is exactly like the wizard spell but it affects at least one creature regardless of level. The spell works normally against creatures of 4+4 HD or less, but creatures of higher levels are allowed a saving throw vs. spells to avoid being put to sleep. Brown unicorns are never surprised, thanks to their mental talents, unless they are attacked at long range by missile fire.

Habitat/Society: Brown unicorns ("roanicorns," as some call them) have a herd mentality. Each herd has one stallion and several mares. Stallions mark out their territories by placing a "mental barrier" along the borders of their territories. This beacon alerts other brown unicorns or psionically sensitive creatures that have crossed into the brown unicorn's demesnes, but does not hinder them. Brown unicorns sometimes bury themselves in sand on especially hot desert days. They can be ridden by maidens of any human or demihuman race who are pure of heart.

Ecology: These gentle creatures are herbivores that live on desert flowers, cacti, and sparse desert grasses. They can go for up to four days without food or water.

A brown unicorn's horn can be used to manufacture a special sleeping potion. Any character who drinks this potion is placed into suspended animation that is permanent until dispelled. A successful saving throw vs. poison negates this effect.

Cunnequine

A cunnequine is similar to a sylvan unicorn except that it is more silvery in color than white.

Combat: A cunnequine has all the abilities of a sylvan unicorn, though it has one other attack form. Once per day, the cunnequine can affect one creature as if he had donned a *helm of opposite alignment*. The victim must be touched by the cunnequine's horn without damage, and it is allowed a saving throw vs. spells at +2 to avoid this effect.

A cunnequine can also affect undead and conjured creatures as if it were a priest of 11th level turning undead. A turn effect causes conjured creatures to be dismissed to their home plane.

Habitat/Society: Cunnequines are identical in habitat and society to sylvan unicorns, except that they are more lawful in nature. Cunnequines are thus more likely to attack hunters and predators who harm living things native to the cunnequine's territory.

Ecology: Cunnequines are identical in ecology to sylvan unicorns.

Faerie unicorn

Faerie unicorns have a green tint to their white fur and horns, and all have bright green eyes. They are smaller than other unicorns (3-4' tall).

Combat: Faerie unicorns or faerie steeds are seldom seen. This is because they can blend into their backgrounds in a manner similar to a chameleon. They can do this at will, with results identical to a creature wearing a *cloak of elvenkind*. They share a sylvan unicorn's ability to move silently in natural terrain. Once per day, a faerie unicorn can cast the following spells: *charm person or mammal*, and *animal summoning I, II, and III* (four spells total).

Habitat/Society: Faerie unicorns are similar in habitat and society to sylvan unicorns. Their neutral nature causes them to shun outside contact; it is very unlikely that a faerie steed will attack hunters or predators in its territory. However, wanton or senseless destruction of the flora and fauna in a faerie steeds demesnes will raise its ire. Alternately, acts of courage in defense of the same lands often wins the faerie steed's gratitude.

Faerie steeds can be ridden by halflings, gnomes, elves, or other faerie denizens of either sex who prove themselves worthy.

Ecology: Faerie unicorns are identical in ecology to sylvan unicorns. Once every 100 years or so, a faerie steed will shed its horn to grow a new one. The horn regrows in 3-12 days. The discarded horns are prized by elves, because the horns can be crushed to produce the dye used in the manufacture of *cloaks of elvenkind*.

Gray unicorn

Gray unicorns are light gray unicorns with a gray horn and gray eyes.

Combat: Gray unicorns have taken

neutrality to an art form. They emit a field from their bodies that reflects the exact amount of damage done to them in physical combat back upon their enemies. Because their enemies must be in physical contact with the gray unicorns to receive this backlash, the gray unicorns are only rarely attacked by carnivores, who learn to leave them alone after one attack; smarter beings use missile fire, but they might still be attacked if the gray unicorns *teleport* and charge them. Gray unicorns will usually not retaliate unless they are attacked more than once by the same being or are pursued by missile fire.

Habitat/Society: Gray unicorns (sometimes called "graycorns") are usually found in herds, each consisting of one stallion and several mares. Gray unicorns can be ridden only by strictly neutral, passive druidic females, either humans or demihumans.

Ecology: Gray unicorns live on the grasslands in subtropical climates. Their horns can be carved and enchanted to produce *rings of spell turning* or can be used in the creation of potions of *invulnerability*.

Palomino unicorn

Palomino unicorns have white to creamy yellow hair. Their eyes are usually gray to brown in color.

Combat: Palomino unicorns (occasionally called "criocorns") can use the following spells each once per day: *ice storm*, *cone of cold*, *chill metal*. These spells are cast at the 11th level of effect. These spell effects generally emanate from the unicorn's horn. Criocorns are immune to the effects of cold and exposure, either magical and mundane.

Habitat/Society: Palomino unicorns mate for life, though a few solitary wanderers may be seen. They are found in arctic environments, giving opponents a -6 penalty to their rolls to be surprised in that environment due to coloration (this drops to -2 in other settings, as palomino unicorns will be so unused to non-snowy terrain). Criocorns may be ridden by exceptionally evil females who have an affinity for cold magic or who worship a god of cold.

Ecology: Palominos live off anything they can find or kill. They do not mark their territory, but will kill any who trespass. A palomino's horn can be used to create the ink necessary to produce scrolls of *protection from cold*.

Pinto unicorn

Pinto unicorns are unicorns with patches of differently colored hair distributed randomly upon their hides. They usually have doe-brown eyes, but some have green and some have yellow.

Combat: Pinto unicorns (sometimes called "chromacorns") are each able to project a *prismatic spray* from the horns up to five times per day. This spell is cast as an 11th-level wizard. Pintos are also

able to cast an *advanced illusion* three times per day, also at the 11th level of ability; such illusions are usually used to reveal hunters or humanoids by showing what appears to be the pinto unicorn grazing nearby—a ruse to draw missile and spell fire.

Habitat/Society: Pinto unicorns live on grasslands in temperate climates. They mate for life and are thus encountered in pairs or families. Pintos do not mark out territories but rather share large expanses of grasslands with other pinto families. They continually wander these grazing lands so that no one area becomes overgrazed. Pintos may be ridden by those of either sex who possess a pure heart.

Ecology: Pintos are much like sylvan unicorns, fighting with monsters that ravage their lands. A pinto's horn can be used to create potions of *rainbow hues*.

Sea unicorn

Sea unicorns have three forms. The first form is that of a small whale with a long unicorn's horn, the second is that of a sea horse with the same horn, and the third is that of a unicorn with a blue-white coloration. In all three forms, the unicorn's eyes are deep blue. It takes one round for it to change shape, during which time it cannot attack; all shape-changing must be done while submerged in water.

Combat: Aside from being able to switch between its three forms at will, a sea unicorn or narwal can breathe water in any form. The last form allows the unicorn to breathe air. Narwhals can *control weather* (as per the cleric spell) once per day at the 11th level of ability. The last form can also walk on water at will at normal ground speed.

Habitat/Society: Sea unicorns can be found in any body of water larger than a large lake. They are very ordered creatures who carefully cultivate kelp beds to graze on. They generally stay out of conflicts. Narwhals mate for life and have very carefully mapped-out territories. Narwhals can be ridden by sea-elfen maidens of pure heart.

Ecology: Narwhals feed on the kelp beds that they carefully cultivate. A narwal's horn can be used to brew potions of *water breathing*.

Unisus

Unisi are unicorns with pegasi wings, the result of crossbreeding between the two species. A single such creature is called a unisus.

Combat: Unisi attack in a manner similar to unicorns. In a dive, a unisus does damage in a manner similar to a unicorn's charge, but it needs only 15' of space to launch the charge, as it relies on its falling momentum for the impact and can also propel itself forward with its wings if running. In such a dive, it can also use its hooves to attack at the same time. All these attacks are at +2 on the attack roll above all other bonuses (including the +2

New Unicorns: AD&D® Game Statistics

	Alicorn	Bay	Black	Brown	Cunnequine	Faerie
CLIMATE:	Temperate	Any	Any	Tropical	Temperate	Temperate
TERRAIN:	Woodlands	Subterranean	Any	Desert	Woodlands	Woodlands
FREQUENCY:	Rare	Rare	Rare	Rare	Rare	Very rare
ORGANIZATION:	Family	Solitary	Solitary	Herd	Family	Family
ACTIVITY CYCLE:	Day	Any	Night	Day	Day	Day
DIET:	Herbiv.	Omniv.	Carniv.	Herbiv.	Herbiv.	Herbiv.
INTELLIGENCE:	Average	Low	Average	Very	Average	Average
TREASURE:	X	U	Nil	Nil	X	X × 2
ALIGNMENT:	CG	NE	CE	N	LG	N
NO. APPEARING:	1-6	1	1	1-10	1-6	1-6
ARMOR CLASS:	2	1	2	3	2	2
MOVEMENT:	24	18	24	18	24	30
HIT DICE:	4 + 4	6 + 4	6 + 4	3 + 4	4 + 4	4 + 4
THACO:	17	15	15	17	17	17
NO. OF ATTACKS:	3	3	3	3	3	3
DAMAGE/ATTACK:	1-6/1-6/1-10	1-6/1-6/1-12	1-8/1-8/2-16	1-4/1-4/1-8	1-6/1-6/1-12	1-6/1-6/1-12
SPECIAL ATTACKS:	See text	See text	See text	See text	See text	See text
SPECIAL DEFENSES:	See text	See text	See text	See text	See text	See text
MAGIC RESISTANCE:	20%	Nil	30%	Nil	20%	20%
SIZE:	L	L	L	L	L	L
MORALE:	Elite	Steady	Champion	Elite	Elite	Champion
XP VALUE:	2,000	2,000	6,000	650	1,400	2,000

	Gray	Palomino	Pinto	Sea	Unisus	Zebracorn
CLIMATE:	Subtropical	Arctic	Temperate	Temperate	Temperate	Tropical
TERRAIN:	Grasslands	Tundra	Grasslands	Oceans	Mountains	Savannah
FREQUENCY:	Rare	Very rare	Rare	Very rare	Very rare	Very rare
ORGANIZATION:	Herd	Family	Family	Family	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day	Any	Day	Day
DIET:	Herbiv.	Omniv.	Herbiv.	Herbiv.	Herbiv.	Herbiv.
INTELLIGENCE:	Average	Low	Average	Very	Average	Average
TREASURE:	Nil	W	X	Nil	Nil	Nil
ALIGNMENT:	N	LE	NG	LN	CG	N
NO. APPEARING:	1-10	1-4	2-5	1-6	1-10	1-10
ARMOR CLASS:	2	1	2	4	3	2
MOVEMENT:	18	24	24	24, Sw 36	24, Fl 48 (B)	24
HIT DICE:	3 + 4	5 + 4	4 + 4	3 + 4	4 + 4	4 + 4
THACO:	17	15	17	17	17	17
NO. OF ATTACKS:	3	3	3	3 or 1	3	3
DAMAGE/ATTACK:	1-6/1-6/1-10	1-8/1-8/1-10	1-6/1-6/1-12	1-6/1-6/1-12 or 2-16	1-6/1-6/1-12	1-6/1-6/1-12
SPECIAL ATTACKS:	See text	See text	See text	See text	See text	See text
SPECIAL DEFENSES:	See text	See text	See text	See text	See text	See text
MAGIC RESISTANCE:	10%	Nil	20%	Nil	Nil	Nil
SIZE:	L	L	L	L	L	L
MORALE:	Elite	Elite	Elite	Steady	Steady	Elite
XP VALUE:	1,400	1,400	2,000	650	1,400	975

for the horn), and the hoof attacks do double damage.

Habitat/Society: Unisi are identical in habitat and society to pegasi (see the *Monstrous Compendium*). Unisi may be ridden by maidens of any race who are pure at heart.

Ecology: Unisi are identical in ecology to pegasi. A unisi's horn can be used to brew potions of *flying*.

Zebracorn

Zebracorns are tropical unicorns with the black striping of zebras, though they are sleeker and not as stocky. They usually have doe-brown eyes.

Combat: A zebracorn can cast a color spray from its horns three times per day. It can also *polymorph* itself into any creature three times a day at will; this power is treated as if it were a *polymorph self* spell cast at the 11th-level of ability.

Habitat/Society: Zebracorns live in equatorial savannahs. Each herd generally contains one stallion and several mares. Being nomadic, they roam the savannah so that no one area becomes overgrazed. A zebracorn can be ridden by any being who proves itself friendly, though they can detect evil by touch and will immediately attack evil beings. They are unpredictable and willful (some say pig-headed).

Ecology: Zebracorns eat the coarse dry grass of the savannah. They generally stay out of fights that don't concern them, but one never knows what a zebracorn will do. The horn of a zebracorn can be used to brew potions of *polymorph self*. When in *polymorphed* form, a zebracorn generally takes the form of a muscular, hairless, black human with a warrior's bearing. Though the human-zebracorn carries no weapons, he or she can easily use any weapon it has ever seen a human use. Ω

A story told after the kids were sent upstairs

by Spike Y. Jones

Artwork by Susan Van Camp

"Brendan," the innkeeper began, "you've sent my children to bed with their faerie story. Now earn your keep. Tell us a tale."

"And make it a good one," a patron said, "with lots of adventure."

"Yeah, fightin'!" specified a more inebriated patron.

"And women," suggested a quiet young man.

"Big, lusty women!" clarified the less-restrained drunk.

"Wantons and weaponry, the measures of good entertainment as far as the outspoken Kennan is concerned," sighed Brendan. "Yes, I must know at least one such tale. So, if Iain fulfills his obligations as innkeeper" —he glanced at his empty beer mug— "I shall fulfil mine as housebard.

"I'm sure that those of you beyond your first beards have heard of the pyromancer, Taircon Firesoul, who alternately seduced the women and looted the villages of Delitan for many a year some half a century past. But, while you have *heard* of the man, I was an intimate of his for a time, and I was one of the few men privileged enough to see him die."

Brendan Farwanderer took a deep draught from his refilled mug, then leaned back to pull out a pipe, carefully fill it, and light it from the candle on his table. He looked up and noticed the circle of anxiously waiting men, and seemed only then to recall that he had been telling a story.

"Actually," he continued, "I overstate the case. Last I was to see him, but as for the 'man', I was only a lad the age of our host's son Aidan. After being wrongly accused of a number of improprieties" — here he paused for the chuckles of his audience— "exorbitant fines were set. When I could not pay, I was declared the bondsman of the first who would pay my fines. This happened to be Firesoul.

"I was an imaginative boy, and I wove wondrous tales to amuse my fellow servants. Taircon heard of this and demanded that I tell my tales to him, to amuse him and distract him from worldly concerns. I did this gladly, thankful for an appreciative audience."

"To get yourself out of doing real work is more like it," muttered the innkeeper.

"To improve my storytelling from Taircon's point of view, I was made to accompany the pyromancer on a number of his adventures, in which he and his cutthroats burst upon sleeping hamlets, emptying them of valuables faster than a

purse dropped in Cassard. After each ride, I was required to retell the events for my master's entertainment, attempting to make the litany of atrocities more palatable and less boring in its repetitiveness.

"This continued for some months until Firesoul's band happened to set upon an inn much like this one in a village some days travel from the cities of the western coast. As usual, their attack was hardly opposed, but Firesoul was incensed to discover that one of his men was killed and another two were severely injured in capturing a young man who had attempted to flee the scene.

"An examination of the youth's armor, weapons, and decorations revealed to his captors that he was a paladin serving one of the major temples of far-off Mardukan, and his other accoutrements and the quality of his steed suggested that he was a messenger of some sort. While religion was not a subject of any importance to Taircon Firesoul, he had had more than one encounter with paladins set on capturing him before and had developed a distaste for the whole breed. Moreover, he was interested in discovering what important message had cost the life of one of his henchmen. Firesoul inquired politely of the young paladin the nature of his mission, and when the boy refused to mouth even a single word, the wizards temper flared.

"At first the paladin resisted Firesoul's attempts at interrogation, refusing to utter a syllable while the pyromancer danced finger-fires within inches of his captive's eyes, then burned him lightly upon the cheeks and hands. This torture grew more intense until the young man was clearly and gravely injured, but he still refused to speak. Firesoul was frustrated until he thought to use subterfuge to break the paladin's resistance. After casting *fire charm* spell, the wizard suggested to his captive that his spells not only singed the flesh, but also subjected the soul to the fires of damnation; if the paladin were to die as a result of these flames, his soul would similarly perish.

"Under this magical persuasion, the paladin finally broke his silence. He was a courier, carrying a message from a small temple in Varga to the north, describing the story of a merchant from that place who had recently attempted to navigate the eastern deserts by a northerly course through the Desolation of Ptarn, bypassing the taxation of the central Rama-Resh oasis. This merchant had later been found

by some pilgrims on the outskirts of the Desolation, ragged, near starvation, and half-mad.

"Much of the merchant's story was incomplete—for example, the fate of the other members of his caravan. But the central episode, concerning a desert citadel festooned with gold, littered with jewels, and graced by most intriguing occupants—namely women of surpassing beauty—was fully described.

"While it had obviously been the treasures of the citadel that had sparked the temple's interest in the story, the references to the beautiful but isolated women intrigued Firesoul. Abandoning the tortured and dying paladin to his fate, the band made its way northward to the way-city of Pa-Dedun, and thence to the wild.

"After seven uneventful days of travel across the Desolation, we advanced over one of an endless series of rolling hills and saw in the distance a squat borderfort, long in need of repair, with a small group of what looked like wild goats grazing where they would on the surrounding plain. This little outpost matched the fabulous citadel described in no respect but its anticipated location, and Taircon Firesoul's dour mood turned suddenly foul as he made for it.

"The goat-creatures hardly took notice of us as we advanced through their field, but once we were in the approximate center of their foraging formation, their nature changed. Of a sudden, they sprang at our camels, with one camel and its rider falling immediately under the onslaught."

"In a similar change of demeanor, the dust-coated riders of the surviving camels burst into action, throwing aside desert cloaks to reveal gleaming weapons and armor. The goat-beasts had no more success in the end than the villagers these same raiders had fought in the past. Little could stand up to the savagery these thugs had penned up during the crushing boredom of the journey. Without Firesoul having to cast a single spell, all the goatbeasts soon lay dead or dying on the waste, with no further loss to the reavers. The men quickly stripped the valuables from their fallen comrade and, leaving his body to the wind, turned back to the fort."

"That's it? That's all the fighting? What kinda story is it when the . . ." began the drunken Kennan, before someone put another mug in his hand to occupy his mouth.

"Somehow," continued Brendan unper-

turbed, "the caer looked different now than it had before. The gates hung straight on their hinges, the walls appeared taller and firmer than they had from a distance, and the whole seemed to have exchanged its image of disuse for that of a strong, competently cared-for citadel—the very thing we had sought from the first.

"While this seemed to me very strange, Taircon Firesoul appeared to take it easily in stride as he hailed the fortress and was answered by the opening of the gates. Fearlessly, he led the band into the grounds, dismounted, and strode imperiously towards the solid-looking keep, leaving his camel to wander the courtyard.

"Once through the keep's door, the a powerful fortress gave way to private apartments. We followed a corridor decorated with flamboyant frescoes, passing by numerous side chambers furnished with soft beds and couches strewn with cushions and partially curtained with hanging sheets of cloth-of-gold. Shortly, we arrived at the heart of the keep.

"The audience hall was of such dimensions that it seemed larger than the outside walls could have held. Moreover, it was decorated more sumptuously than the alcoves had been. Every inch of the walls was covered with gold and silver-woven tapestries, with gem-laden ornaments hanging from the rafters like bundles of drying herbs. Jewels lay scattered like so much sawdust on the carpeted floors. As with the other rooms, there were couches and cushions scattered about the hall; all was, soft, padded, comfortable, and inviting."

"The women, bard, tell us about the women!"

"Ah, thank you, Kennan, for reminding me of the crux of this tale. At my age I sometimes digress from my topic, then have difficulty finding my way back without assistance.

"As I was saying, all was soft, padded, comfortable, and inviting, and that included the occupants of the hall. Arrayed about the room were almost a dozen young women. At that age, I was only beginning to gain an appreciation of the fair sex, but even I recognized that these women could have commanded the attention of princes, let alone any other man they desired.²

"One of the maids was so beautiful as to make the others seem like the lowest harlots of Plinth. She lounged across a throne at the hall's far end, looking regal and alluring at the same time. When the pyromancer strode towards her, his mage's robes fluttering behind him, she took notice and properly took her seat to meet him. There followed the niceties of introduction, during which we all were invited to a grand banquet, but it was obvious throughout that the mistress of the citadel had her eyes set upon the pyromancer.³

"Crusted with the grime of our week-

long journey, our party took gladly to the bathing chamber. When all were refreshed, we found our trail clothing now as fresh as ourselves. We returned to the audience hall and found platters of exotic meats and fruits and fluted bottles of strange liquors placed about the floor. The women reclined next to the refreshments, while their mistress sat at a table set with two chairs.

"Our party needed no urging, and all set upon the food, drink, and women with equal energy—excepting Firesoul, who strode to the chair opposite the mistress's to engage her in conversation. I was ignored by all, including the guard charged with keeping me from escaping, although there was nowhere I was likely to wander on my own in the middle of that waste. I walked about, admiring everything and partaking of the viands as I wished.

"As the supper continued, some of the men drifted out of the hall, accompanied by the young ladies.⁴ I eventually ate, drank, and admired my fill, but when I looked for one of the ladies to talk to, I found myself alone but for the pyromancer and our hostess. I wandered up to their table and broke into their conversation.

"Before I could complete even half a sentence, Firesoul casually slapped me across the face and, without even looking my way, ordered me out of the hall. Tears streaming down my face, I ran out into the courtyard and cried myself dry.

"That done, I sulked as a hurt child will, rehearsing complaints about how unfair my life was and concocting various schemes for revenge. I know not how long I sat there, but as I did, a strange transformation came gradually over the caer, and I quickly forgot my own small troubles.

"Slowly at first, but then more rapidly, pieces of the walls and buildings began to disappear from sight. I do not mean that the parapets crumbled to the ground, or that something blocked the outbuildings from my view. One moment the parapets were full and strong, and the next they were gone, the wall itself a tumbled pile of ruins. Again, a few moments later, one of the outbuildings vanished, to be replaced by the remnants of its cornerposts and a few wooden slats, enabling me to see where some of our camels had wandered.⁵

"Of more dire concern, if that could be possible, I saw through a newly vanished wall a great cloud of dust in the distance. While it might have been sign of a storm or other natural phenomenon, seeing it combined with the magical deterioration of the caer caused me to fear for the worst, and I ran back into the transformed keep to warn someone of the army I felt sure was approaching. I first attempted to alert my assigned guardian, but as I looked into the sumptuous cham-

ber the man had entered some hours before, I saw only a shabby cell. As for the raider, he and one of the . . . young women were there, in some disarray. Shocked anew by what I saw there, I ran to the next chamber along the hall."

"A bit new you were to the ways of men and women, eh bard?" Kennan quipped.

Brendan paused for a moment, as if trying to craft a proper reply to Kennan's comment, but then continued. "Seeing a variation on the same thing in the next chamber, I was sure this scene was repeated in the other niches. I abandoned hope of alerting the men, and I stumbled to the audience hall where last I had seen my master.

"When finally I arrived, I was relieved to see that this chamber at least had not lost its opulent appearance, and Firesoul had not succumbed to the temptations that had claimed all of the others. He was sitting at a table while the citadel's queen stroked his forehead and shoulders, attempting to force him to relax.

"Rushing in, I attempted to warn Firesoul of the strange occurrences piling one upon the other. Before I could get more than half of my words out of my mouth, my speech was befuddled by some spell cast by the caer's mistress.

"'Taircon, darling,' she cooed in his ear, attempting to turn his attention away from me, 'why do we not go to the couch? It is late, and all of your companions are already abed.'

"'Later,' the mage gasped. He seemed half asleep and struggling for both air and full consciousness. 'The boy said something about attackers approaching the fortress. While he isn't above lying to interrupt my pleasures, I think he's telling the truth this once. If the outpost is being attacked, we'll have to quickly set up some ambushes, and then—'

"'That can wait,' she said, nuzzling the back of his neck. 'I have been patient and more than patient. Kiss me again.'

"'Later, I say,' he barked, suddenly shrugging away from her.

"'Now, I say,' she almost screamed. Showing a passion I have never seen matched, she clasped him to her and began to hungrily kiss."

"At first, the pyromancer struggled in her supernatural embrace, but after a time a change came over both of them. He relaxed and finally seemed to be enjoying her attentions. Silently I watched, engrossed and repelled by what I saw, and I knew then that Taircon was doomed.

"I stated earlier that the bandits and women were in some disarray when I came upon them, the women suffering the most in this regard. When unclothed, the upper half of the woman my guardian had embraced was unchanged from that of a beautiful woman, but below her waist she resembled a lioness; the whole was not unlike a grotesque centaur. In the sec-

ond room had been a woman with a goat's body parts, and I had no stomach to discover the horrors of the other side-rooms.⁷ Before me, however, I watched a greater horror unfold.

"Once the woman had Firesoul securely in her embrace, the illusion that had been dissolving elsewhere about the fortress disappeared from there as well. The elegant fixtures of the room vanished in an instant, as did sections of the hall's roof and walls. As the room changed to join the rest of the fort in appearance, so too did its mistress become as bestial as her sisters. While her upper half retained most of the beauty of her previous form, this was now joined to the body of an immense and horrible serpent whose tail lashed like a living whip.

"Oblivious to this change and to the urgency of the situation all around them, Firesoul and she continued their activities for a time. When that was finally done, she spoke again.

" 'We've disposed of the essentials,' she said, loosely uncurling her serpent's body around his waist and pulling her long, pointed nails from his throat. 'Now, slave, defend me.'

"She must then have released him from a part of the spell she'd held him under, for I heard him gasp in horror. His eyes cast desperately round the room, looking for salvation, and he squirmed in her light embrace. He saw me then, and for a moment his eyes beseeched me, calling for me to do something that he could not. But then she caressed him casually on the cheek, and a crazed smile spread across his face and his struggles ceased.⁸

"Firesoul leaped up and rushed from the room, followed by his mistress-monster, who had resumed her human form. Drawn as much by despair as by fascination, I too followed the rushing pyromancer. From room to crumbled room throughout the ruin he ran, commanding his men to arms, an order that each followed only after the monster's queen commanded *her* subjects to release their prey for the moment.

"Soon Firesoul had his entire command assembled in the debris-strewn courtyard to see the approach of a company of men sitting upright on their horses in gleaming armor. At another time, I would have laughed at how inappropriate horses and heavy armor were in the desert, but this was not that time. The knights carried a number of banners proclaiming to all that they served the same god as that paladin the reavers had tortured and abandoned weeks before, and they were but moments away.

"Being supremely confident of his men's abilities, as much from his own ego as from the compulsion to defend his 'lady,' Firesoul ordered those men who could find their camels to charge headlong against the holy attackers, while

those who were stranded, including the pyromancer, would lend their support from what few of the battlements still stood. The monster-women seemed content to merely watch their 'lovers' fight, while I thought it best to seek a sheltered corner where I could watch and yet remain protected from the brunt of what was to come."

"This should be a laugh," chortled Kennan, "ev'ryone knows that paladins fight fair. That's why Firesoul lasted so long before."

"The battle was a spectacular thing to behold," Farwanderer continued, his eyes bright, 'with Firesoul's cavalry harassing the paladins from all sides as those other raiders rained arrows on the knights from above. When the pyromancer began to lend his own arm to the struggle, throwing spears of flame and clouds of burning gnats at the armored attackers, I thought at first that the raiders had won again. But to my surprise, for all their energy the thugs seemed to have lost all the skill at slaughter they had exhibited earlier in the day against the goat-beasts.⁹

"Within minutes the paladins had fought their way into the courtyard and were engaging the last of the human defenders on foot. When finally Taircon Firesoul was the sole reaver left in the fight, engaging the leader of the paladins in melee with a sword of solid fire, the ladies of the fortress stepped forward to end the battle.

"While I could see the monsters for what they were, apparently they had resumed their guises as human maidens to the eyes of those others, for the paladins neither bolted nor attacked at the sight of them. After their queen ordered Firesoul to put up his arms, they all came forward and attempted to beguile the paladins in much the same way as they had the raiders in their turn. For a moment all seemed to go as before. I was about to cry out in despair when a look of instant revulsion appeared on the face of one of the gallants, and he slashed at the creature nearest him with his sword.¹⁰ Within seconds, all of the holy fighters had freed themselves from the grip of illusion. In less time than they had spent on Firesoul's men, the paladins slew the beast-women, cutting off their heads to ensure that these apparent demons would not return from the grave.

"The last of the group to be defeated was their queen, for once it was obvious that her plot had failed, she commanded Firesoul to defend her anew. Again he fought in the lacklustre manner of the possessed, but this time there was no armistice to save him, and he fell but moments before the leader of the monsters was slain. But even in death her bond was strong, for the last action of the seducer of the most beautiful women of Delitan was to crawl the few feet it took to

expire in the same bloody pool as his 'lady-love'."

Silence fell across the room. Brendan Farwanderer looked around to see most of his audience confused, not knowing how to react to the strange tale. Taking pity on them, he added a postscript. "Finally, I stepped from my shadowed vantage and strode toward the commander of the paladin's company. It took some quick thinking and smooth words on my part to convince them that I was not another trick of the ruins heaped around us; but once I'd accomplished this they gladly welcomed me to their troop, giving me a horse and such equipment as I desired from among that lying about. I rode away with them to start my new career—as a paladin-in-training."

Again, the audience was stunned, but only for a moment. Once Kennan began to roar with laughter at the thought of Brendan Farwanderer, paladin, the rest of the taverners were not long to follow.

Footnotes

1. Lamias come in three varieties: lamia nobles, common lamias, and sa'ir. Solely because of the appearance of sa'ir and common lamias, there is conjecture that chimerae and wemics are also part of this family.

While no one knows how lamia nobles came to be (the curses of both demons and gods have been cited in explanations of the lamia's origins, but the truth could be something different from either), they are now produced only as the offspring of matings between other lamia nobles and humans. Common lamias are produced either as a result of noble-noble pairings or by human-common lamia matings. The purely animal sa'ir are only produced by the mating of common lamia pairs, as they are unable to propagate their own sub-race.

Lamias and sa'ir go into heat annually, a week-long period when the urge to reproduce outweighs almost all other desires and at which time they are the most fertile. The intelligent lamia types prefer to mate with humans in order to produce offspring of their own sort, but if none are available they will mate with their own kind. If they encounter a human outside of the summer mating season, the human's presence may cause them to come into heat out of season.

Common lamias are hermaphrodites; any two of them can mate, with either of the pair being impregnated in the process. This also means that they can mate with both male and female humans. If a common lamia mates with a male human, the lamia can be impregnated, but if the lamia mates with a female human, the unfortunate woman bears the cubs. Noble lamias, having differentiated sexes, mate only with humans of the

opposite sex, and they kill humans of the same sex without a second thought.

Lamias produce litters of 1-4 cubs eight months after a successful mating. Most cubs will not reach maturity (at age four years) because of the deadly competition among the young and the fickle emotions and hair-trigger temper of its parents, who are likely to claw a cub to death if it so much as playfully bites the tip of a parent's tail. The lamia's mating urge is strong but its maternal instinct is not, thus the lamia population is never large.

Sa'ir

CLIMATE/TERRAIN: Arid plains and hills

FREQUENCY: Very rare (common near lamias)

ORGANIZATION: Small groups

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Animal

TREASURE TYPE: Nil

ALIGNMENT: Neutral

NO. APPEARING: 1-6

ARMOR CLASS: 5/6

MOVE:12

HIT DICE: 4+1

THAC0:16

NO. OF ATTACKS: 5

DAMAGE/ATTACK: 1-3/1-3/1-3/1-3/1-6 (two claws, two horns, one bite)

SPECIAL ATTACKS: Surprises prey

SPECIAL DEFENSES: -2 to be surprised

MAGIC RESISTANCE: Nil

SIZE: M (4'-5' long)

MORALE: Steady (11-12)

XP VALUE: 420

Prowling deserts, ruins and other desolate wastes, sa'ir are the offspring of common lamias, almost always found in the vicinity of their parents although they have no ties of affection to their sires.

A sa'ir has the hindquarters of a goat and the foreparts of a lion, including a male lion's mane for both sexes of sa'ir. Its head is leonine with the addition of a goat's horns and dangling beard.

Sa'ir understand simple commands in

the common tongue but are unlikely to obey if they issue from any but a lamia. Their own speech capabilities do not go beyond an odd, bleating roar.

Combat: The sa'ir hunting style takes full advantage of their dual goat and lion natures. Sa'ir stalk prey in the guise of a grazing herbivore until they get within pouncing range of 20'. This tactic is very effective, and as a result the prey get a penalty of -1 on its surprise roll.

When attacking, it strikes with its two lion paws and two goat horns and its bite. Its armor class is 6 overall, but the thick mane protecting its-neck and forequarters make those areas AC 5.

Habitat/Society: Although not directly related to lions and goats, sa'ir behave in some ways like these creatures. They live in small groups structured like lion prides, but no sa'ir has ever been seen to give birth (they are believed to be sterile). They are territorial in nature, attempting to kill or chase away other predators that

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encroach on their hunting grounds.

Sa'ir are omnivores, able to survive by eating plants as easily as animals. They do have a strong preference for meat, turning down fresh vegetation even for day-old carrion. A group of sa'ir would try to take down a large creature like an elephant if one were presented to them, but the areas they inhabit usually present smaller game. This means that they must forage daily for meat or vegetation, but if they make a big kill they will gorge, then bask in the sunlight for a few days while digesting their meal.

Ecology: Few sa'ir are ever found far from the lamias that sired them. While they are *de facto* protectors of the lamia's lair, they cannot be trained to serve as watchdogs for the lamias. Thus, the population of sa'ir is as much controlled by the mating habits of the local lamias as it is by their own success.

2. Lamias do not usually form stable groups, but roam over a broad territory as

individuals, overcoming their hatred of their own kind only to exploit a rich find (such as an entire caravan of humans) or when they enter into heat and must mate. The urgency of heat temporarily assuages the lamia's murderous tendencies, so lamia pairs break up immediately after heat leaves them (captured human mates are rarely as lucky).

If a region provides only limited resources, such as a single watering hole or a solitary pass through a mountain range, then lamias will be crowded more closely together there. But when even living and hunting together in the same area, it takes the influence of a stronger creature, such as a lamia noble, to force any form of peace on them and coordinate group efforts.

3. Lamias possess four spells they can cast once each daily: *charm person*, *illusion* (as per the wand), *mirror image* and *suggestion*. In addition, noble lamias can cast 1d6 (if male) or 2d4 (if female) levels of wizard spells, with two restrictions on

what spells they can use: availability and suitability.

Lamia nobles can neither make spell books nor copy spells from one spell book onto a blank page in another. Thus the spells they can choose from each day are limited by the spell books they have at hand. For this reason, human wizards are considered valuable prizes by nobles; two encountering a magic-user would fight over him, possibly to the death.

As lamia nobles are naturally competent in the casting of illusory and mind-control spells, and reticent about using high-damage spells such as *fireball* or *lightning bolt* on potential human mates, they tend to select only deceptive spells from those available to them. Their preferences include most illusion/phantasm and enchantment/charm spells, but those of other schools are also chosen, even those not available to illusionists and enchanters such as the necromantic *feign death* and the invocation/evocation *wall of fog*.

Against nonhumans or in an emergency, lamia nobles are willing to use

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destructive spells if they have any in their spell books. Their lack of skill with this type of spell gives victims a bonus of +2 on saving throws vs. non-deceptive spells.

4. Lamias of all sorts prefer not to engage in combat, as it is dangerous and provides only food; subtle snares can gain them information, treasure, and mates who can serve as food when they've outlived their other uses. To accomplish this, lamias use their illusion-creating powers to lure victims into situations where they can employ their Wisdom-draining power.

The draining of Wisdom can't be accomplished by the stab of a knife or the slash of a claw. The lingering touch of a lamia's hand against the victim's bare skin for most of a minute will drain 1 Wisdom point. This is difficult to do during battle, but is not as hard to accomplish in non-combat settings such as seduction or a wrestling match.

If forced into combat, common lamias can use the hooves or claws of their lower bodies, and all lamias can use hand-held weapons. Weapon choice is partially dictated by whatever they have at hand, but male nobles tend to use swords while common lamias and female nobles prefer daggers. If their treasure trove contains magical weapons, these will probably be used.

5. Lamias usually disguise themselves as humans in order to lure real humans into their traps. Common lamias cast *illusion* for their disguises, while noble lamias have the ability to actually change to human form and back to lamia noble form at will and as often as they desire, saving their own *illusion* spells for such things as decorating their lair and hiding the remains of previous victims.

The *illusion* spell requires constant concentration to remain in effect. Minor activities such as moving or talking are possible, but the greater the activity level of the caster or the more distracted she is, the more difficult it is to maintain the spell. As the amount of attention given the maintenance of the spell drops, its effects are similarly reduced: intricate details disappear from scenes, the radius of effect decreases, and patches of reality can "shine through" the layer of illusion covering them.

6. One of the greatest difficulties a lamia is likely to have during the Wisdom-draining procedure is impatience. If the lamia was unlucky or uncreative enough to only make occasional short draining attempts spread out over a period of hours or days, it would be likely to lose its temper and force the issue by seizing the victim or otherwise attempting to enforce contact, which would probably alert the victim. Every hour that a lamia spends attempting to drain a victim, it must make an Ability Check on 1d20 against

its Intelligence; if it fails the check, it loses its temper. A threat to its carefully laid plans is another reason for a lamia to abandon subtlety in favor of speed.

7. While the upper body of a common lamia is that of a human woman, its lower body can resemble a lion, goat, deer, antelope, or other creature. As to sex, it's hermaphroditic—each common lamia is both male and female. What beast makes up the lower body at birth is random. As each body has advantages or disadvantages, the least powerful types, deer and antelope, are rare among adults, while the lion form is quite common. Fully 60% of all adult lamias are of the lion-type, with 25% goat-type and only 15% of deer/antelope-type.

Lamias prefer to avoid pitched combat. If forced into melee because of a threat or their chaotic natures, they can attack with spells, weapons, and the armaments of their animal halves. Lion-type lamias make two claw attacks per round for 1-4 hp each; if both of these attacks hit, they can rake with their hind claws for two attacks of 1-6 hp each. Goat- and deer-type lamias can make two hoof attacks for 1-3 hp each, but deer lamias are somewhat frailer than the others (only 5 HD, compared to the 9 of the lion and 7 of the goat lamias). Deer lamias are fleet of foot (MV 24), but in combat their bloodthirsty nature usually prevents them from fleeing, so they tend to be slain young by other lamia types. Experience points for defeating lamias are: 650 XP for deer-, 1,400 XP for goat-, and 4,000 XP for lion-type lamias.

8. A victim fully drained of Wisdom loses his self-control and judgment, forming an irrational emotional bond to the lamia who drained him. He doesn't lose his other faculties, which can lead to a horrible torture. In the control of the lamia, a victim can be conscious of his slavery (if the lamia doesn't take pains to maintain its illusions once the prey has been snared) and can frantically cast about for a means of escape. However, even if given a chance to leave, he will be unable to take advantage of it. As with an addiction, the thought of escape might be appealing, but the thought of leaving his "beloved" would be almost unthinkable.

This torture is usually short-lived unless the victim has been taken by a lamia noble who has other needs besides mating and eating, including the desire for more and stronger spells, the urge to rule over others, and even a longing for companionship. A common lamia usually kills a human mate immediately after its period of heat ends, but a lamia noble keeps its catch as a play-toy for as long as the prey pleases it.

While it is unlikely a lamia noble's prey could survive for long without being killed

for some imagined slight, some rare victims are eventually released unharmed if they have been witty, charming, and "good company" for the duration of their imprisonment. While this is the result of the lamia noble's lingering affection for its prey, it must be remembered that all lamias are somewhat insane, and such gentle treatment is not to be relied upon.

9. Because Wisdom includes one's judgment, guile, and common sense, draining someone of these capacities does more than make him a slave of a lamia. A man with no common sense or ability to make sound judgments finds it difficult to perform in a hectic situation such as combat (including commanding one), and thus will suffer a penalty of -6 on all "to hit" and saving-throw rolls (including but not limited to saving throws against mind-affecting spells). Because of this, a man controlled by a lamia and sent into combat is often little more than cannon-fodder designed to weaken the lamia's opponents before the lamia makes its own attack.

10. No matter what spell was used to create it, a lamia's human disguise can be penetrated either by the very experienced or the very young. Adventurers have a chance of 5% per level above 6th (e.g., 5% at 7th level, 10% at 8th) of spotting inconsistencies in the disguise, such as forgetting to create adequate illusory clothing when playing a role that would normally require it.

Lamias adopt a number of forms, such as those of children, confused peasants, foreigners, or the like, so that they'll have a ready excuse to cover up any minor errors they make in their disguise. Erotic guises are also quite effective and often used. Persons untempted by this sort of illusion have a bonus to their chance of seeing through it, ranging from 15% for paladins and some clerics to 90% for the very young, for whom these illusions would hold no attraction.

Lamia nobles are more adept at illusion generating (-10% to the chance of spotting them), and because of this are more successful at infiltrating human society. They will sometimes be found in crowded cities as opposed to barren wastes, gaining the simple companionship they tragically desire along with a greater supply of prey.

The author would like to thank Phil Masters for his many suggestions during the writing of this article and for creating the lamia noble (in the FIEND FOLIO® tome) in the first place.

Here it comes!

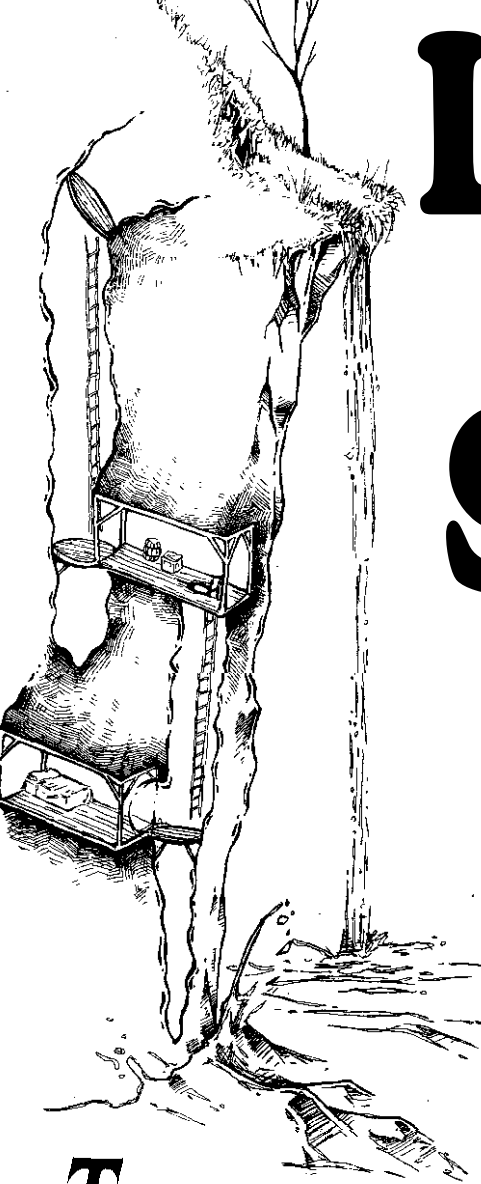
Wondering what TSR is about to do next? Turn to "TSR Previews" in this issue and find out!

Live Statues and Stone Men

Golems of the Underdark

by John Power

Artwork by Terry Dykstra



The Underdark is a vast and mysterious place. Even after hundreds of years and adventurers, the whole extent of this twisted, dark world is unknown. Every time an adventurer crawls out of the ground, a new mystery is revealed.

One such mystery is the appearance of new golems. These huge automatons, created through the binding of magical forces to an inanimate figure, were always suspected to exist in new forms in the Underdark, but no trustworthy evidence was ever collected.

I am now glad to say that is all behind us. In the following pages, I will describe three automatons that I have seen with my own eyes. Although I am sure they were created through magic or the allowance of some god (notably Lolth in the case of the Spiderstone golem), I have yet to perceive the process myself or, indeed, acquire a specimen. However, the fact that they exist is enough to show that we can no longer exclude our Underdark cousins from our magical scrutiny.

Emerald Hapworth, Waterdeep
True Tales of Underearth



Following are the descriptions of three golems created by the races of the Underdark, those races being the illithid, the drow, and the dwarves. There are no notes detailing the processes that allows the manufacture of these monsters, because the information is closely guarded by those who have it—so closely guarded, in fact, that most members of the race in question don't even know these golems exist. Perhaps somewhere in those dark caverns lie *manuals of golems* that fully detail the methods of creating these underdark golems.

Golem, Brain

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Low (5-7)

TREASURE: Nil

ALIGNMENT: Lawful evil

NO. APPEARING: 1

ARMOR CLASS: 3

MOVEMENT: 6

HIT DICE: 60 hp (12 HD)

THACO: 9

NO. OF ATTACKS: 1 fist

DAMAGE/ATTACK: 2d12

SPECIAL ATTACKS: *Mental blast*

SPECIAL DEFENSES: Immune to mind-influencing spells, +2 weapon needed to hit it

MAGIC RESISTANCE: 70%

SIZE: 8' tall, 5' wide

MORALE: Special

XP VALUE: 10,000

A creation of the ancient race of mind flayers, brain golems are the most horrible of all golems. They exist purely for the desires of illithids and are unswayed from their goals, once set.

A brain golem appears as huge, burly humanoid with an oversized brain for a head. In fact, the whole body is made up of brain tissue but is covered with a thin film of slimy skin.

Although brain golems are more intelligent than other golems, they are completely unable to communicate.

Combat: Brain golems are used as muscle or guards for illithids and attack an opponent only if so ordered or if the opponent tries to get at what the brain golem is guarding. Regardless of the situation, brain golems never attack mind flayers, which limits their effectiveness in battles between members of that race.

In combat, brain golems are more aware of their environment than other golems. They always aim for wizards first, knowing that a quick strike could easily kill that physically weak class. They seem to have an innate ability to roughly determine an opponent's con-

dition (i.e., hit points), and they nearly always aim for the next weakest character after a wizard.

A brain golem's physical attack is a swift punch with its fist. It is unable to employ both fists in a round because of its singular thought pattern, but the one fist is often good enough.

In addition, once every turn, a brain golem can release a form of the mind flayer's *mental blast*. This energy strikes everyone within 60 yards. All those hit must make saving throws vs. spells or suffer 2d8 hp damage and become stunned for 1d10 rounds. Those who save only lose initiative for the next round and suffer 1d8 hp damage. The golem usually uses this attack if it is brought down to 15 hp or less, or ordered to do so by a mind flayer.

Brain golems are immune to poisons, gases, death magic, and mind-influencing spells such as charms or illusions (treat them as if they had Intelligence and Wisdom scores of 24 for purposes of spell immunity only). They also possess a magic resistance of 70%. However, the considerable magic immunity of most golems is not present in this golem, for unknown reasons; the lack may have something to do with the process that

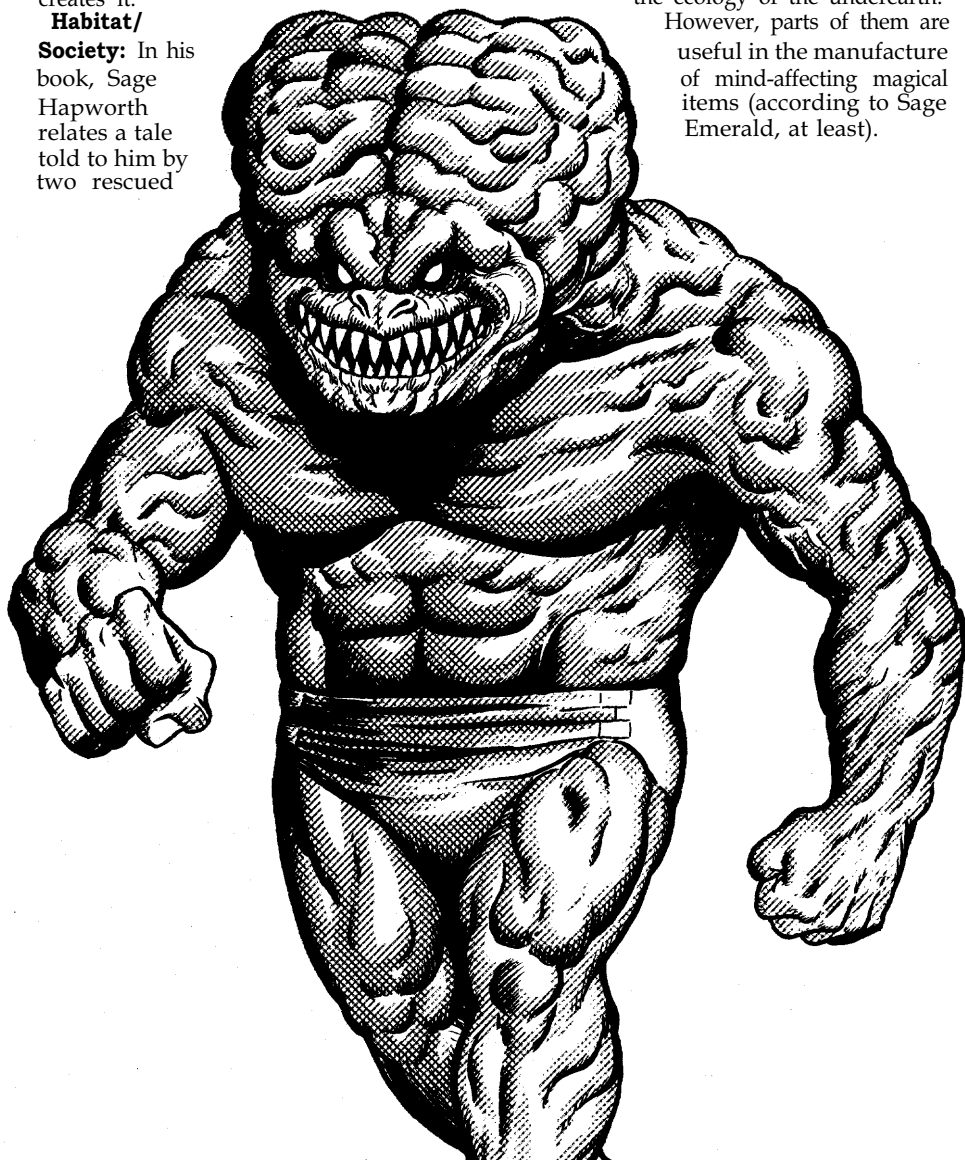
creates it.
**Habitat/
Society:** In his book, Sage Hapworth relates a tale told to him by two rescued

human prisoners of the illithids. They apparently saw a brain golem being created. Although the magic used was unknown by the humans, the brain golem's body seemed to be a combination of different racial brains. As for the head, this was taken from a part of the elder brain of the mind flayers. The skin was a membrane oozed from the same elder brain.

Mind flayers use brain golems like they use all slaves. Brain golems are heavy guards, used against monsters resistant to mind attacks or the physical attacks of the illithids. In addition, they are used to perform tasks that are beneath mind flayers, such as guarding food stocks and slaves, etc. Because of their undying loyalty and obedience, the mind flayers prefer brain golems over other races or constructs. A cynical phrase used by the githzerai, "treated like a brain golem," means to be treated well by a slavemaster.

Every city or community of mind flayers has only 2-5 such golems. The reason for this limit is probably because the illithids don't want to take too much from the elder brain.

Ecology: Except in the services of their masters, brain golems have no place in the ecology of the underearth. However, parts of them are useful in the manufacture of mind-affecting magical items (according to Sage Emerald, at least).



Golem, Hammer

CLIMATE/TERRAIN: Subterranean (dwarven kingdoms)

FREQUENCY: Very rare

ACTIVITY CYCLE: Any

ORGANIZATION: Solitary

DIET: Nil

INTELLIGENCE: None (0)

TREASURE: Nil

ALIGNMENT: Neutral

NO. APPEARING: 1

ARMOR CLASS: 0

MOVEMENT: 6, Br 6

HIT DICE: 60 hp (14 HD)

THACO: 7

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2d10/2d12

SPECIAL ATTACK: *Pounding force*

SPECIAL DEFENSES: +1 weapon needed

to hit it, immune to spells

MAGIC RESISTANCE: See text

SIZE: L (9' tall)

MORALE: Fearless (19-20)

XP VALUE: 13,000

The nightmare of orcs and other dwarven enemies, this rare golem is constructed by dwarves themselves (though there have been instances in history of powerful High Ones creating clay golems). The process is as rare and secretively kept as the manufacture of the most powerful dwarven magical weapons. The hammer golem is definitely created by dwarven priests (or High Ones in the Forgotten Realms—see FR11 *Dwarves Deep*).

A hammer golem stands about 9' tall and weighs about 2,000 lbs. It resembles a gigantic stone dwarf (beard included) covered in adamantite plate mail. Its forearms have been replaced by two weapons—a hammer on the right arm and a pickaxe or axe on its left.

A hammer golem moves heavily and slowly. When encountering orcs and their kin, it gives out a hollow roar as it attacks.

Combat: This golem attacks only if ordered by its master, if it encounter orcs, or if it is kept from its assigned task. The latter condition allows it to attack if someone tries to get at what the golem is guarding when it is carrying out this task. It can remember as many commands as the creator wishes, but at most the commands must total up to only twice the creator's Wisdom in words.

When without a master, a hammer golem attacks anything in front of it until the opponents leave it or its charge alone or are dead. If the opponents are goblinoids, only their death or the golem's destruction will break off its attack.

This golem attacks with its pick, for 2d12 hp damage, and hammer, for 2d10 hp damage. In addition, it can employ a *pounding force* every turn. This is similar to a *repulsion* spell, except that, in addition to the usual effects, it inflicts 4d6 hp damage if the save fails, or 2d6 hp otherwise.

A hammer golem is immune to every spell except for *wish* (which affects the golem as the caster wants) and *stone to flesh* (which acts as a *heal* spell on the golem). In addition, a weapon of +1 or more magical power is needed to hit this golem.

Habitat/Society:

Hammer golems are made by dwarven priests (or High Ones in the FORGOTTEN REALMS™ setting) for use as guards, warriors, or massive miners (they can tunnel through rock at MV 6). A hammer golem for war possesses an axe on the left arm, and one for mining has pickaxes on both.

Ecology: Hammer golems contribute nothing to deepearth ecology, except for the destruction of goblinoids and the mining of minerals.



Golem, Spiderstone

CLIMATE/TERRAIN: Subterranean (drow kingdoms)
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Nil
INTELLIGENCE: None (0); see text
TREASURE: Nil
ALIGNMENT: Chaotic evil
NO. APPEARING: 1(10% chance of 2)
ARMOR CLASS: 3
MOVEMENT: 9
HIT DICE: 55 hp (11 HD)
THACO: 11
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1d12/1d12/1d12/1d12
SPECIAL ATTACKS: *Web spit*
SPECIAL DEFENSES: Immune to all spells except drow priest magic and invocations, +1 weapon needed to hit it, *spider climb*
MAGIC RESISTANCE: 50%
SIZE: L (7' tall)
MORALE: Special
XP VALUE: 11,000



Spiderstone golems, also known as obsidian golems, are the constructed servants of drow spellcasters. Each is inhabited by the spirit of an unknown tanar'ri servant of Lolth, ensuring that its use is not directed against Lolth or her servants. Because a spiderstone golem has a spirit that is not completely bound to its material form, it is considered to be a lesser golem.

Physically, this golem resembles a large statue of a four-armed drow carved out of gloss-black obsidian. When inactive, no signs of animation are apparent; when it activates, the golem's eyes glow a fiery red. It weighs about 1,000 lbs.

Combat: When under mortal control, a spiderstone golem has as much intelligence as other golems (though the presence of the tanar'ri "overseer" gives it an evil alignment). However, it is able to

follow one different command per round, as long as the command does not go over four words for a wizard or six for a priest. This command may be changed from round to round.

When a spiderstone golem goes wild, it becomes more cunning and intelligent, increasing its Intelligence to the Semi- (2-4) category. It always seeks to kill its master first, then follows the commands of Lolth. In this mode, the golem is capable of designing simple traps, maximizing its abilities fully.

In combat, spiderstone golems attack with four fists or a *web spit*. This spit has a range of 90 yards and requires a hit roll. If it hits, all within 20' are affected with a *web spell*; the being hit gets no saving throw. Otherwise, the "spit" splatters harmlessly and dissipates in 1d4 rounds.

Spiderstone golems are able to use *spider climb* at will. They are immune to all spells, except those of drow priests and invocation/evocation spells (though they still roll for magic resistance and gain a saving throw, if allowable). To hit a spiderstone golem requires a magical weapon of +1 or better.

Habitat/Society: There is a small chance every week of a spiderstone golem going wild. If under a priest and in the service of the city of Lolth, the chance is only 1%. Otherwise, it varies from 5% to 100%, depending on what it's being used for —e.g., 5% if it's under a wizard in the service of Lolth, 50% if it's being used for guarding something of personal value to the master and of no use to Lolth, or 100% if it is being used directly against Lolth.

Because these golems tend to be loyal to Lolth first and their masters second, they are rarely created by priests and even less likely to be created by wizards. However, when they *are* manufactured, they are often used for such tasks as guarding a temple or hunting down enemies of the priesthood. In the case of wizards, of course, they are useful, but the wizard is taking his chances.

Ecology: Except in the service of drow elves, spiderstone golems are similar to other golems in that they neither give or take anything from the ecology of the underdark.

However (again, according to Emerald), the powdered remains of this golem are useful in the creation of magical scrolls and items related to spiders, webs, and the abilities of spiders (e.g.; a scroll of *spider climb*, *cloak of arachnida*, *arrow of slaying arachnids*, etc.). The eyes are apparently rubies and may fetch up to 10,000 gp each on the market.

Beyond the Grave

The legends and lore of the wight, wraith, and mummy

by Tom Moldvay

Artwork by Tom Baxa

Tom Moldvay has done three previous articles on the world of the undead: "Out of the Shadows," in DRAGON® issue #162; "The Ungrateful Dead," in DRAGON issue #138; and "Hearts of Darkness," in DRAGON issue #126. We welcome him back to our pages with a new installment of his menagerie of horror.

Wight is a general Germanic word meaning "being" or "creature." Over the years, it increasingly came to be applied to either good or bad spirits, until it came to have a supernatural connotation.

In late Saxon, "unsele wiht" means "uncanny creature." In *The Canterbury Tales*, Chaucer uses the word for dangerous spirits in the phrase, "I crouche thee from elves and from wightes," in "The Miller's Tale." English minister Robert Kirk, in *The Secret Commonwealth of Elves, Fauns, and Fairies* (1691), talks of seeing the fairies crowding in from all quarters "like furious hardie wights."

Wight is not a word objected to by the elves, for in the fairy rhyme given by Robert Chambers in *Popular Rhymes of Scotland*:

But gin ye ca' me seelie wicht,
I'll be your freend baith day and nicht.

A "seelie wicht" would be a good wight, a member of the Seelie Court that rules the good fairies. An elf would make objection to being called an "unseelie wicht," an "evil wight" who pays homage to the Unseelie Court of the evil fairies.

Like most things supernatural, wights, in

the course of time, ceased to be viewed as having any good and were seen as strictly evil. Wights became wicked beings that came out of the darkness. As such it was easy to make wights undead creatures. J. R. R. Tolkien used a similar jump of the imagination for the "barrow wight" Frodo runs into in *The Lord of the Rings*.

In TSR's D&D® and AD&D® games, wraiths are essentially more powerful wights. The derivations of the two words are similar. Wight comes from the Anglo-Saxon "wiht"; wraith comes from the lowland Scots (i.e., English-speaking) "warth," which can ultimately be traced back to the Old Norse "vorthr," from "vartha": to ward or guard. Both words are part of the larger British category of folklore. Tolkien recognized the affinity between the words when he used "ring-wraiths" for the horrid beings that ceaselessly hunt for the One Ring.

The word "mummy" is borrowed from the French "mumie," which in turn is derived from the Arab "mumiya," which denotes an embalmed body. The word entered the language as a result of Napoleon's 1798 campaign to Egypt, which created a European—indeed, worldwide—craze for the ancient Egyptians. The undead mummies in AD&D games owe much to the legends surrounding Egyptologists, and even more to certain "B" movies.

While wights, wraiths, and mummies have different derivations, they share one thing in common: the primitive belief that the body somehow lives on inside the tomb. This belief is most clearly seen in early Egyptian burial beliefs.



It started in Egypt...

In ancient Egyptian belief, there were two main spiritual forms of the deceased, called respectively the *ka* and the *ba*. The *ka* was supposed to dwell in the tomb—more precisely, in the mummified body—and it was the form in which the dead received their funerary offerings.

It seems that the *ka* represented the life-force of an individual. It was created at the time of his birth, remained with him throughout his life, and subsequently lived in the tomb after death. The dead were sometimes referred to as “those who have gone to their *kas*,” and the tomb chapel could be called, “the house of the *ka*.” Ordinary people had only a single *ka* but gods and pharaohs had several.

The importance of preserving the corpse can be seen through the *ka* belief. The more intact the corpse, the better the home for the *ka* spirit. The great pyramids and other tomb structures of ancient Egypt served primarily not as monuments but as houses in which the *kas* spent their afterlife. The richer and more important an individual, the better he wanted his death-home to be, and pharaohs were the most important individuals of all.

Thus it was believed that the dead lived on in the tomb. This belief may have originated in earlier burials, which took place in the desert away from the Nile. The desert dried the corpses and helped preserve them. At the same time, the liquefaction that accompanies corruption would be drained off into the sands. A sandstorm could easily uncover earlier graves, exposing the contents. The Egyptians would chance upon a body that had been buried for centuries and find it better preserved than a corpse left out near the Nile for several days. It is not surprising that a belief arose that the dead lived on in their tombs.

Once such a belief became established, one obvious result was the desire to build the best possible resting place for a beloved family member. Burial chambers grew more and more elaborate. For a time, huge pyramids were built to house pharaohs, who were the sons of the sun god. Such an extensive building effort could not be maintained for long. Later tombs became less grandiose than the pyramids. Still, such tombs, cut into solid rock in the Valley of the Kings, were elaborate affairs.

Pharaohs and nobles could afford elaborate tombs. Others had to settle for simpler graves. Yet every effort was made to ensure the well-being of the dead in their afterlife.

The articles used by the living were included in their death goods. Clothing, tools, weapons, cosmetics, even games were entombed with the dead. Complete meals were laid out to be buried with the corpse for future use. Funerary rites, conducted by priests, insured a continuing supply of the things that made living pleasant.

Each tomb, sarcophagus, or coffin had a

stylized door outline carved into it by which the deceased could leave to pick up offerings, then reenter the tomb. The *ka* could literally walk through stone or wood once the appropriate magic had been performed. Such an action was possible because the deceased was now a spirit and the door was a magical spirit door, not a real one.

At first, grave goods were literal. Baskets of food, whole chariots, favored horses, household slaves, and the like were entombed with rich pharaohs. Such gifts were, of course, expensive. It was impossible to include them in every burial without begging the nation.

Magic came to the rescue. The same grave goods could be included in miniature, or merely painted on the wall. Hence tombs might contain a set of miniature servants or soldiers, miniature boats and chariots, even miniature food baskets. Likewise, the scenes painted on the walls were not for decoration or art, but to magically supply the dead person with goods and services in the afterlife. Thus there would be painted scenes showing the preparation of every stage of food from planting or hunting to the final cooking and serving.

A particular style evolved that concerned itself more with the essence of things than with a naturalistic presentation. A profile included a whole enlarged eye to show how important sight was. A pharaoh was drawn larger than nobles who were, in turn, larger than servants, thus continuing in death the distinctions made in life.

The final stage in the logical progression of the magic was to merely write the items on the tomb wall, or on papyrus lists that could be entombed with the dead. Egyptian writing, which had evolved from pictographs, was itself viewed as magical. To chisel a name, paint it, or merely write it down was not simply to name a person or thing, but to conjure it magically into the presence of the tomb for all time.

Naturally, steps were taken to discourage tomb robbery. Such robbery deprived the dead of goods for all eternity. Some traps were incorporated into the tomb, but the Egyptians relied more on curses, written on the tomb wall. Again, such writing was considered magical, and the effects of the spell would last as long as the markings survived.

No matter how well the Egyptians mummified their dead, bodies could decay. To counter this effect, the priests evoked more magic. Life-size statues were included in the tombs. The *ka* could use these statues as alternative homes. Detailed paintings of the individual and special face masks served the same purpose, as extra homes for the *ka*. As a last resort, the individual's name was carved on rock or otherwise written repeatedly. If there was no place else to go, a *ka* could inhabit the carved or written name.

Thus, the worst curse an Egyptian could

think of was to destroy the statues of a person and to remove his name from every reference. Such an individual would be cursed to wander eternally in spirit form, never to be at rest or enjoy the afterlife.

The second spiritual manifestation of an individual, the *ba*, was usually represented as a human-headed bird. This spirit was thus able to fly from the corpse. It left the body at the time of death and was free to travel. In early beliefs, it rode with the sun god during the day and had to return to dwell with the *ka* at night. In later beliefs, the *ba* journeyed to the otherworldly domain of Osiris to be judged and (presumably) enjoy an afterlife.

Monster notes

The monster format used throughout this article, while essentially the same as that of the AD&D 2nd Edition rules, does differ slightly. These changes are used:

1. “TREASURE” lists both a percentage (the old “% IN LAIR” value) and a treasure-type letter. For example, “50% A” means there is a 50% chance the monster (if randomly selected) will be in its lair, and it has treasure type A.

2. The subcategory of “Ecology” has been left out since such a category is essentially meaningless when applied to the undead, who contribute nothing to living ecologies.

Ka

CLIMATE/TERRAIN: Desert, rivers, subterranean

FREQUENCY: Very rare

ORGANIZATION: Solitary or small bands

ACTIVITY CYCLE: Night

DIET: Spirit food

INTELLIGENCE: Average to Genius (8-18)

TREASURE: 50% A

ALIGNMENT: Lawful neutral

NO. APPEARING: 1 or 2-12

ARMOR CLASS: 1

MOVEMENT: 9

HIT DICE: 9 + 6

THAC0: 11

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2d10

SPECIAL ATTACKS: Fear, spellwriting, curse, statue animation

SPECIAL DEFENSES: Weapon resistances, spell immunities and resistances, spirit doors

MAGIC RESISTANCE: Nil

SIZE: M (5'-7')

MORALE: Fearless (20)

XP VALUE: 14,000

A *ka* is a kind of super-mummy. Once, the *ka* was a noble, king, or pharaoh. After death, the mummified body continued to live on in the tomb as an undead monster. A *ka* is not necessarily evil. It attacks only when its tomb offerings are threatened or when under the control of a cleric. A *ka* looks like a normal mummy—i.e., as a

bandage-wrapped corpse.

- Combat:** Like a normal mummy, a ka possesses supernatural strength that lets its blows do more than normal damage. Instead of a rotting disease, however, a successful hit by a ka imparts a curse upon the victim. DMs may make up their own curses or may use the following table (roll 1d20; all curses last until removed):
- 1-3: *Ill luck.* All future rolls for the cursed individual are -1 on a roll of 1, -2 on a roll of 2, or -3 on a roll of 3.
 - 4-7: *Withering touch.* An arm or leg withers and becomes useless. (4 = right arm, 5 = left arm, 6 = right leg, 7 = left leg; loss of a leg reduces movement by 3).
 - 8-11: *Mutation.* A body part becomes mutated to some other form (8 = a leg, 9 = torso, 10 = an arm, 11 = head).
 - 12-14: *Alteration.* An attribute chosen at random is lowered by -1.
 - 15-18: *Death wish.* Extra damage is received in subsequent attacks. (15 = +1, 16 = +2, 17 = +3, 18 = double damage).
 - 19-20: *Cursed item.* One magical item,

chosen at random, loses its benefits on a 19 (as per *cancellation*). On a 20, the item actually becomes cursed (use the closest appropriate cursed item from the Treasure Tables; hence a *sword* +3 would become a *cursed sword* -2).

As with mummies, the mere sight of a ka may cause *fear* and *revulsion* in any creature. A save vs. spells must succeed or the victim will be *paralyzed* with fright for 1-6 melee rounds. There are no bonuses to the die roll.

A ka can be harmed only by magical weapons, which do only half normal damage. *Sleep, charm, hold, cold, poison, paralysis, polymorph, and electricity* do not harm it. It suffers only half damage from fire or holy water. A *raise dead* spell turns a ka into a normal human (of 10th-level fighting ability) unless the ka saves vs. spells.

A ka has a limited magical ability. A word written by it has the force of a *command* spell. It takes a full round to inscribe such a word. Characters need not see the written word for the spell to take effect.

The ka is able to fragment its spirit.

These spirit fragments can inhabit special magical stone statues within the ka's tomb. Treat these statues as stone golems. A ka can inhabit 1-4 statues at a time. If the ka's mummified body is destroyed, its will lives on in the statues. Inside a statue, however, a ka no longer possesses its *curse* or *magical writing* powers, and it may be affected by forms of attacks to which the mummified body is immune. Note that the ka has no power to activate any other statue but those in its tomb.

A ka may also walk through special spirit doors carved into stone or wood or painted on a wall when the body was buried. A ka could walk through a spirit door carved into rock, attack the party, then retreat back inside its tomb.

A cleric has the same chance to turn a ka as he does a vampire.

Habitat/Society: A ka was once a living ruler. It still retains some friendliness toward character races, especially members of its own race and nation. Thus a human ka has an affinity for humans, a dwarven ka for dwarves, etc. This affinity is even stronger if, in the DM's opinion, the ka and character share the same cultural background.

If no attempt is made to steal its tomb treasures, a ka may be placated by showing it reverence and giving it additional grave goods. Such goods may vary from simple food to elaborate treasures. At the DMs discretion, a ka that has become placated may be asked questions that require simple yes-or-no answers. The greater the offerings, the greater the knowledge such a ka may impart.

Wealthy individuals are usually buried alone. A ka is, hence, generally encountered as a solitary creature. Sometimes, however, many graves are crowded into one tomb to discourage robbers. In this case, the tomb is shared by a related group of kas.

Grettir and the ghost of Glam

In *Grettissaga*, a tale from Iceland, another kind of undead corpse walks the earth. Grettir, known as the Strong, was a man during Viking times who came to be outlawed for killing too many men in a blood feud. He spent most of his life as an outlaw until he was finally slain. His exploits, while historically based, contain a strong element of supernatural legend. Grettir's story was retold by succeeding generations and finally written down during medieval times:

There was a man in Iceland, named Thorhall Grimsson, who had difficulty keeping shepherds. Some were injured and others could not finish their work, for some evil being stalked the pastures. So Thorhall hired Glam, a big strong man. Glam feared nothing, but he was often disliked for his strong temper.

Glam commenced his work as a shepherd. He had a loud, hoarse voice. He



abstained from mass, had no religion, and was stubborn and surly. Everyone hated him-but he lost no sheep.

The time passed 'til the eve of Yuletide. Glam was warned that, out of reverence, it was not proper to eat on the day before Yule. He demanded food anyway. When he had eaten, Glam went out.

It was very dark. There was driving snow, the wind was howling, and it became worse as the day wore on. In the evening, Glam did not return. Only after the violent storm passed could people search for him.

On the track above the valley, the searchers found Glam. The stones and earth were torn up all about from a violent struggle. Glam was dead; his body was black and swollen to the size of an ox. The people believed that the evil spirit that had been slaying sheep had also slain Glam. Glam was too heavy to drag to the church, so he was rolled into a nearby gully and covered with a cairn of stones.

It was not long before men became aware that Glam was uneasy in his grave. Many men were attacked. Some were severely injured; others were struck senseless and lost their wits. At night, the walking corpse would try to break into houses. Soon Thorhall's cowherd was slain by the ghost. The panic was great; the district was in a grievous condition.

A foreigner named Thorgaut then came to Thorhallsstad as a shepherd. He did not fear Glam's ghost, and he laughed at the stories. One day Thorgaut went out to the sheep and did not return. The men found his body on top of Glam's cairn. Thorgaut's neck was broken, as was every bone in his body.

Glam became worse than ever. People fled the district. Thorhall's steading was almost deserted. Livestock left behind was killed by the restless spirit.

Grettir the Strong then rode to Thorhallsstad, where he was welcomed, Grettir said he wished to spend the night in Thorhall's stead if the *bondi* permitted. Thorhall said he would indeed be thankful to Grettir for staying there.

When about a third part of the night had passed, Grettir heard a loud noise. Something was around the house, riding above the hall and kicking the wood with its heels. This went on for some time when the sound came down toward the door. The door opened and Grettir saw Glam, bloated and black, with an enormous ugly head like a goblin.

Grettir sprang under the ghost's arms, seized it around the waist, and squeezed Glam's back with all his might. Glam managed to wrench free. The monster sought to flee, but Grettir prevented flight. A fight raged up and down the hall, benches flew, and everything was scattered. Glam, with a desperate effort, forced Grettir to the porch.

Grettir changed tactics and loosed his hold on the monster. Glam was not prepared for that; he reeled backward and

tumbled hind-foremost out of the door, tearing away the lintel with his shoulder and shattering the roof.

The monster turned its eyes at Grettir and stared. The sight of Glam in the moonlight made Grettir's heart sink. Grettir could tell that Glam possessed more malignant power than any creature the hero had ever faced.

Then Glam spoke: "You shall possess only half the strength and firmness of heart that were decreed to you because of this night's battle. Henceforward there shall fall upon you exile; your deeds will turn evil and your guardian spirit shall forsake you. You shall be outlawed, and your lot shall be to dwell ever alone."

The faintness that had come over Grettir left him. He drew his sword and cut off Glam's head. Then he and Thorhall set to work and burned Glam to cold cinders, bound the ashes in a skin, and buried them far from the haunts of man or beast. Yet, in the years to come, Grettir found that the curse of Glam would, indeed, unfold.

Angreden

CLIMATE/TERRAIN: Any, especially sub-arctic and subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary or small bands

ACTIVITY CYCLE: Night

DIET: Nil

INTELLIGENCE: Average

TREASURE: 20% B

ALIGNMENT: Any evil

NO. APPEARING: 1 or 2-16

ARMOR CLASS: 5

MOVEMENT: 12

HIT DICE: 4 +4

THAC0: 14

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d6 + 2

SPECIAL ATTACKS: Enfeeblement, fear

SPECIAL DEFENSES: Immunity to some spells

MAGIC RESISTANCE: Nil

SIZE: M (5'-7')

MORALE: Fearless (20)

XP VALUE: 1,400



An *angreden*, based on Middle-English form, would mean "the state or condition of anger" or "filled with anger." An *angreden* is the walking corpse of an individual who died under a curse, or who was so filled with hatred and anger in life that he refused to lie still in his grave. An *angreden* has a blackened, bloated body with a huge, oversized head.

Combat: An *angreden* is considered to have 18 Strength, so it gets a +1 to attack and +2 to damage in combat, which has already calculated into its statistics. Its touch acts like an *enfeeblement* spell. Victims of a successful hit must make a save vs. spells or temporarily lose 25% of their Strength scores (fractions rounded down). The gaze of an *angreden* acts as a *fear* spell. An *angreden's* attacks are unsophisticated, being physical attacks with a club or hand-held rock.

An *angreden* is immune to *sleep*, *charm*, *hold*, cold, poison, paralysis, and death magic. A *raise dead* spell destroys it. A cleric has the same chance to turn an *angreden* as he does a *wight*.

Habitat/Society: An *angreden* has trouble getting along with everyone, even after death. It is often solitary but may sometimes band with others for protection. Such bands are a snarling, quarrelsome lot.

An *angreden* may be lawful, neutral, or chaotic, but will always be evil. It exists only to vent its insensate rage at the world. It delights in harm for its own sake and, when not killing, will try to smash everything in sight.

Note: Strictly as a plot suggestion, DMs may wish to give an *angreden* the power to *curse* before being destroyed. Such a *curse* acts as a prophetic utterance, unless it is lifted with a *remove curse* spell. For example, an *angreden* might tell a character: "Horses will die under you" and that character would be unable to ride a horse until the curse was lifted. If an *angreden* is given a curse, the XP Value becomes 2,000 instead of 1,400.

The breaking of the burial mound

Gests pattr Bardarsonar (The Saga of Gest Bardson) is more of a fantasy told around a warm fire than a tale based in history. In it, the hero Gest breaks into a barrow mound and confronts the undead king Raknar:

At that time (A.D. 995-1000), King Olaf Tryggvason was ruler of Norway. On Christmas Eve, the king was sitting on his high-seat and the whole court was present, each man in his own seat.

When the men had been drinking for some time, a man walked into the hall. He was tall and evil-looking, with dark skin, flashing eyes, a black beard, and a broad nose. This man wore a helm on his head, a

shirt of ring mail, and a sword at his belt; he had a gold necklace round his neck and a thick gold ring on his arm. He walked up to the king's high seat. People were greatly amazed at this sight. No man greeted the stranger.

This man stood before the king for a while, then said: "I came here thinking that I would at least be offered some hospitality by such great and noble men. I'm going to be more open-handed than that, for I shall offer possession of these fine things I am wearing now to the man who dares come and fetch them from me."

Thereupon, the man went away, and an unpleasant smell spread through the hall. Many men fell unconscious and half-dead. All the watchdogs died, except for the king's dog, *Vigi*, and Gest's dog, *Snati*.

The king said, "Who do you think he can be, Gest, this man who came in here?"

Gest replied, "I've not seen him before, but I've been told by my kinsmen that there was once a king, called Raknar, and I think that I recognize him from their accounts. But that king was buried in Helluland at Raknar'sloda."

Then King Olaf Tryggvason said, "This is my request to you, Gest: that you should fetch those fine treasures."

Gest made ready for his journey. The king gave him 40 iron shoes, all lined with down. He found a Christian priest to go with Gest, a man named Jostein. The priest was highly esteemed by the king, yet Gest had little liking for the man, for Gest still followed the old faith of his ancestors.

The king said, "The priest will give you the finest proof of courage at a time that matters most to you."

"Then he might as well come," said Gest.

The king gave Gest a one-edged sword and said it would bite if there was need. And the king gave Gest a candle and said it would light up of its own accord if it was held up in the air. "For it will be black in Raknar's mound," said King Olaf. "But don't stay there any longer once the candle is burned out—you must take heed of this."

Gest and his men sailed north along the coast all the way past Halogoland and Finnmark as far as Hafnsbota. Then they turned west and sailed until they reached the uninhabited parts of Greenland. By then winter was coming on, so they spent the winter there.

In spring they left there, each man carrying his own provisions. At first they went along the coast, going west-southwest; then they went across country. At first there were glaciers, then great fields of lava. Then they put on the iron shoes that the king had given them. But there were 40 shoes and 21 men, including Gest. No iron shoes had been provided for the priest. Without them the man's feet would be burned open when walking over the lava.

"So now come here, priest," said Gest, "and sit yourself on my pack."

The priest did so. Then Gest walked

ahead and walked most sturdily. They went on for three days, then the lava-field came to an end and they came to the sea. A large island lay off-shore there. A long, thin reef ran out to the island; this was dry at ebb-tide. When the men went out to the island, they saw a huge burial mound.

Gest set his men to work breaking away into the mound by day. By evening they had broken an opening into the mound, but by next morning it had grown together as before. They broke it open again the second day, but by morning it was closed again.

After a third digging, the priest kept watch over the hole. He sat there all night, and he had holy water and a crucifix with him. When time wore on toward midnight, he saw Raknar. Raknar bade the priest come with him, and he would reward the priest with fine gifts.

The priest answered nothing and sat quietly as before. Many extraordinary creatures appeared to him. Some tried to scare the priest, others tried to trick him. Jostein took no notice, no matter what wonders he saw or however savagely these fiends behaved. Toward sunrise, all these wonders vanished away.

The men lowered Gest into the mound. It was a 50-fathom drop to the floor of the mound. Gest had the one-edged sword, the king's gift, belted around his waist. He carried the candle in his hand, and it lit itself as soon as he reached the bottom.

Gest could now see all around the mound. He saw the ship *Slodi* and 500 men in her. Gest then climbed up on the ship and saw that all the men had been on the point of rising to their feet when the candlelight fell on them; none of them could now move. Still, their eyes blinked and their nostrils flared. Gest drew his sword and cut off all their heads, and the blade bit as if it were cutting water.

Then Gest went in search of Raknar. He found an opening going deeper into the ground, and there he saw Raknar sitting on a chair. The undead king was horribly evil to look at. A foul stench was there, and it was cold, too. A chest full of money stood open under Raknar's feet; he had a necklace around his neck, and a thick gold ring on his arm. He wore a coat of mail and had a helm on his head and a sword in his hand.

Gest went up to Raknar and greeted him respectfully, as a king should be greeted, and Raknar bowed his head in answer.

Gest said, "It is true that you are famous. I've come a long way to visit you in your home. You will surely let me have a good reward for my errand, and give me those fine treasures you have. I shall spread the tale of your magnificence far and wide."

Raknar bent his head toward Gest, with the helm on it. Gest took the helm, then stripped Raknar of his coat of mail. Raknar made it all easy for Gest. Gest then took all Raknar's treasures away from him, except the sword. When Gest took hold of this, Raknar sprang to his feet and threw him-

self at Gest. By then the candle, the king's gift, had burned right out.

Then Raknar turned into such a troll that Gest was quite overpowered by him. Gest thought he could see his death for certain. The dead men from the ship also rose to their feet. Gest called upon Bard, his father, who had great power against every type of troll. Bard came, but he accomplished nothing. The dead men kept Bard away from his son.

Then Gest made a vow to Him who had created heaven and earth, that he would accept the Christian faith King Olaf preached if he escaped alive out of the burial mound. Gest also earnestly invoked King Olaf, that the king might aid him. Thereupon Gest saw King Olaf come into the mound with a great light. All the dead men sat back down when bathed in that light. At this sight, Raknar was so troubled that all his strength ebbed out of him. Gest pressed so hard that Raknar fell over backward. Then Gest cut off Raknar's head with the sword the king had given him. The whole task now ended, King Olaf vanished from the mound.

Back atop the mound, while these won-

ders were happening, the men became so upset and frightened that they all ran mad, except for the priest. He never let go of the rope and hauled Gest out of the mound, along with all the treasure. Then the two of them went to where the men struggled with each other. The priest sprinkled holy water over them, and they recovered their wits at once.

As the men made ready to leave, the ground began to shake. The sea rose all along the reef in such crashing breakers the island was nearly flooded. The men could no longer find the reef, so Gest sent his dog Snati out to find it. But the dog could not stand against Raknar's magic and drowned. Gest thought this the greatest loss he had suffered.

Then Jostein the priest went forward, crucifix in hand, sprinkling water upon the waves. The sea divided itself so the men could cross dry-shod to the mainland.

Gest brought all the fine treasures to the king and told King Olaf all that had happened. Gest was then baptized, as he had vowed to do in Raknar's mound.

The following night after Gest had been baptized, he dreamed his father Bard

came to him and said, "You did wrong when you abandoned your faith, which all your forefathers had held. Because of this, you shall lose both your eyes."

Then Bard touched his son's eyes, causing such a severe pain that both eyes burst. At this, Gest died, still wearing his baptismal garments. King Olaf thought this the greatest loss.

King-wight

CLIMATE/TERRAIN: Any, usually subterranean

FREQUENCY: Very rare

ORGANIZATION: Solitary, but may have followers

ACTIVITY CYCLE: Night

DIET! Carnivore (living beings)

INTELLIGENCE: Exceptional (15)

TREASURE: 50% A

ALIGNMENT: Lawful evil

NO. APPEARING: 1

ARMOR CLASS: -1

MOVEMENT: 12

HIT DICE: 12 +23 (77 hp)

THACO: 4

NO. OF ATTACKS: 3/2 by weapon type or 1 by touch

DAMAGE/ATTACK: 1d8 + 5

SPECIAL ATTACKS: Energy drain, wight control, spellcasting, earthquake, magical items

SPECIAL DEFENSES: Immunity to some weapons and spells

MAGIC RESISTANCE: Nil

SIZE: M (6' - 7')

MORALE: Fearless (20)

XP VALUE: 30,000

A king-wight was once a powerful evil king. When he died, he became undead, continuing to rule the ranks of the walking dead. His death is often voluntary, a self-sacrifice made to gain a prolonged existence.

A king-wight looks like a well-preserved corpse. At nighttime, in artificial light, it can even be mistaken for a living being. It wears its favorite armor and carries its favorite weapons, and is often decorated with expensive jewelry. While a king-wight can appear almost alive, the stench of the grave follows it and gives it away.

Combat: A king-wight fights much the same after death as it did in life. It wears **chain mail +3** and wields a **sword +2** (any type possible). A king-wight was an exceptional human and continues to have excellent attributes even in death. Its attribute statistics are: S 18/50, D 17, C 16, I 15, W 13, Ch 15 (to undead only). These scores and the magical items are already calculated into the king-wight's statistics.

When it becomes undead, a king-wight gains many special abilities. A successful attack can drain two life levels from a victim, as per a vampire. Any victim completely drained of life points by the king-wight becomes a full-strength wight under



the control of the king-wight.

A king-wight also has the ability to cast *spectral force* and confusion spells, one spell per round, without limit. It can *teleport* once per day, but only to or from its barrow home. When the king-wight is destroyed, the action causes an earthquake (as per the clerical spell, at the 14th-level of effect), centered on the king-wight's body, in 4-16 rounds. Since a king-wight is often encountered in its underground barrow, such an earthquake can be especially deadly.

A king-wight is so powerful that any individual of a level lower than the king-wight must make a saving throw vs. spells or flee in panic from *fear*. The following spells or attack forms have no effect on a king-wight: charm, sleep, enfeeblement, *polymorph*, cold, electricity, insanity, and death magic. A *raise dead* spell turns the king-wight into a normal 12th-level fighter unless a saving throw vs. spells is made.

A cleric attempting to turn a king-wight

should use the "special" column. A king-wight can be harmed only by magical weapons.

Habitat/Society: A king-wight retains its court, even after death. It is often surrounded by its faithful warriors, who were turned into wights by the king-wight and remain under their master's control. A king-wight encountered in its barrow usually controls 4-32 normal wights.

A king-wight delights in tricking the living. It often travels to someone's abode to flaunt its treasure and tempt heroes into searching out its lair. A king-wight may appear gracious and hospitable at times, but such appearances are illusory. In reality, the king-wight hates to give up any part of its hoarded treasure and tempts heroes only as a ploy to trap them in its underground barrow, to either slay the heroes by the sword or turn them into wight slaves.

Wraith-king

CLIMATE/TERRAIN: Any, often subterranean

FREQUENCY: Very rare

ORGANIZATION: Solitary, may have following

ACTIVITY CYCLE: Night

DIET: Carnivore (living beings)

INTELLIGENCE: Genius (17)

TREASURE: 50% H

ALIGNMENT: Lawful evil

NO. APPEARING: 1

ARMOR CLASS: -5

MOVEMENT: 12/36 if riding

HIT DICE: 15 +27 (95 hp)

THACO: -1

NO. OF ATTACKS: 2/1 by weapon type, or 1 by touch

DAMAGE/ATTACK: 1ds + 10

SPECIAL ATTACKS: Energy-drain gaze, wraith control, spellcasting, magical items

SPECIAL DEFENSES: Immunity to some spells and weapons

MAGIC RESISTANCE: 20%

SIZE: M (6'- 7')

MORALE: Champion (15-16)

XP VALUE: 32,000

Wraith-kings were once powerful individuals who so feared death that they made unholy bargains with an evil god. Each individual believed he was gaining immortality, but was instead turned into an undead monster. The body of a wraith-king has faded away completely. Inside the form of its armor, one can see only two hateful red burning eyes.

Combat: A wraith-king fights much as it did in life. It wears *plate armor* +3 and wields a *sword* +4 (any type). It is considered to have exceptional attribute statistics (S 18/00, D 18, C 17, I 17, W 15, Ch 17 (to undead only)). These magical items and attribute scores are already calculated into the wraith-king's statistics.

A wraith-king can drain life levels by gaze alone at the rate of one level per round for any one victim within clear view in a 30' range (the victim must save vs. death ray each round to avoid this effect). Any victim completely drained of life levels becomes a full-strength wraith under the control of the wraith-king.

A wraith-king can cast either a *permanent illusion* or *programmed illusion* once per round, without limit. It can also cast a *mass charm* spell once per day. All spells are cast at the 15th level of ability. A wraith-king is so powerful that any individual of a level lower than the wraith-king must make a saving throw vs. spells or flee in panic from *fear*.

The following spells or attack forms have no effect on a wraith-king: *charm*, *sleep*, *enfeeblement*, *polymorph*, cold, electricity, insanity, and death magic. A wraith-king can be harmed only by magical weapons with at least a +2 bonus, and even these weapons do only half damage.



A wraith-king is even more powerful than a lich. A cleric of level 9-13 has a chance to turn a wraith-king on a roll of 19 or better. A cleric of level 14 + has a chance to turn a wraith-king on a roll of 16 or better. Because a wraith-king's undead power comes directly from a god, a raise dead spell will not affect a wraith-king.

Habitat/Society: A wraith-king lives in an eternal state of anger and hatred. Having been tricked by an evil god, the wraith-king hates the living and seeks, whenever possible, to convert them to undead to increase the wraith-king's following. Even when not guarding its hoarded treasure, a wraith-king seeks out the living to punish them for the anguish it feels. It especially delights in using illusions to trick and tempt the living.

A wraith-king is, however, cautious. It considers itself immortal and, hateful as its undead state is, it nonetheless cherishes its unlife. It will flee if an attack appears to be going against it.

When encountered in its tomb/lair, a wraith-king has control of 4-24 wraiths. When not encountered in its tomb, a wraith-king is likely to be riding a nightmare (see the *Monstrous Compendium*).

Note: Because wraith-kings are so powerful and so rare, it is suggested that a DM use them sparingly. A wraith-king became undead as the act of an evil god, so a good or neutral god often aids a cleric confronting a wraith-king. Such aid may take the form of a special magical item that protects the cleric or the entire party from some of the wraith-king's malign powers. An entire campaign, including visions, communion with a beneficent god or goddess, and the search for an appropriate undead-destroying magical item, can be built around a quest to destroy a single wraith-king.

Vartha

CLIMATE/TERRAIN: Any
 FREQUENCY: Very rare
 ORGANIZATION: Solitary
 ACTIVITY CYCLE: Any
 DIET: Nil
 INTELLIGENCE: High (13)
 TREASURE: Varies
 ALIGNMENT: Any
 NO. APPEARING: 1 or 2-12
 ARMOR CLASS: 0
 MOVEMENT: 12
 HIT DICE: 9 +18 (63 hp)
 THACO: 7
 NO. OF ATTACKS: 3/2, by weapon type
 DAMAGE/ATTACK: 2d4 + 5
 SPECIAL ATTACKS: Spellcasting, magical items
 SPECIAL DEFENSES: Immunity to some spells
 MAGIC RESISTANCE: Nil
 SIZE: M (5'-7')
 MORALE: Fearless (20)
 XP VALUE: 18,000

Vartha means "guardian spirit" It is one of the few undead that are not necessarily malign. A vartha is a guardian spirit in many senses. It can be a spirit conjured or cursed to protect a specific area or treasure. It can also be a spirit that appears to aid a character in times of need. Lastly, it can be a spirit sent to hunt down wrongdoers. A vartha does not share the generally gruesome appearance of the undead. It looks like a newly dead corpse, after the body has been treated by a mortician.

Combat: A vartha has high attribute scores (S 18/75, D 16, C 16, I 13, W 17, Ch 15). It wears *partial plate armor +2* (AC 2) and wields a *morning star +2*. The magical items and attribute scores have been calculated into the vartha's statistics.

While it is undead, a vartha should otherwise be treated as a fighter-cleric with the following clerical spells, each of which can be cast at the rate of one spell per round, once each per day: *bleed*, *command*, *detect evil*, *light*, *remove fear*; *sanctuary*; *augury*, *detect charm*, *hold person*, *know alignment*, *silence 15' radius*; *animate dead*, *dispel magic*, *locate object*, *remove curse*; *detect lie*,

tongues; *commune*.

A vartha can be of any alignment. One of evil alignment may have the reverse of appropriate spells (e.g., *curse* instead of *bleed*).

A vartha is not affected by *sleep*, *charm*, *hold*, cold, electricity, poison, or death magic. A *raise dead* spell returns it to life as a 9th-level fighter/9th-level cleric. If the vartha serves anyone involuntarily, it need not make a save vs. spells against the *raise dead* spell, and the spell automatically works. The chance for a cleric to turn a vartha is the same as the chance to turn a spectre.

Habitat/Society: Vartha vary in motivation. A vartha guarding its own treasure may have voluntarily become undead through greed. A vartha forced to guard a treasure not its own may be under a curse or commanded by a more powerful being. A vartha sent by the DM to help a character may be that character's guardian spirit, perhaps an ancestor. A vartha hunting down a wrongdoer may have been a marshal in life, continuing its mission after

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The MARVEL®-Phile

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down from the mountain in search of food. While the Glop rampaged through the town, the painter encountered the old man at the castle and demanded an explanation. The old guy admitted that he was a scientist. He discovered the statue and the paints in the castle, along with a parchment that revealed their unearthly origin and the method for reviving the alien beast. The scientist hoped to uncover the Glop's motives before the monster's "comrades" arrived to wake him themselves.

The Glop returned to the keep at that moment, trapping the two humans inside. In a fit of *braggadocio*, the alien boasted that he was an advance scout from a warlike race, sent to Earth to spy on the inhabitants. In time, his fellows would arrive and revive him. Much to his chagrin, though, the humans had already done that and now his mission was ruined. As the Glop prepared to ground the meddling mortals into bone dust, the painter hit upon a desperate plan. He hurled a large can of turpentine at the Glop, which washed away the alien's oozing skin and returned him to his statuelike state once more. There wasn't time for congratulations, though. The villagers, enraged by the monster's attack (and toting torches and pitchforks, as outlined in the *Complete Transylvanian Peasants' Handbook*), stormed the castle and blew it up. The Glop and the unusual paints were buried beneath the shattered keep.

ROLE-PLAYING NOTES: The Glop is short on subtlety, but long on rage. He will wade into a fight with little provocation, attempting to crush whatever obstacles the despised mortals set in his path. He is prone to throwing large objects, and Judges working him into a scenario should be familiar with the rules for Blunt Throwing attacks detailed in the *MSH Advanced Set's Players' Book*.

Since the castle's destruction in the early 1960s, no one has bothered to sift through the ruins to confirm the Glop's demise. Because the body was never seen, it would be safe to assume he survived somehow and is ready to be unleashed upon the hapless denizens of the MARVEL UNIVERSE once more. Moreover, the Glop's comrades have yet to make their appearance on Earth, so a scenario centering on their arrival would be a natural; explaining why these higher beings left an immobile scout/observer in an isolated Transylvanian castle is optional.

Rewriting history

In his search for foes worthy of battling the Hulk, Xemnu the Living Titan uncovered a conspiracy. The American government, Xemnu claimed, was covering up the multitudinous invasions that plagued the world in the late 1950s and early 1960s, blotting out the names of Diablo, Groot, and the Blip from the history books. I don't know about that, but scholars of the Marvel age of monsters should note that some of the towering titans have undergone subtle changes since their first appearances. For example, in his original outing, the Glop was known as the Glob. And the living alien statue on Easter Island was known as Thor, not Thorg. Apart from the trademark reasons, I suppose the name changes make some continuity sense too. "What's that?" says Spider-Man. "There's a battle in Central Park between Thor and Magneto? Or is that Thorr and Magneto? And which Magneto is it, anyway—the guy with the bucket on his head or the old monster?"

The most interesting of these updates has resulted in the birth of a new hero, a guy who is still popping up in comics regularly: Doctor Druid. The origin of this occult master, printed in *Weird Wonder Tales* #19, is actually a slightly redrawn origin story for an old character named Dr. Droom! Then, two issues of *WWT* later, Dr. Druid tells a tale in which he discovers Gorgilla, the Monster of Midnight Mountain, but that, too, is a re-touched story (with Dr. Droom's, er, Druids head replacing that of the tale's true hero, a blond scientist named Scotty). Hmmm.

Maybe Xemnu was right after all. Could Goom and his dreaded son Googam be working through the government to blot out the memories of their monstrous rivals? What about the Living Colossus and Fin Fang Foom? Why have they escaped this revision of history with reputations intact? I'd say it's time for you to mobilize all truth-loving heroes in your campaign so they can restore the real history of the MARVEL UNIVERSE—or at least slug it out with a giant slime beast or two.

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Beyond the Grave

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death. Vartha do share one personality trait: They are all highly motivated, even driven, whatever their purpose.

Summoning/controlling undead

The summoning and controlling of certain types of very powerful undead, particularly mummies, is a common theme in literature and movies. The DM may wish to allow evil (and some neutral) clerics to summon some kinds of special undead from afar, then control them. The power would require a special ceremony and would depend on the availability of the proper kind of undead. Finally, the cleric would have to maintain concentration to control the undead similar to a mage controlling an elemental.

It is suggested that the cleric gain the power only when his 1d20 roll to turn the appropriate kind of undead becomes less than 10. Some appropriate kinds of undead, and the clerical level at which they could be summoned and controlled, would be: skleros* (8), angreden (5), callicantzari* * (5), skotos* * (6), mummy (8), lesser colossus* * (8), vrykolakas* * * (8), vartha (9), ch'ing shih* * * (9), and ka (14).

* See "Out of the Shadows," in *DRAGON* issue #162.

* * See "The Ungrateful Dead" in *DRAGON* issue #138.

* * * See "Hearts of Darkness" in *DRAGON* issue #126.

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Everything you've ever wanted to know about monsters from the medieval point of view!

One of the most popular features in DRAGON® Magazine is the Ecology series, which describes various AD&D® and D&D® game monsters in great detail. Each monster is given a history that makes it seem like a part of the natural world. Many of these articles are presented as the notes, lectures, and reminiscences of sages and other learned men.

But, in the real medieval world of Europe, the "learned men" of the time were actually incredibly ignorant about the real habits of animals. It was difficult for them to observe animals in Europe, much less those of faraway lands. A great deal of myth and folklore thus grew up around certain animals and was presented as solemn fact by educated men. This article presents some of this folklore from the Middle Ages that was considered fact. In addition, some European monsters from medieval lore are presented here.

The main source of written knowledge of medieval animal lore is from a bestiary, a "book of beasts." These books were written by several authors, and rarely did one man write a whole book. Each bestiary consisted of lists of real and fabulous animals and their habits. The root source of bestiaries was a now-lost Greek treatise on beasts called *Physiologus*.

Many bestiaries were written by cloistered clergymen, which led to bestiaries being filled with religious notes; many beasts' habits are ascribed to religious rather than natural reasons. On the positive side, many copies of bestiaries have been preserved to the modern day in monasteries. The most famous bestiary was preserved for centuries at Cambridge, and a translation by T. H. White is available in most bookstores.

Animals

Due to the difficulty of travel during the Middle Ages, observation of animals in the wild was infrequent and hard to carry out. These myths seem absurd to modern men, but they were considered fact by nearly all at the time.

The information given here from medieval sources is all actually untrue, and most of it should be so even in a fantasy game. (The very earthy medieval scribes wrote much detailed lore about animals' mating and bathroom habits, none of which is repeated here.) Even a fantasy world must run on some laws, and those of fantasy nature should generally be the same as those of the real world. Of course, the DM is free to create some weird alternate world where all this folklore is 100% true; to fantasy game players, who are much more knowledgeable of nature than medieval men, this would be an odd world indeed.

Antelope: The antelope is so timid that hunters can never approach it. It has long, saw-edged horns that can cut down trees. When it goes to take a drink from a river, the horns get entangled in herecine brush. Once caught, the beast bellows loudly, which attracts hunters.

Bear: A cub is born as a shapeless pulp, and the mother must lick the cub into shape. A bear's jaws are weak. When ill, a bear is cured by eating either the mullein plant or ants. Males and females lair together through the winter, in separate chambers of the cave. Bears die from eating the mandrake plant.

Boa: This snake feeds by clinging to the udder of a cow.

Bull: Some bulls have a hide so thick it can repel every weapon. Others are a type of unicorn animal, having only one horn and solid (not cloven) hooves. These are so fierce that when captured they go mindless with rage.

Camel: The camel is wise and lives for 100 years. If sold to a stranger, it becomes ill with disgust.

Cat: Some cats, particularly black ones, serve as familiars for witches in the cause of evil. Cats' eyes are so sharp, they pierce the darkness with beams of light.

Crab: This crafty crustacean loves to feed on oysters, but must first get through the shell. It waits until the oyster opens on its own, then inserts a pebble into the valve to prevent it from closing.

Dog: The dog is the wisest of animals, for only it can recognize its own name. It cannot live without men. The tongues of puppies can be made into a salve that heals internal injuries.

Dolphin: This is a kind of fish. One species lives in tropical rivers and has a saw-edged dorsal fin used to slice through the bellies of crocodiles.

Eagle: When this bird grows old, it rejuvenates itself by first flying so high that the sun sings its wings, then dipping itself three times in a fountain. It is spartan with its young, abandoning them if they show signs of weakness or are unable to gaze fearlessly at the sun.

Eel: These fish are born from mud. One species, the lamprey, can mate with vipers.

Elephant: This beast has a vast memory. It gives birth only once and lives for 300 years. An elephant may conceive only beneath the mandragora tree, and birthing is done in lakes. During the birth, the male watches from the shore, killing any bull or serpent that passes by. Elephants are afraid of mice. One out of 13 elephants is a small blessed animal with extraordinary strength; nothing evil can approach it, alive or dead. If trained for war, an elephant can collect the wounded. It leads lost men to familiar paths. An elephant sleeps upright, leaning on trees, so

hunters who wish to catch it use saws to cut partly through a favored tree, so that the elephant breaks it and falls. There is a species of dragon that preys on elephants. A unicorn can kill an elephant by stabbing the latter's stomach.

Flea: This tiny pest can live on dust, needing nothing else for food.

Fox: Crafty and cunning, a fox never moves in a straight line. When hungry, it plays dead and lets its tongue hang out. When birds see this and fly down to sit on the corpse, the fox eats them.

Frog: If a frog is placed in a lump of food and fed to a dog, the dog never barks again.

Goat: A male goat is so hot, its blood can melt stone and metal.

Goose: Some geese are born from barnacles.

Hawk: This bird treats its young harshly to make them hardy as adults. The young are beaten out of the nest to fend for themselves, and the adults do not feed the young.

Hedgehog: This slow creature brings food back to its lair by impaling fruit, especially grapes, on its spines as it passes through fields.

Horse: At birth, a part of the foals' placenta makes a love charm. A horse weeps at its master's death. Its virility is weakened when its mane is cut.

Hyena: This beast was originally created by the crossbreeding of a dog and large cat. It lives in tombs and devours the dead. Its spine is so rigid, it is unable to turn its head to look to the rear. A hyena can mimic human voices and lure men into ambush. Hunting dogs lose their voices if they cross a hyena's shadow. There is a stone in a hyena's eyes that allows men to see the future. If a hyena walks around a victim three times, the prey is paralyzed. A hyena may mate with a lioness, which gives birth to a leucrotta. A hyena may change sex at will.

Ibex: This animal can hurl itself off a mountain and land on its horns, unharmed by the fall.

Insects: Most of these animals are born from wood, earth, or corpses; they are never born from eggs. Bees are born from the carcasses of cows, hornets from horses, and wasps from burros. Some species, such as bees and ants, have large armies and kings. Many are able to consume nothing but air, dust, or water.

Jay: Some of these noisy birds have feathers that glow in the dark.

Leopard: This is not a natural animal. Instead, there is an animal called the pard, which looks much like the leopard, except that the spots are different. A leopard is a cross between a pard and a lioness. Three days after it has eaten, the breath of the leopard is very sweet. While all natural

creatures like this smell, dragons are afraid of it. Leopards have young only once, since the babies' claws scar the womb.

Lion: The lion is the prince of animals. It walks on mountaintops so that the scent of hunters reaches up to it. It sleeps with its eyes open. Cubs are born in threes, but born dead. After three days, the male breathes on their faces, and the cubs come to life. The lion ignores men, unless it is wounded; it is compassionate and spares the lives of women and children. It eats sparingly, only on alternate dates, and never to excess. The lion also eats carefully and avoids carrion. When sick, it eats monkeys to cure itself. It is afraid of white roosters. There is a small creature of unknown shape called the *leontophont*, which is deadly to lions if eaten. If the body is burned and the ashes of a leontophont scattered over meat, this bait will kill lions. Thus, lions pursue and kill leontophonts on sight, using only their paws in the slaying.

Monkey: The monkey is wise about elemental matters and celebrates wildly during the new moon. When a monkey gives birth to twins, one is loved and carried in its hands, and one is hated and carried on its back. Thus, when pursued, the monkey is forced to abandon the loved twin in its hands, so it can climb to safety.

Mouse: The mouse is generated from damp soil. Its liver waxes and wanes with the moon.

Mullet: The flesh of this fish can be prepared and eaten to cure excessive lust and alcoholism.

Newt: This amphibian is the enemy of scorpions, which are scared into a dazed stupor at the sight of a newt.

Onager: This wild burro knows what day the equinox is, and it brays once per hour on that day.

Ostrich: This giant bird has feet like a camel. It lays eggs only in June, when certain stars are visible. The ostrich does not care for its young and abandons the nest after laying eggs.

Pelican: This ugly bird kills its young when they are nearly grown. Three days later, the mother pierces her breast and lets her blood flow over the young, which brings them back to life.

Remora: This fish can hold onto a ship so strongly it can bring the vessel to a stop.

Snake: This reptile is born from the spine of a dead man. It is slimy and can live if only the head and two inches of body survive. A snake dies if it swallows the spittle of a fasting man.

Spider: A spider lives on air alone, needing no food.

Stag: This large deer is an enemy to all serpents. When ill, a stag sucks snakes into its nostrils to cure itself. If a stag is wounded by arrows, the dittany plant cures it. The stag enjoys the music of pipes. When moving in herds, stags travel in a line, with each resting its head on the

haunch ahead of it. The right antler is good for healing men or repelling snakes. It is possible to gain immortality by eating venison over many years.

Tiger: This is the most courageous of beasts. If its cubs are stolen, a tigress can unerringly track the thief. However, it is easy to distract her by tossing glass balls in her path.

Toad: A toad can create a basilisk or cockatrice by nesting on a hen's egg. Semi-precious stones form in the heads of toads.

Turtle: Ships move more slowly if they carry the right foot of a tortoise on board. Turtles make themselves temporarily immune to snake venom by eating marjoram.

Viper: The young of these venomous snakes are born by bursting through the mother's side, killing her in the process. The female kills the male in the act of mating. Males are so filled with lust that they mate with lampreys.

Vulture: This ugliest of birds reproduces by parthenogenesis—the females conceive without males. They each live up to 100 years.

Weasel: These animals excel at medicine and can bring their dead young back to life. Young are born through the ear or mouth.

Whale: These are considered to be fish so large that they can be mistaken for islands. When people land on a whale's back, the whale dives into the sea, drowning those people. Whales feed by opening their mouths and emitting a sweet smell that attracts fish. When its mouth is full, the whale swallows the fish.

Wolf: Rapacious and greedy, wolves can live on earth and air alone. Their necks cannot turn their heads around to face the rear. They give birth only in May during thunderstorms. Their eyes shine like lamps at night, and any man who sees them is stricken dumb with fear. If the man beats two stones together, his speech returns. If a man sees a wolf first, the wolf is paralyzed with fright.

Worms: Like insects, these are born from wood or corpses, and can live on earth or air alone.

While this folklore seems absurd to us, it was considered fact by the learned men of the day, the "sages" of Europe. While AD&D game *players* may know much of modern zoology, AD&D game *characters* may know very little. This may affect play in several ways. Imagine a group of heroes consulting a sage on how to deal with marauding lions, only to be solemnly told that lions are scared of white roosters; now imagine their fate if they accept this advice. The DM should feel free to drop these myths into play at appropriate times, as "facts" that all civilized folk know.

Oddly enough, those who know the real truth about animal habits are those who are the least scholarly: barbarians, druids, rangers, hunters, and herdsman. These have the most opportunities to observe animals in the wild and thus know fact

from myth. On the other hand, heroes from an urban background are likely to believe the myths given here.

Monsters

While monsters are a vital part of the AD&D and D&D games, surprisingly few are taken from western European folklore, which is odd for a game based on mythical Europe. Instead, monsters have been plundered from the myths of ancient Greece, Scandinavia, the Orient, and numerous fantasy novels, as well as many invented just for the game. Several monsters from bestiaries were not included in the AD&D game but are featured below. In addition, some monsters included in the AD&D game are also discussed below, as their descriptions in bestiaries differ from those in the game.

Caladrius: This is a small white bird (1-2 hp, MV 24) that has the singular power to prophecy death in men. If a sick man moves in sight of the bird, he learns his fate by its response. If the bird turns its back on him, the man is doomed to die. If the bird faces the man, then flies up into the air, the man is instantly cured. The DM can handle this situation according to the circumstances—the caladrius is not infallible.

Calopus: This is a hound-sized predator that looks much like a puma, except that it has two serrated horns. The calopus can either claw and bite, or attack with its horns.

Dragon: The bestiary version of this reptile differs from the game version in that it is a giant winged serpent rather than a giant winged lizard. It has a crest and a weak bite, but its tail can deliver a powerful clubbing blow. This dragon kills by constriction, like a python. The dragon is large enough to constrict elephants. When it flies, the air around it in a 10' radius becomes superheated; all within the radius take the damage noted in the dragon's statistics table. Note that once the dragon lands, the air around it becomes normal in temperature. Dragons are not harmed by any heat, magical or natural. Age categories given in the table are the same as those under "Dragon" in the *Monstrous Manual*.

Hydrus: This is a large water snake that lives in tropical rivers. Treat it as a normal constrictor snake (as per the *Monstrous Manual* or MC1, the first *Monstrous Compendium*), except that it has a poisonous bite (save vs. poison or die). The hydrus is an enemy of crocodiles. It creeps up on those that are sleeping and slips between their jaws. The hydrus then destroys the crocodile's internal organs, slaying it.

Monoceros: This is a relative of the unicorn, but it is not a good magical creature. The monoceros has a horselike body, the feet of an elephant, the tail of a stag, and a 4' horn in the middle of its head. It has a horrible howl that frightens horses and oxen, but it is an herbivore. The horn, straight and spiraled, is needle sharp. The

monoceros refuses to be captured alive; if it is somehow taken, it kills all who approach it and refuses to eat, eventually dying of starvation.

Orc, sea: This is no relation to the ugly humanoid of game and Tolkien fame. It is a huge sea monster that vaguely resembles a crocodile. It has a ridged back, clawed limbs, and a long, tapered tail. Like a crocodile, the sea orc can strike with its tail (4-24 hp damage). The sea orc never hesitates to attack any ship it encounters. One of these monsters is featured in the legends of Charlemagne, and was defeated by the hero Rogero.

Parandrus: This creature is identical to the normal AD&D game stag (as per MC4), except that it can change colors to blend in with its background. If unmoving, the parandrus can be seen only by those able to see *invisible* objects.

Sea beasts: These are counterparts to land animals. Thus, there are sea bears, sea elephants, sea tigers, etc. They are identical to the land animals except that they have flippers instead of legs (MV statistics are the same) and can breathe water.

Sea bishop/Sea monk: These fish-men are clerics of the sea. They have scales, fish tails, and gills. The sea bishop has a high peaked head that resembles a clerical ceremony cap. Both have loose folds of skin that resemble robes. A sea monk casts spells as a cleric of levels 1-6 (1d6), and a sea bishop casts spells as a cleric of levels 7-10 (1d4 + 6).

Serra: This giant fish has great sail-like fins and a serrated ridge of bone on its head. On the surface, the serra spreads its fins and catches the wind like a sail, moving at a speed of 36. Once it catches a ship, it dives underneath and saws a hole in the hull with its ridged head. It can inflict 2-5 hull points per round. Once the ship sinks, the serra attacks swimmers in the water.

Snake: In addition to the normal poisonous snakes known to men, there are several monstrous asps with unusual poisons. The *dipsas* kills by a poison that causes extreme thirst; death comes in 1-6 rounds if a save vs. poison fails. The *emorrori's* poison kills by causing the veins to collapse and blood to sweat through the skin; death comes in 1-4 rounds. The *hypnale's* poison first puts the victim to sleep; death comes in 3-6 rounds. The *prester snake's* poison is so virulent that the mouth of the snake steams continuously. The poison kills in two rounds by causing the victim's body to swell. The *seps* has a poison that dissolves bone; anyone killed by it must first be given a *regeneration* spell before he can be raised from the dead. The worst of the asps is the *spectaficus*, whose poison must be saved against with a -2 penalty. A victim who fails dies in one round and begins decomposing immediately. If a *cure disease* and *neutralize poison* are cast on the body within five rounds of death, the victim has normal chances to be raised from the dead.

	Calopus	Monoceros
CLIMATE/TERRAIN:	Temperate woods	Temperate meadows
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Family
ACTIVITY CYCLE:	Night	Day
DIET:	Carnivore	Herbivore
INTELLIGENCE:	Animal (1)	Low (5-7)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1-3
ARMOR CLASS:	6	4
MOVEMENT:	15	20
HIT DICE:	3	6
THAC0:	17	15
NO. OF ATTACKS:	3	3
DAMAGE PER ATTACK:	1d3/1d3/1d6	1d5/1d8/1d10
SPECIAL ATTACKS:	Rear claws for 1d4/1d4	Nil
SPECIAL DEFENSES:	Surprised on a 1	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M	L
MORALE:	Average (B-10)	Fearless (20)
XP VALUE:	175	270

	Sea orc	Sea bishop (sea monk)
CLIMATE/TERRAIN:	Salt water	Salt water
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Clan
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Omnivore
INTELLIGENCE:	Low (5-7)	Low to Genius (5-18)
TREASURE:	Nil	R (0)
ALIGNMENT:	Neutral evil	Any
NO. APPEARING:	1	1-10
ARMOR CLASS:	2	4 (5)
MOVEMENT:	SW15	9,sw12
HIT DICE:	15	7-10 (1-6)
THAC0:	5	15 (19)
NO. OF ATTACKS:	3	1
DAMAGE PER ATTACK:	1d10/1d10/3dB	By weapon type
SPECIAL ATTACKS:	Nil	Spells
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	G (40' long)	M
MORALE:	Elite (14)	14 (11)
XP VALUE:	4,000	See below
Sea bishop XP values		
1 HD:	65	6 HD: 650
2 HD:	120	7 HD: 975
3 HD:	175	8 HD: 1,400
4 HD:	270	9 HD: 2,000
5 HD:	420	10 HD: 3,000

Otherwise, the chance for success is halved.

Syren: This is a flying poisonous snake. Treat it as a normal poisonous snake (as per MC1) except that it has wings (MV 25). Its venom is so deadly that anyone bitten dies the same round, unless a saving throw vs. poison is successful.

Yale: This herbivore looks much like an antelope with very long, slim horns. It is black, with a tail like an elephant and

jowls like a boar. The horns are not fixed, and the yale can swivel them around its body to attack opponents on either side of it or ahead (a previous version of this beast appeared in DRAGON issue #101, page 55).

The monsters below are already in the AD&D and D&D games, but the bestiary descriptions differ from the game descriptions.

	Serra	Yale
CLIMATE/TERRAIN:	Salt water	Temperate woods
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Herd
ACTIVITY CYCLE:	Any	Day
DIET:	Carnivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1-12
ARMOR CLASS:	3	7
MOVEMENT:	Sw 24	24
HIT DICE:	12	3
THACO:	9	17
NO. OF ATTACKS:	1	2
DAMAGE PER ATTACK:	4d4	1d8/1d8
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	G (30' long)	L
MORALE:	Elite (14)	Average (10)
XP VALUE:	3,000	120

Basilisk: This beast causes death, not petrification, with its gaze.

Leucrotta: This animal is faster than any other animal.

Manticore: The bestiary version has no wings and has a poisonous stinging tail, like a scorpion.

Phoenix: Some of these birds prefer to nest in cinnamon trees.

Satyr: This is considered to be a type of monkey.

Unicorn: This animal is only the size of a kid (a young goat).

The new monster descriptions given here are deliberately vague to keep them a mvstery to the players. The DM can create further specific details as desired.

Dragon, bestiary

CLIMATE/TERRAIN:	Tropical regions	HIT DICE:	12 (base; see table)
FREQUENCY:	Very rare	THACO:	9
ORGANIZATION:	Solitary	NO. OF ATTACKS:	1 bite or 1 tail
ACTIVITY CYCLE:	Any	DAMAGE PER ATTACK:	1d8 or 2d6
DIET:	Carnivore	SPECIAL ATTACKS:	Constriction, heat aura
INTELLIGENCE:	Average (8-9)	SPECIAL DEFENSES:	Nil
TREASURE:	See table	MAGIC RESISTANCE:	See table
ALIGNMENT:	Neutral evil	SIZE:	G (50' base)
NO. APPEARING:	1	MORALE:	Fanatic (17-18)
ARMOR CLASS:	-2 (base; see table)	XP VALUE:	See table
MOVEMENT:	9, Fl 30(C), Jp 3		

Bestiary Dragon table

Age	Body length (in feet, plus tail)	Armor class	Heat aura (dmgrd)	Constriction (dmgrd)	Magic resistance	Treasure type	XP value
1	2-12	1	2d10 + 1	1d4	nil	nil	1,400
2	13-24	0	4d10 + 2	1d6	nil	nil	2,000
3	25-42	- 1	6d10 + 3	1d8	nil	nil	3,000
4	43-62	- 2	8d10 + 4	1d10	nil	E	6,000
5	63-80	- 3	10d10 + 5	1d12	30%	E,O,S	8,000
6	81-100	- 4	12d10 + 6	2d8	35%	E,O,S	9,000
7	101-118	- 5	14d10 + 7	2d10	40%	E,O,S	10,000
8	119-138	- 6	16d10 + 8	2d12	45%	E,O,S × 2	
9	139-156	- 7	18d10 + 9	3d10	50%	E,O,S × 2	
10	157-166	- 8	20d10 + 10	3d12	55%	E,O,S × 2	
11	167-174	- 9	22d10 + 11	4d10	60%	E,O,S × 3	
12	175-186	-10	24d10 + 12	4d12	65%	E,O,S × 3	

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