

ALL THE WORLDS'

MONSTERS



VOLUME III
edited by
Steve Perrin
Jeff Pimper

ALL THE WORLDS' MONSTERS III

Now! The long-wanted 3rd volume of the *All the Worlds' Monsters* series is here—112 pages packed with monsters and play-aids. Included are 238 new monsters, an all-series index, a *RuneQuest* stats conversion essay by Steve Perrin, and grouping lists by monster type, level, and appearance. The stats were created by dungeon masters from across the United States and Canada. Each monster is rated for hit dice, armor class, movement, whether and how well it swims and flies, its intelligence range, dexterity, alignment, normal habitat, the probability of it being present in its lair, by a die roll for number present, the probability of the presence of treasure and its type, how it attacks, and a description of general appearance and special characteristics. Here's a part-description of a very tough Light Demon:

A formless, glowing, gold ball of light. It casts blindness and heat in a twenty foot radius from its body; the saving throw vs. blindness is a flat 10 on a D20, regardless of rings of protection, etc. Any living being within five feet will take 20 points of heat damage per melee round; any weapon of +4 or less will melt on contact. Due to its brightness, all physical attacks against it are -5. The demon can be up to fifteen feet tall and has double Cloud Giant strength. It can also Haste itself at will.

.....

The demon can absorb 50% of the energy thrown at it from magic or technological weapons. It is immune to paralysis, heat, fire, and fear. Cold does double damage to it but it has been known to carry items to protect it from that. At its death it vanishes, but all items it carried will be left behind. It will be carrying a minimum of three magical items....

A standard fantasy role-playing reference, *ALL THE WORLDS' MONSTERS III* has two companion volumes, *ATWM I* and *II*, published in similar format and available now at most hobby stores. The *ATWM* books are incompatible with *RuneQuest* without conversion.

Editors Steve Perrin and Jeff Pimper are well-known to San Francisco Bay area gamers. Mr. Perrin is a co-author of *RuneQuest*, also published by Chaosium.



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The Chaosium publishes many different games and game play-aids. The well-known *RuneQuest* series includes *RuneQuest*, *Cults of Prax*, *Apple Lane*, *Snakepipe Hollow*, *Balastor's Barracks*, *Trolls & Trollkin*, *Militia & Mercenaries*, and *Scorpion Men & Broos*. *Authentic Thaumaturgy* brings a fresh look at FRP magic. *Perilous Encounters* offers quick FRP massed battles. Many board games are also available. Write for free, illustrated catalog.

all the worlds' MONSTERS III

Edited by Steve Perrin & Jeff Pimper

238 Nasties for Use in Fantasy Role-Playing Games and Campaigns

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First Edition

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Welcome to the long-delayed third volume of the endless book. There has been much time between volumes, and many factors influenced the delay.

One major factor was the creation and publication (and re-creation and re-publishing) of RuneQuest, Chaosium's own role-playing game. One aspect of the new game is a different system of monster generation, and this volume of ATWM includes an article on how to convert ATWM monsters to RuneQuest monsters. The article is written by ATWM editor and RuneQuest author Steve Perrin.

Though Chaosium is publishing RuneQuest, there will still be more volumes of ATWM. As long as you want them, the Chaosium will publish ATWMs. The fourth volume may see additional delay as the editors cope with changes in the computer printing facilities being used for these books, but there will be a fourth in the series if you want it.

We already have many monsters on file which we could not print this issue because of computer printing facility changes. These included submissions from some of the best-known names in fantasy gaming. However, we are still interested in submissions from everyone. Please follow the entries format used in this book when submitting your creatures. There is no submission form but, if you follow the format exactly, we will have no problem putting your monsters on the computer.

As before, we recompense for submissions. All accepted contributors will get a postcard from Jeff Pimper, detailing the payoff to which you are entitled.

[As a side note, Jeff never got replies from some of the contributors to ATWM 2. Did you get his postcards?]

Please send all submissions and belated responses to Jeff at his address below.

This volume introduces many new names to the list of monster creators, and there are more contributions from old favorites like Dave Hargrave and Charlie Luce. We also took critters from both Dave's Arduin series (Grimoire Games, 2428 Ellsworth, 102, Berkeley CA 94704), thanks to his kind permission, and from the early issues of The Dungeoneer when it was the creation of Paul Jacquays (now available from Judge's Guild, P.O. Box 773, Decatur IL 62525). We even have some beasties from Alarums and Excursions, the premier fantasy role-playing amateur press association (APA), obtainable from Lee Gold (3965 Alla Road, Los Angeles CA 90066). But this is the last time we will do this. We have such a flood of contributions from people who have specifically taken the trouble to submit monsters that there is no need to excerpt monsters from other publications.

Luise Perrene (otherwise known as RuneQuest's Luise Perrin) has replaced the usual mob of interior artists. Those following her work through the years will agree that she has outdone herself this time.

Out cover artist, Don Simpson, is well-known for his science fiction artwork. He also creates small, exotic gadgets which go beep, turn lights on and off, and look like arcane futuristic implements. His creations have won numerous awards and we are very glad to have him as cover artist.

We hope the enclosed monsters enhance your FRP campaign. Until ATWM 4, remember: ...the way to a monster's heart is with a halberd.

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CREATOR CREDITS

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HOW TO INTERPRET THE MONSTER ENTRIES

The first line of each entry tells what the monster is and under what encounter table it is found. This is followed by the name of the person who submitted the monster. The name given is the person who actually developed the specifications for the monster, not necessarily the person who invented it. The original source is credited in the narrative description of the monster.

Ranges of number are, wherever possible, expressed as die rolls. The notation used for die rolls: (number of dice) "D" (type of dice) (+ or -) (adds), where "number of dice" can be a single number or a range of numbers in parentheses. An example of this is the BUBBLE MAN. He can have from 2 to 3 eight-sided hit dice and after the dice are rolled 2 is added to the total.

Armor class is expressed as a single number, a single number with additions or as a range of armor classes. For example CHAKARA has 2+3 armor class, which means that his armor class is -1, but weapons get armor class 2 strike bonuses. The movement speeds are in units which depend on the map and time scale you use. The IQ and dexterity ranges are given as die rolls.

"Found in" tells where the monster typically is found. Due to limitations on the system we used, we had to compress some of the locations. So "Cities" include ruins, "Dungeons" and "Mountains" include caverns, "Rivers" and "Seas" mean 'found along' as well as 'in', so non-aquatic monsters may be encountered in these areas.

"Lair" tells what per cent of the time the monster is found in its lair, how many are found (as a die range), the probability that it has treasure and what type of treasure. The same information is then given for wandering monsters. If a monster always wanders, then there is no lair entry and vice versa.

Next follows the monster's attacks. The damage done is given as a die roll range and is the amount done per attack so the ABSORBER has 2 claw attacks which do 1D10 each. In some cases the monster has several attacks. Exactly which ones it uses and how many it uses per turn is up to the Dungeon Master. In some cases there are further explanations of the attacks in the narrative description of the monster. Often the number of attacks and the damage they do is variable, depending on the size or number of hit dice the monster has.

Finally there follows a description of the monster—what it looks like, what its habits are, and any special immunities or vulnerabilities it may have. Also included will be any other names it may be known by, and in some cases what book or film suggested it.

There is an index of all the monsters in the front of this book including cross-references to aid you in finding things. There is a comprehensive index of the three volumes presently comprising the *All the Worlds' Monsters* series on the last pages of this book.

HOW TO CONVERT ATWM BRUTES INTO RUNEQUEST NASTIES

Though *RuneQuest* has some things in common with *Dungeons & Dragons*, the *RuneQuest* monster generation system (among other mechanics) is quite different. It uses individualizing rolls for each monster's characteristics, rather than depending on a similarity in all monsters of the same type, as mandated in a Hit Dice system of monster generation.

This article gives guidelines for converting ATWM entries into new and different creatures to surprise adventurers who are tired of Dark Trolls. The individual referee (quest master, as they are called in some campaigns) will need a firm grip on his or her imagination and sense of game balance. Many of the ATWM monsters, if translated literally, would be far too powerful for normal *RuneQuest* games.

The succeeding notes follow the ATWM entry format, and show how to use each entry for constructing *RuneQuest* equivalents to the ATWM monster.

A. HIT DICE.

In *Arduin*, *D&D*, and other games in which a character or monster gains in hit points as it gets better, the Hit Dice tell three things—the number of Hit Dice tells how much damage the creature can take, how well the creature can attack, and how resistant to magic the creature is. Each factor will be examined individually.

1. *how much damage the monster takes.* A monster described as large and strong can be given its Hit Dice as SIZ and STRENGTH rolls. The Frost Horror, with 13D10 as Hit Dice, can be allowed STR and SIZ of 13D10 each under *RuneQuest*, giving an average of 71 points in each characteristic. This will definitely influence its Hit Points under the *RuneQuest* system.

But what of the Fire Lion, which is described as large lion-sized, or about the size of a *RuneQuest* manticores—4D6+12? Its Hit Dice of 15D8 could still be used as a roll for STR, but that has no influence on hit points.

In that case we use the Hit Dice as a basis for Defense, instead. For each 3 Hit Dice, add 5% to the Defense ability, giving a total Defense of 25% for the 15D8 Fire Lion. Note that the high INT and DEX of the creature gives a further bonus of 20%, which is offset by the assumed SIZ given above (an average of 26, or -15% Defense), but still allows a 5% defense as "natural." The Fire Lion has a 30% Defense (25+5).

2. *attack ability.* The Hit Dice can be translated easily into an attack chance. First assume that every monster with one or less Hit Dice has an attack chance of 25%. For every Hit Die over one, add 5% to the chance of hitting. Thus a Froth, with Hit Dice of 6D10, would have an Attack of 25% + (5x5%), or 50%. The Fire Lion would have 25% + (14x5%) or a 95% chance, and the Frost Horror would have an 85% chance. These Attack chances can be adjusted for DEX and INT at the whim of the referee, but keep in mind that the monsters were originally given the high Hit Dice because they were tough, and the DEX and INT can be considered to be already incorporated in the number of Hit Dice, with no need for additional modification.

However, the quest master should also watch for Description statements such as that for the Eagle Lord, which has only 2D8+10 but is described as a "10th Level Fighter." Again, that first level should be 25%, and 5% added per level, so that the Eagle Lord has an Attack chance of 25% + (9x5%), or 70%.

3. *magic resistance.* In *D&D*, a creature with high Hit Dice has a better chance against magic than a creature with low Hit Dice. In *RuneQuest*, the creature with high POW has the better chance to resist magic. Therefore, use the number of Hit Dice of the creature as a basis for the basic POW of the creature and add a roll of D6 to the result to lend variety. Thus, a Frost Horror has a POW of 13 +D6, the Fire Lion a POW of 15 +D6, and the Froth a POW of 6 +2D6.

Why 2D6 for the Froth? Because the creature should have a chance of reaching 18 with the roll. Creatures with incredible numbers of Hit Dice should be considered to have a POW of 20 unless, like the Horned God, they are gods or demons and can believably have a POW equal to the number of Hit Dice. For some of the major ones, the POW could probably better be found using a Hit Dice roll, rather than simply the number of Hit Dice.

B. ARMOR CLASS.

In most cases, the armor class of the ATWM monster can be converted to *RuneQuest* armor value by subtracting the Armor Class from 9 (10 for AD&D monsters). Thus the Fire Lion, with a 7+9 Armor Class, would have a 9-7=2+9=11 point skin under the *RuneQuest* system. The Frost Horror has a 9-(-2) armor, or an 11-point skin.

However, the DEX of the monster must be checked before a straight conversion is made, because DEX affects armor class in *D&D*. Another look at the Fire Lion, for instance, shows us that it has a DEX of 1D3+15, or at least 2 and (possibly) 4 points added to its armor class. If we subtract the average of 3 armor points from the calculation above, this leaves the armor class at 7+6, or a total of 8 points of armor. The Defense given by the DEX has already been accounted for under the Hit Dice discussion above.

C. MOVE, FLY SWIM, IQ, DEXT RANGE.

These quantities can be transcribed directly to *RuneQuest*.

D. ALIGNMENT, FOUND IN.

These can be used for *RuneQuest* as well as for any other game.

E. LAIR, WANDERING.

The numbers and probabilities can be used by the quest master as he desires. The Treasure Type can either be retained and translated into *RuneQuest* treasure types, or a *RuneQuest*-type Treasure Factor can be assigned as under the *RuneQuest* system.

F. ATTACKS (Damage).

In many cases, this can be taken directly from the ATWM monster description. The claw attacks of the Fire Lion, for instance, are not unreasonable. However, the fire attack for the claws should be done like a Salamander's attack, with the number rolled applied against the CON of the victim.

The fire breath of the Fire Lion or the Frost Horror should be changed to work like similar *RuneQuest* monster attacks. That is, the number of points equal the CON of the monster, and it attacks against the CON or hit points of the victim, like a Salamander's attack.

Creatures which drain energy will drain POW as does the ghost or vampire in *RuneQuest*.

In cases where the SIZ or STR of the monster are determined by the Hit Dice, as described above, the claw attack of the monster might well do far more damage than shown for the ATWM entry. The Frost Horror, with an average of 71 points, has a damage bonus of 8D6, making it a formidable foe indeed.

G. DESCRIPTION.

The description gives many hints on how to play the monster. Particular attention must be paid to the special attributes described in this section, for the referee will have to determine how to adapt them into *RuneQuest*. Each one will be a special case.

NEEDED RUNEQUEST DATA

The *RuneQuest* quest master also needs some guidelines not readily transferable from the ATWM description, particularly in the matter of monster characteristics.

A. CONStitution.

The CON of a creature can usually be found by assuming a roll of 2D6+6, with perhaps 1D6+12 for the dumbest (survival of the fittest ensuring that only the healthiest of the dumb will survive).

B. SIZE.

Determine SIZ either as Hit Dice, as stated above, or the SIZ of an equivalent *RuneQuest* monster can be used if the Hit Dice give an irrelevant result.

C. STRENGTH.

For creatures with high Hit Dice but no claim to STR commensurate with the Hit Dice, the STR should be taken from an equivalent monster in the *RuneQuest* monster chapter. Thus the Bantok Bird, with a 12D8 Hit Dice, would be unlikely to have STR or SIZ of 12D8. It is described as huge, so a Griffin STR and SIZ might be appropriate.

D. POWER.

The discussion of Hit Dice shows one way that POW can be determined. However, there are monsters which are said to be "only 5% vulnerable to magic," or given some other such description. Assume that this means that they are only 5% vulnerable to an attack with a POW of 10. This means that their POW must be at least 19 (19-10=9x5=45+50=95). Use this rationale to find the POW for such creatures. If the description says that a certain level of magician (such as 12th level) has only a certain chance, use the level given as the attacking POW for determining the POW of the creature.

E. Hit Locations.

Hit locations for most of these monsters can be found by using similarly-shaped monsters from *RuneQuest*.

By now the perceptive reader knows that there must be a lot of "winging it" in these conversions. Though I think I have covered all the necessary guidelines, I am purposely leaving a lot to the imagination and creativity of the referees who will bring these creatures into their campaigns. I can only assure you that these guidelines have been used successfully. The adventurers who ran into the Skorpion (vol. 1), Mekhar (vol. 1), Doom Guard (vol. 1), and Electrogyle (vol. 3) are still talking about it.

-Steve Perrin

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		TOAD, GIANT	82		

A

ALL THE WORLDS' MONSTERS



ABSORBER

TYPE: MISCELLANEOUS

CREATED BY: DUNCAN KUHNS

HIT DICE 12D8	ARMOR CLASS 4	MOVE 12	FLY 24	SWIM	IQ RANGE 1D10	DEXT. RANGE 1D6+10
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ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

LAIR (40%) WANDERING	NUMBER 1 1	PROBABILITY OF TREASURE AND TYPE 75% 1 * 3 40% 1
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ATTACKS:

2 CLAWS, 1D10
1 TAIL, 1D20

DESCRIPTION:

THE ABSORBER LOOKS LIKE A FIFTEEN FOOT TALL, ANIMATED GARGOYLE AND LIKE THE GARGOYLE IT CAN ONLY BE HIT BY MAGIC WEAPONS. HOWEVER, THE ABSORBER ALSO HAS THE ABILITY TO ABSORB MAGICAL POWER. ANY MAGIC ENERGY DIRECTED AGAINST IT, FROM SPELLS, WANDS, STAVES, ETC., WILL BE ABSORBED BY THE CREATURE UP TO A LIMIT OF 100 LEVELS WORTH (LIKE A ROD OF ABSORPTION). EVERY TWO MELEE ROUNDS IT WILL DISCHARGE ITS ACCUMULATED MAGICAL ENERGY IN THE FORM OF DAMAGE PRODUCING SPELLS.

ANTI-MAGIC ITEMS (HOLY SWORDS, ETC.) WILL KILL THE ABSORBER AT THE MEREST TOUCH.

AMAZON, SEA

TYPE: HUMANOID

CREATED BY: DAVE HARGRAVE

HIT DICE (1-16)D8	ARMOR CLASS 4	MOVE 6	FLY	SWIM 8	IQ RANGE 2D8	DEXT. RANGE 1D10+10
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ALIGNMENT: ANY
FOUND IN: RIVERS, SEAS

LAIR (10%) WANDERING	NUMBER 8D10 8D10	PROBABILITY OF TREASURE AND TYPE 80% VARIABLE 40% VARIABLE
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ALL THE WORLDS' MONSTERS

AMAZON, SEA

ATTACKS:

- 1 NET, ENTANGLEMENT (SEE BELOW)
- 1 TRIDENT, 2D6 PLUS 1D6 STRENGTH BONUS

DESCRIPTION:

A SIX TO SEVEN (OR MORE) FOOT TALL, STATUESQUE FEMALE WARRIOR WHOSE PALE GREEN SKIN AND DEEP GREEN HAIR, EYES AND LIPS MAKE HER STRIKINGLY BEAUTIFUL (SHE HAS A MINIMUM CHARISMA OF TWELVE). SHE IS VERY QUICK AND STRONG AND CAN STAY SUBMERGED FOR UP TO EIGHT MINUTES OR MORE. SHE DOES NOT DISLIKE MEN, BUT SIMPLY FEELS THAT MOST MEN JUST ARE NOT AS GOOD AS SHE IS.

SHE USUALLY USES A TRIDENT AND NET, BUT SHE IS OCCASIONALLY FOUND USING A WEIRDLY SHAPED LONGBOW OR A SCIMITAR. HER NET WILL ENTANGLE WHOEVER SHE CATCHES IN IT AND WILL HOLD ALL THOSE OF UP TO EIGHT HIT DICE (OR THEIR OWN HIT DICE, WHICHEVER IS GREATER).

THE AMAZON IS A GREAT ADVENTURER AND SEA FAREER. IN COMBAT THERE IS A 40% CHANCE THAT SHE WILL GO BESERK. SHE HAS A NATURAL +3 SAVING THROW AGAINST MAGIC AND SHE HAS +2 HEARING.

THE SEA AMAZON GETS ALONG WITH SEA ELVES, BUT SHE DOESN'T MUCH CARE FOR THE LAND VARIETY. HER FAVORITE MEAL IS ANYTHING ALCOHOLIC.

AMPHISBAENA

TYPE: ANIMAL

CREATED BY: PAVEL CURTIS

HIT DICE (14-17)D8	ARMOR CLASS 5+1	MOVE FLY SWIM 20	IQ RANGE 2D6	DEXT. RANGE 1D6+12
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, MOUNTAINS

LAIR (70%) WANDERING	NUMBER 1	PROBABILITY OF TREASURE AND TYPE 90% F
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ATTACKS:

- 2 BITES, 2D12 PLUS 8D6 POISON

AMPHISBAENA

DESCRIPTION:

A SNAKE WITH A HEAD AT BOTH ENDS. IT HAS GLOWING YELLOW EYES. IT IS THIRTY-FIVE TO FORTY FEET LONG AND ABOUT FIVE TO SIX FEET WIDE. IF CUT IN HALF, BOTH ENDS WILL GROW NEW HEADS IN ABOUT A WEEK'S TIME. IT ALSO REGENERATES FOUR POINTS PER MELEE TURN, BUT NOT DAMAGE DUE TO FIRE OR ACID.

THE AMPHISBAENA USUALLY LIVES IN A TUNNEL OR CAVE WITH TWO OPPOSITE FACING EXITS, ONE FOR EACH HEAD.

FROM GREEK MYTHOLOGY.

ARKLE

TYPE: DRAGONKIND

CREATED BY: MIKE GUNDERLOY

HIT DICE 8D8	ARMOR CLASS 2	MOVE FLY SWIM 6	IQ RANGE 3D6	DEXT. RANGE 2D6
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ALIGNMENT: LAWFUL-EVIL
FOUND IN: ANYWHERE

LAIR (90%) WANDERING	NUMBER 1D6 3D6	PROBABILITY OF TREASURE AND TYPE 100% H 5% I
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ATTACKS:

- 1 BITE, 3D8
- 1 ACID SPRAY, 5D8

DESCRIPTION:

A LARGE, KOMODO-DRAGON TYPE LIZARD, ABOUT THREE FEET HIGH, FIVE FEET WIDE, AND FIFTEEN FEET LONG. IT HAS FULL GESTALT TELEPATHY WITH OTHERS OF ITS OWN KIND (WITHIN A RANGE OF 1000 FEET). IT GENERALLY LIVES WITH OTHERS IN A COMPLEX OF CAVERNS WHICH IT DIGS ITSELF USING ITS ACIDIC SALIVA.

THE ARKLE HAS BLACK OILY SKIN, YELLOW EYES, AND RED CLAWS. IT CAN SPIT ACID ONCE A DAY IN A BOLT TEN FEET LONG AND ONE FOOT WIDE.

IT IS A CUNNING FIGHTER AND IT OFTEN DIGS PIT TRAPS JUST BELOW THE SURFACE OF THE GROUND.

B

ALL THE WORLDS' MONSTERS



BAGGOL

TYPE: ANIMAL

CREATED BY: JOHN SKAGGS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8+1	-2	16	28	14	5D6	4D8

ALIGNMENT: LAWFUL, NEUTRAL
FOUND IN: ANYWHERE

LAIR (45%)	NUMBER	PROBABILITY OF TREASURE AND TYPE			
WANDERING	2D4	95%	F		
	2D4	10%	G		

ATTACKS:

2 HORNS, 1D4
3 BITES, 1D4 PLUS 3D4 POISON
OR
1 BREATH, 4D6 PLUS SLEEP, FEAR, FIRE, OR ACID
4 PAWS, 1D8

DESCRIPTION:

A SMALL WINGED DOG WITH VERY POWERFUL LEGS. IT IS VERY FAST AND STRONG AND IT IS 95% RESISTANT TO PSIONIC ATTACK. IF OUTNUMBERED THE BAGGOL WILL RUN INSTEAD OF FIGHT.

THE BAGGOL DOES NOT LIKE WATER, BUT IT IS A VERY STRONG SWIMMER AND CAN EVEN REMAIN SUBMERGED FOR UP TO 24 FULL TURNS.

BAHAMUT

TYPE: ANIMAL

CREATED BY: CARL BATHGATE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
11D8	3			15	2D6+1	2D6+4

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: SEAS

LAIR (70%)	NUMBER	PROBABILITY OF TREASURE AND TYPE			
WANDERING	1D2	85%	1	* 3	
	1	5%	1	* 3	

ATTACKS:

1 BITE, 1D10
OR

ALL THE WORLDS' MONSTERS

BAHAMUT

1 BREATH, 32 POINTS OF FIRE
AND
1 FLUKE, 1D8

DESCRIPTION:

A GIGANTIC, BLACK CATFISH, COVERED WITH SLIME AND DEBRIS. IT IS INTELLIGENT AND VERY EVIL. THE BAHAMUT NORMALLY LAIRS IN CAVERNS IN DEEP SUB-MARINE CANYONS, THOUGH IS HAS BEEN KNOWN TO BUILD A LAIR FOR ITSELF OUT OF MUD AND THE SLIME THAT IT NATURALLY SECRETES.

IT HAS THE UNIQUE ABILITY TO BREATHE UNDERWATER FIRE. THE EFFECT OF THIS FIRE IS DOUBLED OR EVEN TRIPLED AGAINST UNDERWATER LIFEFORMS.

BALITORR, LORD OF THE EARTH TYPE: ELEMENTAL

CREATED BY: PAVEL CURTIS AND CHRIS ROLLS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
24D8	4	4	10		18	12

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	100% REFEREE OPTION

ATTACKS:

2 CLAWS (+4), 7D(6-10) (SEE BELOW)
1 BREATH, FLESH-TO-STONE IN A 10' X10' X10' CUBE
1 DIRT CLOD, 5D10

DESCRIPTION:

KING OF THE EARTH ELEMENTALS, BALITORR IS IMMUNE TO POISON, WEAPONS LESS THAN +3, AND TO ALL BLUNT WEAPONS. HE IS 75% RESISTANT TO MAGIC, SENSES AS A ROBE OF EYES, REGENERATES FIVE POINTS PER MELEE TURN, AND FIGHTS AT TOP EFFICIENCY UNTIL KILLED.

HIS ARMOR CLASS IS 2+8 WHILE HE TOUCHES THE GROUND AND 2+6 WHEN HE DOES NOT. AGAINST FLYING OPPONENTS HIS CLAWS STRIKE FOR 7D6, AGAINST GROUNDED OPPONENTS THEY STRIKE FOR 7D10.

BALITORR, LORD OF THE EARTH

BALITORR HAS THE FOLLOWING SPELLS:
ANIMATE ROCK, FLESH-TO-STONE, ROCK-TO-MUD,
WALL OF STONE, MOVE EARTH, AND EARTHQUAKE.

THE DIRT CLOD IS A PART OF HIMSELF WHICH HE CAN THROW UP TO 100 FEET WITH THE ACCURACY OF A SLING (+4).

THE SAVE AGAINST HIS BREATH IS AT -4. HE CAN USE HIS BREATH TWICE A DAY.

BANDER SNATCH

TYPE: HUMANOID

CREATED BY: JEFF MARTIS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	1	6	48		2D12+4	18

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: DUNGEONS, MOUNTAINS, CITIES

LAIR (35%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D20 3D8	65% H (BUT NO MAGIC) 10% E (BUT NO MAGIC)

ATTACKS:

2 CLAWS, 1D8
1 TAIL, 1D10
1 SHRIEK, 2D6 SONIC

DESCRIPTION:

A TEN FOOT TALL HUMANOID WITH WINGS, A HEAVY TAIL, AND CLAWED HANDS. IT IS FOND OF LIVING IN CITIES OR IN CLIFFS. IT COLLECTS ITS TREASURE VIA AIR ATTACKS ON SHIPS OR CARAVANS. ONE FAVORITE MODE OF ATTACK IS TO DROP ROCKS UPON THE INTENDED VICTIM (EVEN TO THE POINT OF SINKING SHIPS).

THE BANDER SNATCH'S HIGH ARMOR CLASS IS DUE LARGE-LY TO ITS HIGH DEXTERITY, SO FOR EVERY PAIR OF DEXTERITY POINTS IT HAS OVER 12, IT GETS AN ADDITIONAL +1 TO ITS ARMOR CLASS.

ALL THE WORLDS' MONSTERS

BANSHEE

TYPE: DEMON

CREATED BY: STEVE PERRIN

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
3D8+1	4	9	15		1D6+12	1D6+12

ALIGNMENT: CHAOTIC, EVIL, CHAOTIC-EVIL
 FOUND IN: ANYWHERE

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	2D8 2D4	100%	C

ATTACKS:

1 VOICE, CONFUSION
 2 CLAWS, 1D4

DESCRIPTION:

GARGOYLE-LIKE, BUT THINNER AND HAIRIER. OFTEN USED TO GUARD OTHER'S TREASURE. ONLY AFFECTED BY MAGIC. HOLY WATER DOES 2D6 PER VIAL.

ITS WAIL CAUSES CONFUSION, IF UNSTOPPED FOR HALF AN HOUR, IT CAUSES DEATH. ITS VICTIM LOSES ONE THIRD OF HIS CONSTITUTION EVERY TEN MINUTES, A LOSS WHICH WILL REMAIN SIX HOURS FOR EVERY THIRD LOST. A SAVING THROW MUST BE MADE EVERY MELEE TURN. THE CONFUSION EFFECT IS A TENTH LEVEL MAGE POWER AND CAN BE DISPELED EVERY MELEE TURN.

BANSHEES ARE GREAT COWARDS AND WILL NOT ATTACK PHYSICALLY IF AT ALL AVOIDABLE. THEY PREFER TO FLY ABOVE A GROUP AND JUST HIT THEM WITH CONFUSION.

BANTOK BIRD

TYPE: ANIMAL

CREATED BY: MIKE GUNDERLOY

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
12D8	3	3	15		3D4	2D6+6

ALIGNMENT: HUNGRY
 FOUND IN: ANYWHERE

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D20 1D10	85% 5%	E I + 50% 3 MAGIC ITEMS & SW

BANTOK BIRD

ATTACKS:

2 CLAWS, 1D10
 1 BITE, 1D6
 1 ENERGY DRAIN, 4 POINTS OFF CONSTITUTION

DESCRIPTION:

A HUGE, RUBBERY, BAT-WINGED BIRD. IT HAS A FIVE FOOT LONG PREHENSILE PROBISCUS WITH TEETH IN THE END. ONCE IT STRIKES, IT WILL HANG ON AND SUCK ITS VICTIMS BLOOD CAUSING HIM TO LOSE POINTS FROM HIS CONSTITUTION EACH MELEE ROUND.

BASILCOCK

TYPE: ENCHANTED MONSTER

CREATED BY: CARL BATHGATE

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
7D8+1	3	6	8		1D8	2D6+5

ALIGNMENT: CHAOTIC
 FOUND IN: MOUNTAINS, DESERTS

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D3 1	30% 5%	F 1 GEM PER CREATURE

ATTACKS:

4 CLAWS, 1D4
 1 BEAK, 1D2
 2 WINGS, 1D6
 1 STING, 1D8 PLUS 1D6 POISON

DESCRIPTION:

A FOUR-LEGGED COCK WITH A CROWN OF YELLOW FEATHERS AND WIDE THORNY WINGS. IT ALSO HAS A SERPENT-LIKE TAIL ENDING IN A STING. EVEN THOUGH IT IS LESS THAN THREE FEET TALL, THE BASILCOCK IS MUCH FEARED BECAUSE IT HAS THE ABILITY TO TURN TO STONE THOSE WHO MEET ITS GAZE OR FEEL ITS TOUCH (USUAL SAVING THROW ALLOWED).

ALL THE WORLDS' MONSTERS

BEETLE, DIVING

TYPE: INSECT

CREATED BY: MIKE GUNDERLOY

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
1D4	4	1	24		1	1D6+12

ALIGNMENT: HUNGRY
 FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D100	

ATTACKS:

1 DIVE, 1D10
 1 BITE, 1D4

DESCRIPTION:

A JET-BLACK BEETLE ABOUT TEN INCHES LONG. WHEN ATTACKING IT FOLDS ITS WINGS AND DIVES AT ITS TARGET FROM ABOVE, MAKING A HIGH PITCHED WHINE AS IT COMES DOWN. THIS ATTACK IS AT +4, BUT IF IT HITS AND FAILS TO PENETRATE THE VICTIM'S ARMOR, THE SHOCK OF IMPACT EITHER STUNS (75%) OR KILLS (25%) THE BEETLE. IF STUNNED, IT LASTS FOR 1D10 MELEE ROUNDS. IF THE BEETLE DOES PENETRATE, IT GETS AN AUTOMATIC BITE.

BEETLE, ICE

TYPE: INSECT

CREATED BY: KAY SHAPERO

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
POINTS	CLASS				RANGE	RANGE
1	0	1	48		1	1D6+12

ALIGNMENT: HUNGRY
 FOUND IN: MOUNTAINS, AIR

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	10D4	100% SEE BELOW

ATTACKS:

1 ICE LANCE, 1 POINT

DESCRIPTION:

A CRYSTAL CLEAR BEETLE, ONE HALF INCH LONG. IT IS VERY HARD TO SEE IN THE AIR, HENCE ITS ARMOR CLASS

BEETLE, ICE

OF ZERO. HOWEVER WHEN IT LANDS, THE SPARKLE FROM ITS BODY MAKES IT EASY TO SEE AND THE ARMOR CLASS IS REDUCED TO NINE.

WHEN KILLED THE BEETLE'S BODY HARDENS LIKE A GEM. THE DEAD BEETLES ARE HIGHLY PRIZED FOR JEWELRY, EACH DEAD BEETLE IS WORTH TEN GOLD PIECES WHEN SOLD TO A JEWELER WHO KNOWS HOW TO MAKE USE OF THEM.

BIAKALD

TYPE: HUMANOID

CREATED BY: CARL BATHGATE

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
3D4	8	7	36		3D6	3D6

ALIGNMENT: NEUTRAL
 FOUND IN: DESERTS, AIR

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (20%)	100D100	100% LOTS AND LOTS
WANDERING	1D20	25% A OR I

ATTACKS:

1 OR 2 WEAPONS, BY WEAPON TYPE

DESCRIPTION:

A SMALL, SLIGHT CREATURE WHICH APPEARS TO BE A CROSS BETWEEN A BAT AND A GARGOYLE. IT IS FOUND EXCLUSIVELY IN DESERT AREAS, USUALLY IN CITIES OF BRONZE, SAND, AND BAKED MUD. THE BUILDINGS IN THE CITY ARE ONLY ACCESSIBLE FROM ABOVE, THEY RESEMBLE GIANT WHITE OR METALLIC AFRICAN TERMITE HIVES.

THE BIAKALD USUALLY PREFERS TO FIGHT FROM THE AIR USING MISSILE WEAPONS, USUALLY JAVELINS, SLINGS OR SHORT BOWS. IF IT DOES CLOSE TO THE ATTACK, IT WILL USUALLY FIGHT WITH TWO SHORT SWORDS.

THE BIAKALD IS IMPERVIOUS TO HEAT DUE TO ITS LIGHT COLOR AND BIOLOGICAL STRUCTURE. IT CAN ALSO TRAVEL GREAT DISTANCES WITHOUT WATER.

AT NIGHT THE BIAKALD CAN NAVIGATE BY THE STARS.

ALL THE WORLDS' MONSTERS

BLOB, BLINK

TYPE: CLEAN-UP CREW

CREATED BY: JIM PARKER

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE		DEXT.		
19D20	7	12			16		RANGE		14

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (100%)	1	60% A

ATTACKS:

3 PSEUDOPODS, 4D8
2 MAGIC SPELLS, "WALL OF IRON" AND "FEEBLEMIND"

DESCRIPTION:

A PALE GOLD COLORED BLOB OF PROTOPLASM WHICH IS VERY LARGE (FORTY TO FIFTY FEET IN DIAMETER). IT HAS THE ABILITY TO DISGUISE ITSELF AS A LARGE PILE OF GOLDEN COINS. IT CAN ALSO "DIMENSION DOOR" ITSELF UP TO THIRTY FEET IN ANY DIRECTION WITHOUT ERROR.

EDGED WEAPONS DO ONLY HALF DAMAGE TO THE BLOB. BLUNT WEAPONS HIT AT -3 AND DO ONLY ONE POINT PER DIE OF NORMAL DAMAGE.

THE BLOB IS IMMUNE TO SONIC WEAPONS. COLD ATTACKS CAUSE IT TO REGENERATE UP TO HALF OF ITS DAMAGE. CUT PSEUDOPODS GROW BACK IN A SINGLE MELEE ROUND.

BORADDIS

TYPE: ANIMAL

CREATED BY: ROB ANSLOW

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE		DEXT.		
(8-11)D8	3	9			1D6		RANGE		3D6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, RIVERS, SEAS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (75%)	1D4	50% D
WANDERING	1D2	20% 1/2 * D

BORADDIS

ATTACKS:

1 BITE, 1D10
2 CLAWS, 1D6
1 STING, 1D4 PLUS 6D6 POISON

DESCRIPTION:

A BEAST WITH THE BODY OF A HIPPOPOTAMUS, A LONG WHIP-LIKE TAIL ENDING IN A STINGER AND THE LEGS OF A CAT. INSTEAD OF A MOUTH IT HAS A SCALY NECK (ARMOR CLASS -1) ENDING IN A MOUTH WITH A SECOND SET OF EYES. THESE EXTRA EYES ALLOW IT TO SEE TO THE FRONT AS IF IT WERE WEARING A ROBE OF EYES.

THE BORADDIS IS PARTIALLY MAGIC RESISTANT, IT GETS TWO SAVING THROWS AGAINST ALL FORMS OF MENTAL OR EMOTIONAL ATTACK AND ONLY NEEDS TO SUCCEED ON ONE OF THEM.

BUBBLE MAN

TYPE: HUMANOID

CREATED BY: DAVE HARGRAVE

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE		DEXT.		
(2-3)D6+2	9	6	6		3D6		RANGE		2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (25%)	6D10	100% E
WANDERING	1D10	20% E

ATTACKS:

1 WEAPON, BY WEAPON TYPE
1 POISON GAS CLOUD, (6-10)D6

DESCRIPTION:

ALMOST TRANSPARENT, GAS-FILLED HUMANOIDS. WHEN KILLED, THEY BURST AND THE POISONOUS GAS BUBBLES OUT INTO A SIXTY FOOT RADIUS. IMMUNE TO MENTAL OR EMOTIONAL SPELLS.

ALL THE WORLDS' MONSTERS

BUG, LIGHTNING

TYPE: INSECT

CREATED BY: KAY SHAPERO

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1	0	1	48		1	1D6+12

ALIGNMENT: HUNGRY
 FOUND IN: OPEN, WOODS, RIVERS, SWAMPS, AIR

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 10D4 100% SEE BELOW

ATTACKS:

1 LIGHTNING BOLT, 1 POINT

DESCRIPTION:

A SMALL (HALF INCH) ELECTRIC BLUE BEETLE WHICH HAS THE ABILITY TO PROJECT LIGHTNING BOLTS FROM ITS ANTENNA. THIS IS NATURAL LIGHTNING, SO IF IT HITS THE VICTIM DOES NOT GET A SAVING THROW.

THE LIGHTNING BUG'S HIGH ARMOR CLASS IS DUE TO ITS SMALL SIZE AND HIGH SPEED. IF IT EVER LANDS, ITS ARMOR CLASS IS REDUCED TO 9.

THE PRESERVED REMAINS OF THE LIGHTNING BUG ARE HIGHLY PRIZED IN JEWELRY AND JEWELERS WHO KNOW HOW TO PROCESS THEM WILL PAY UP TO TEN GOLD PIECES FOR EACH BUG (MORE IF CAUGHT ALIVE).

BUG, STINK

TYPE: INSECT

CREATED BY: KAY SHAPERO

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1	0	1	48		1	1D6+12

ALIGNMENT: HUNGRY
 FOUND IN: SWAMPS, AIR

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 10D4 100% SEE BELOW

ATTACKS:

BUG, STINK

1 GAS CLOUD, 1 POINT CHLORINE
 DESCRIPTION:

A GRASS GREEN BEETLE, ABOUT ONE HALF AN INCH LONG. WHEN DISTURBED THE STINK BUG EMITS A CLOUD OF CHLORINE GAS.

THERE ARE JEWELERS WHO CAN PROCESS DEAD STINK BUGS INTO GEMS. SUCH JEWELERS WILL PAY UP TO TEN GOLD PIECES FOR EACH BUG IN GOOD CONDITION.

BUTCHERBIRD

TYPE: ANIMAL

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	4	15	18		2D4	11

ALIGNMENT: HUNGRY
 FOUND IN: OUTDOORS, RIVERS, SWAMPS, AIR

LAIR (10%) NUMBER PROBABILITY OF TREASURE AND TYPE
 WANDERING 3D8
 2D8

ATTACKS:

1 TAIL, 1D12 VORPAL
 2 CLAWS, 4D6

DESCRIPTION:

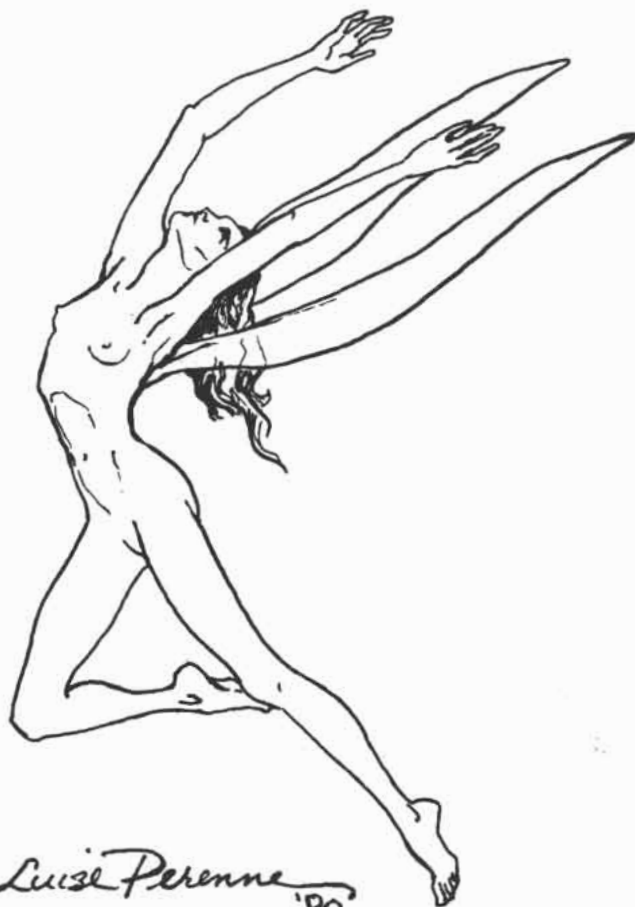
A BEAUTIFUL, MANSIZED BIRD WITH IRRIDESCENT YELLOW AND BLUE PLUMAGE AND A LONG FEATHERED TAIL. THE FEATHERS ON THE TAILS ARE VERY THIN AND ACT LIKE MONOFILAMENT THEN THEY HIT, HENCE THEIR VORPAL NATURE.

THE BIRDS ARE SMART ENOUGH TO COME AT AN OPPONENT FROM ALL DIRECTIONS, SLASHING WITH THEIR TAILS. HOWEVER, THE TAIL CAN ONLY BE USED WHILE AIRBORNE. IF GROUNDED, THE BIRD CAN ONLY USE A SINGLE ONE OF ITS CLAWS TO ATTACK.

THE BUTCHERBIRD IS IMMUNE TO "COLD" AND "FLESH-TO-STONE" SPELLS.

C

ALL THE WORLDS' MONSTERS



CHAKARA, LORD OF FIRE

TYPE: ELEMENTAL

CREATED BY: PAVEL CURTIS AND CHRIS RÖLLS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
24D8	2+8	12	24		18	30

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
	1	100%	REFEREE OPTION

ATTACKS:

2 CLAWS (+5), 5D6 PLUS 5D10 FIRE (SEE BELOW)

DESCRIPTION:

KING OF THE FIRE ELEMENTALS, CHAKARA IS IMMUNE TO POISON, FIRE, AND WEAPONS LESS THAN +3. HE SENSES AS A ROBE OF EYES, IS 75% MAGIC RESISTANT, REGENERATES FIVE POINTS PER MELEE ROUND, AND HE FIGHTS AT FULL EFFICIENCY UNTIL KILLED. HE TAKES 50% EXTRA DAMAGE FROM COLD. ALL WEAPONS WHICH TOUCH HIS PERSON MUST MAKE A SAVE VS. FIRE OR BE DESTROYED.

CHAKARA'S CLAWS GET A +4 BONUS FOR STRENGTH PLUS A +1 BONUS BECAUSE THEY ARE FLAMING. AGAINST TROLLS CHAKARA HITS AT +6 AND AT +7 AGAINST UNDEAD.

CHAKARA CAN USE THE FOLLOWING SPELLS:
FIREBALL, FIRELANCE, DOUBLE WALL OF FIRE, FLAMING MAGIC MISSILES (7 PER SALVO), FIRE CONE, METEOR SWARM, AND DELAYED BLAST FIRE BALL.

ALL OF HIS SPELLS ARE SAVED AGAINST AT -2.

CHANDELIER BEAST

TYPE: ANIMAL

CREATED BY: MIKE DAWSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D4	4	5			1D6+5	2D6+8

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, CITIES

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
	1	50%	C

ALL THE WORLDS' MONSTERS

CHANDELIER BEAST

ATTACKS:

18 TENTACLES, 1D2 PLUS 1D8 CONSTRICTION
1 BEAK, 1D6

DESCRIPTION:

AN OCTOPUS-LIKE BEAST WITH 18 TENTACLES. THE TENTACLES ALL PROJECT FROM AROUND ITS BIRD-LIKE BEAK, ITS EYES LIE ON EITHER SIDE OF THE BEAK RATHER THAN ITS BODY. THE BODY HAS 1D4 HIT POINTS, THE TENTACLES 1D2.

THE BEAST RESIDES IN A HOLE IN THE CEILING OF THE ROOM IT GUARDS, REMAINING HIDDEN UNTIL IT SENSES PREY. IT STRIKES FROM ABOVE WITH ITS TENTACLES, IF A TENTACLE GETS A HIT THERE IS A 25% CHANCE THAT THE VICTIM WILL BE DRAWN UP TO THE BEAK AND BITTEN, IN ADDITION THE TENTACLE WILL CONSTRICT THE VICTIM FOR 1D8 POINTS PER MELEE TURN.

THE CHANDELIER BEAST HAS NO TREASURE OF ITS OWN, IT IS ALWAYS USED TO GUARD THE TREASURE OF OTHERS.

CLAM, GIANT AIR BREATHING

TYPE: GIANT ANIMAL

CREATED BY: PAUL TAYLOR

HIT	ARMOR				
DICE	CLASS	MOVE	FLY	SWIM	IQ
(7-10)D8	0	3			RANGE
					1D3
					DEXT.
					RANGE
					1D4

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D12	60% GEMS OR COINS--ANY KIND

ATTACKS:

1 CHOMP, 4D8
OR
1 SPIT, 1D6
OR
1 CRUSH, 2D6

DESCRIPTION:

A GIANT CLAM ABOUT EIGHT FEET ACROSS THAT TRAVELS IN PACKS ACROSS LAND LOOKING FOR FOOD. IT WILL EAT ALMOST ANYTHING. THE PACK USUALLY ATTACKS

CLAM, GIANT AIR BREATHING

SLEEPING VICTIMS BY FIRST SURROUNDING THEM. THE CLAMS OPEN THEIR SHELLS AS WIDE AS POSSIBLE, ONE OF THEM MAKES A LOUD CLACK (BY SLAMMING ITS SHELL CLOSED). THE AWAKENED VICTIMS, TRYING TO ESCAPE, RUN INTO THE OPEN SHELLS AND ARE SWALLOWED.

IF ATTACKED THE CLAM WILL USUALLY TRY TO CHOMP ITS OPPONENT BETWEEN ITS SHELLS, THOUGH IT MAY TRY TO DISABLE HIM WITH ITS ENZYMIC SALIVA BY SPITTING AT HIM.

ANY TREASURE IT HAS WILL BE IN ITS STOMACH AND CONSISTS OF GEMS AND OTHER INDIGESTIBLE OBJECTS.

CORPSE-CANDLE

TYPE: UNDEAD

CREATED BY: ANTHONY PERROTTET

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	
3D8	-8-0	6	18		RANGE	RANGE	
					3D6	2D6+20	

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, OPEN, WOODS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (50%)	1D8	100% D
WANDERING	1D4	

ATTACKS:

1 WEAPON, 1D4

DESCRIPTION:

A SMALL (15 CM) WINGED HUMANOID WHICH GLOWS WITH A BRIGHT COLOR. THE CORPSE-CANDLE IS A SOUL THAT IS UNABLE TO FIND ITS REST. THIS FAIRY-LIKE CREATURE DARTS ABOUT WITH INCREDIBLE SPEED, USUALLY IN CIRCLES. ONLY IRON WEAPONS MAY HURT IT AND IT IS IMMUNE TO "SLEEP" AND "CHARM". IT ALWAYS HITS ON A NATURAL ROLL OF 20.

THE CORPSE-CANDLE TALKS IN A VERY HIGH VOICE AND IT VALUES SHINY OBJECTS.

FROM ENGLISH FOLK LORE.

ALL THE WORLDS' MONSTERS

COUGAR

TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	RANGE
3D8+2	6	16			1D6	2D6+6	

ALIGNMENT: ANY, HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (30%)	1D5	
WANDERING	1D2	

ATTACKS:

1 BITE, 1D6
 2 CLAWS, 1D4+2

DESCRIPTION:

A MEDIUM SIZED FELINE, ABOUT THE SAME SIZE AS A LARGE DOG. IT CAN BE TAMED BUT MUST NOT BE ALLOWED TO TASTE BLOOD OR IT WILL BECOME WILD AGAIN. IF THERE ARE MORE THAN TWO IN A LAIR, THE TWO LARGEST WILL BE A MATED PAIR AND THE REST WILL BE CUBS.

COUGARALA

TYPE: ANIMAL

CREATED BY: PAUL TAYLOR

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	RANGE
(5-10)D8	3	18			2D6+6	2D6+10	

ALIGNMENT: NEUTRAL
 FOUND IN: OPEN, WOODS, MOUNTAINS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (15%)	1D6+1	85% E
WANDERING	1D3	15% E

ATTACKS:

1 BITE, 4D6
 2 CLAWS, 1D8
 1 TAIL LASH, 1D4

COUGARALA

DESCRIPTION:

A GIANT HUNTING CAT THE SIZE OF A LARGE HORSE. IT IS ALMOST COMPLETELY SILENT, USUALLY BEING HEARD ONLY WHEN IT VOICES ITS HUNTING CRY, WHICH IS A SCREAM NOT UNLIKE THAT OF A HUMAN FEMALE. IT IS VERY FAST AND ABLE TO LEAP UP TO EIGHTY FEET HORIZONTALLY. IT CAN ALSO LEAP FROM GREAT HEIGHTS, IT HAS BEEN KNOWN TO DROP IN EXCESS OF 100 FEET WITHOUT HARM.

THE COUGARALA DOES NOT USUALLY ATTACK MEN. ITS CHARGING SPEED IS 36, WHICH IT CAN KEEP UP FOR ABOUT A MILE. THE CRAB IS PARTIALLY IMMUNE TO ELECTRICAL ATTACK.

CRAB, SHOCKER

TYPE: ANIMAL

CREATED BY: PAVEL CURTIS

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	RANGE
(3-6)D8	3	4			2D6	1D12+6	

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, DESERTS, RIVERS, SEAS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (70%)	2D6	50% REFEREE OPTION
WANDERING	1D12	

ATTACKS:

2 PINNERS, 1D(8-10) DEPENDING ON SIZE (SEE BELOW)

DESCRIPTION:

A FIVE TO SEVEN FOOT LONG DEEP RED CRAB WITH A YELLOW DIAMOND ON ITS BACK AND YELLOW MARKINGS ON ITS PINNERS. IF BOTH PINNERS HIT THE SAME TARGET, THE CRAB'S ELECTRICAL CIRCUIT IS COMPLETED AND THE VICTIM RECEIVES AN ADDITIONAL (HIT POINTS) WORTH OF ELECTRICAL DAMAGE.

WHEN STRUCK BY LIGHTNING OR OTHER FORM OF ELECTRICITY THE CRAB TAKES THE REMAINDER OF DAMAGE AFTER ITS CURRENT HIT POINTS IS SUBTRACTED FROM THE DAMAGE ROLLED.

ALL THE WORLDS' MONSTERS

CRYSTAL CREATURE

TYPE: HUMANOID

CREATED BY: ROGER M. W. MUSSON

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
7D8	-1	9			3D6	3D6

ALIGNMENT: EVIL
FOUND IN: DUNGEONS

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	10D3	85% D
	1D10+1	

ATTACKS:

2 CLAWS, 1D8

DESCRIPTION:

A SIX FOOT TALL HUMANOID OF FACETTED, COLORLESS CRYSTAL. IT IS VERY DIFFICULT TO SEE AT ANY DISTANCE UNLESS TORCH LIGHT REFLECTS OFF ITS FACETS. IT REFLECTS (1D100)% OF ALL MAGICAL ATTACKS AS A RING OF SPELL TURNING, THE SPELL IS REFLECTED BACK ON ITS CASTER.

CUDDLE

TYPE: PLANT

CREATED BY: SCOTT FORDYCE

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(1-36)D8	7	4			1D4+3	1D6+12

ALIGNMENT: NONE
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, RIVERS, SWAMPS, CITIES

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	30D10	

ATTACKS:

1 CHARM SPELL (ONCE A DAY)
1 WRAP, (HIT DICE)D4

DESCRIPTION:

A CACTUS LIKE PLANT WITH TWO LARGE EYES. IT IS (HIT DICE) FEET LONG. IT GETS ITS NAME BECAUSE IT LIKE TO CUDDLE ITS VICTIMS; IT WRAPS THE VICTIM

CUDDLE

IN (HIT DICE) COILS, EACH COIL DOING 1D4 DAMAGE DUE TO CONTRICTION. FOR EVERY STRENGTH POINT THE VICTIM HAS HE CAN REMOVE ONE COIL. CUDDLES LONGER THAN 36 FEET ARE KNOWN TO EXIST.

CURL UP

TYPE: ANIMAL

CREATED BY: STEVE DAVIES

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
4D8	2	4			1D8	5D6

ALIGNMENT: LAWFUL-GOOD
FOUND IN: DUNGEONS, OPEN

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D12	5% D
	1D4	

ATTACKS:

1 BITE, 3D6

DESCRIPTION:

A LARGE SEGMENTED WORM WITH EYESTALKS AND LEGS. THE MOVEMENT GIVEN IS FOR TRAVEL WHILE NOT CURLED UP. IT CAN CURL UP ITSELF UP, EXTEND PAIRS OF LEGS AND ROLL RAPIDLY; 24 IF IT USES TWO FEET, 48 IF IT USES FOUR, AND 72 IF IT USES SIX. HOWEVER AT SPEED 24 IT TAKES THE CURL UP 1 FULL TURN TO STOP, AT 48 TWO TURNS, AND THREE TURNS AT SPEED 72. IT CAN STOP ABRUPTLY, BUT IT WILL END UP ON ITS BACK AND IT TAKES TWO MELEE TURNS FOR IT TO RIGHT ITSELF. ITS UNDER BELLY IS ARMOR CLASS 7.

THE CURL UP IS FOND OF CRASHING DOWN DOORS AND OPPONENTS. IN THE OPEN POSITION IS IT AN EXCELLENT CLIMBER WITH ONLY A 5% CHANCE OF FALLING. IF IT DOES IT WILL CURL UP BEFORE IT HITS THE GROUND AND TAKE ONLY HALF DAMAGE.

D

ALL THE WORLDS' MONSTERS

DAVIS BABY

TYPE: HUMANOID

CREATED BY: JEFF PIMPER

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
3D4	8+5	2	15		1D4	1D8+12

ALIGNMENT: CHAOTIC, HUNGRY
FOUND IN: DUNGEONS, WOODS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	65% GEW-GAWS AND BRIGHT STUFF
	1	

ATTACKS:

2 CLAWS, 4D4 VORPAL
1 BITE, 2D4
2 FEET, 3D6

DESCRIPTION:

A MUTATED HUMAN BABY WITH A HUGE HIDEOUS HEAD, CATLIKE EYES, FANGS, AND CLAWED HANDS AND FEET.

ITS ONLY THOUGHT IS TO SURVIVE, BUT IT ONLY ATTACKS WHEN IT IS FRIGHTENED OR ANGRY. IT CANNOT TALK; IT IS IN ALL RESPECTS JUST AN INFANT WITH AN INFANT'S NEEDS AND DESIRES. BRIGHT THINGS WILL DISTRACT IT, AS WILL THE OFFER OF FOOD (IT LIKES RAW MEAT AS WELL AS MILK). IT OFTEN ANNOUNCES ITS PRESENCE WITH ITS CRY LIKE ANY OTHER BABY. SOOTHING NOISES CALM IT, BUT ANY SUDDEN NOISE OR MOVEMENT WILL CAUSE IT TO ATTACK.

IT ATTACKS BY LEAPING (IT DOES NOT FLY) AT ITS INTENDED VICTIM'S THROAT. ITS CLAWS STRIKE AS A VORPAL BLADE WIELDED BY A TENTH LEVEL LORD. AS LONG AS IT IS LEAPING, ITS ARMOR CLASS IS 8+5. ONCE IT STRIKES (IT TAKES IT ONE MELEE TURN TO CUT ITS VICTIM'S THROAT) OR IF CAUGHT ON THE GROUND CRAWLING, ITS ARMOR CLASS REVERTS TO JUST 8.

FROM THE FILM "IT'S ALIVE".



ALL THE WORLDS' MONSTERS

DEATH SEED

TYPE: PLANT

CREATED BY: MIKE GUNDERLOY

HIT	ARMOR								
POINTS	CLASS	MOVE	FLY	SWIM	RANGE		DEXT.		
1	9		6		1		1		

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, SWAMPS, AIR

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 1

ATTACKS:

1 PSIONIC ATTACK, SEE BELOW

DESCRIPTION:

A FORM OF SPORE WHICH USUALLY FLOATS ABOUT ON THE ASTRAL PLANE. IF IT DISCOVERS A SLEEPING BEING ON THE PLANE, IT WILL ATTEMPT TO TAKE ROOT IN HIS SOUL AND FEED ON HIS MANA. IN ORDER TO RESIST, THE VICTIM MUST MAKE A SAVING THROW (LESS THAN OR EQUAL TO THE SUM OF HIS LEVEL AND INTELLIGENCE ON A D100). IF THE DEATH SEED IS NOT RESISTED, THE VICTIM'S SOUL WILL ROT AWAY IN 1D4 DAYS.

DEATH SPRITE

TYPE: HUMANOID

CREATED BY: CHRIS ROLLS

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE		DEXT.		
(2-9)D8	-5-0	2	18		2D6+8		3D4+18		

ALIGNMENT: CHAOTIC
 FOUND IN: ANYWHERE

LAIR (80%) NUMBER PROBABILITY OF TREASURE AND TYPE
 WANDERING 4D10 65% 1 WITH 50% MAGIC + 3 ITEMS
 2D10 40% MAGIC SWORDS

ATTACKS:

2 +1 SWORDS, 1D3
 1 STING, 1 POINT PLUS 3D6 POISON AND 1 LIFE LEVEL

DESCRIPTION:

A SMALL (12 TO 18 INCH) FLYING MAN WITH DRAGONFLY LIKE WINGS. HIS SWORD IS ALSO SMALL, BUT HUMAN

DEATH SPRITE

SIZED BEINGS CAN USE IT AS A DAGGER. THE STING IS AN EXTENSION OF ITS COCCYX BONES AND IS ABOUT FOUR INCHES LONG.

THE DEATH SPRITE IS 90% RESISTANT TO MAGIC AND HE CAN ATTACK FROM BEHIND AS A THIEF OF HIS OWN LEVEL. HE IS TELEPATHIC AND VERY INTELLIGENT. HIS ARMOR CLASS IS DUE TO HIS SMALL SIZE AND SPEED. WHEN GROUNDED THE SPRITE'S ARMOR CLASS IS REDUCED TO 7.

DEMON OF LOVE AND MADNESS

TYPE: DEMON

CREATED BY: NICOLAI SHAPERØ (TLOC 10)

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE		DEXT.		
12D8		12			2D4+12		1D6+14		

ALIGNMENT: CHAOTIC
 FOUND IN: ANYWHERE

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 1 100% A(1) * 2

2 HANDS, 2D12
 1 GAZE (SEE BELOW)

DESCRIPTION:

THIS DEMON APPEARS AS A MIDDLE-AGED ORIENTAL MALE IN AN INTERNATIONAL ORANGE AND RACING GREEN PIN-STRIPE BUSINESS SUIT. HE FEEDS ON LOVE AND SANITY AND CAN ONLY BE TRULY DESTROYED BY THOSE STILL SANE AND CAPABLE OF LOVE. DAMAGE DONE BY OTHERS REGENERATES AT TWO POINTS PER MELEE ROUND.

THE DEMON'S ARMOR CLASS VARIES ACCORDING TO THE TYPE WEAPON STRIKING AT IT:

	MAGIC	SILVER	COLD	ALL
	WEAPONS	NOT MAGIC	STEEL	OTHERS
BLUNT	5+3	6+1	4+1	3
EDGED	2+1	8+5	7+9	3

THOSE MEETING THE DEMON'S GAZE MUST MAKE A SAVE VS. MAGIC OR FOREVER LOSE THE ABILITY TO LOVE (REQUIRES A FULL WISH TO RESTORE). A SECOND SAVE VS. MAGIC MUST ALSO BE MADE OR THE VICTIM WILL GO INSANE FOR 1D6 WEEKS, IF SAVE MADE THE INSANITY LASTS 1D6 MELEE ROUNDS INSTEAD.

ALL THE WORLDS' MONSTERS

DEMON SNAKE, SIMPLISTIC

TYPE: DEMON, MINOR

CREATED BY: STEVE MARSH

HIT	ARMOR							
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	RANGE	
2D8	9		20		1D6	2D6+6		

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
1D10

ATTACKS:

1 BITE, 1D2 PLUS 1D6 POISON

DESCRIPTION:

A WINGED ADDER, THOUGH RESEMBLING A REAL SNAKE, THE DEMON SNAKE IS IMMUNE TO ALL NON-FERROUS, NON-MAGICAL WEAPONS.

DEMON SPIDER

TYPE: DEMON

CREATED BY: NICOLAI SHAPERØ (TLOC 10)

HIT	ARMOR							
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	RANGE	
(5-18)D8	5	12			1D6+12	1D6+12		

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, CITIES

ATTACKS:

1 WEB (SEE BELOW)

DESCRIPTION:

THIS KIND OF DEMON APPEARS AS A SPIDER, APPROXIMATELY THE SIZE OF A LARGE TIMBER WOLF. IT CAN BE HIT BY ANY MAGIC OR COLD STEEL WEAPON, STEEL WEAPONS DO DOUBLE DAMAGE AND HIT AT +4.

DEMON SPIDER

THERE ARE SIX TYPES OF DEMON SPIDER:

TYPE	HIT DICE	ARMOR CLASS	MOVE	IQ	DEXTERITY
I	5D8	5	12	1D6+12	1D6+12
II	7D8	3	12	1D6+12	1D8+13
III	9D8	2	18	1D6+15	2D4+15
IV	11D8	2+1	18	1D8+15	2D6+17
V	15D8	2+2	24	2D4+18	2D6+18
VI	18D8	2+3	24	2D6+18	2D6+18

THE POWERS OF DEMON'S WEB WEAPON VARY BY THE DEMON'S TYPE:

TYPE	DAMAGE DONE	DURATION OF WEB
	FIRE LIFE DRAIN	(MELEE ROUNDS)*
I	6D6 0	1D2
II	4D6 1	1D3
III	2D6 1D6	1D3
IV	3D6 1D8	1D4
V	6D6 2D4	1D4
VI	12D6 2D6	1D6

* THE WEB CAN ALSO BE DESTROYED BY THE TOUCH OF OF A HOLY OBJECT IN THE HANDS OF A BELIEVER.

IF 'N' IS THE TYPE OF DEMON, THEN (7-N)D4 DEMONS APPEAR AND THEIR TREASURE HORDE IS A(1)*N.

DEMON SPIDER LORD, ISHRAL

TYPE: DEMON, GREATER

CREATED BY: NICOLAI SHAPERØ (TLOC 9)

HIT	ARMOR							
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	RANGE	
(20-150)D8	2+8	36			24	24		

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, CITIES

LAIR (100%) NUMBER PROBABILITY OF TREASURE AND TYPE
1 100% A(1) * 2

ATTACKS:

1 WEB, 8D6 FIRE DAMAGE PLUS 1D6 LIFE LEVELS

DESCRIPTION:

ISHRAL APPEARS AS A GIANT SPIDER, TWICE THE HEIGHT OF A MAN. AS WITH MANY OF HIS COLLEAGUES, ISHRAL CANNOT BE STRUCK BY MAGIC WEAPONS AND HE IS 100% IMMUNE TO MAGICAL ATTACK.

ALL THE WORLDS' MONSTERS

DEMON SPIDER LORD, ISHRAL

HE IS, HOWEVER, EXCEPTIONALLY VULNERABLE TO COLD STEEL. IN ADDITION TO TAKING WHATEVER DAMAGE DEALT BY SUCH A WEAPON, ISHRAL MUST FACE THE POSSIBILITY OF DEFEAT AND DISRUPTION WHEN STRUCK. IF STRUCK BY A STEEL WEAPON, ISHRAL MUST SAVE VS. MAGIC (AS A 16TH LEVEL LORD) OR BE DISRUPTED (I.E. BANISHED TO HELL FOR ONE MONTH). DEMONFIGHTERS STRIKING WITH ANY WEAPON ALSO FORCE HIM TO MAKE THIS SAVE.

SEE ALSO DEMON SPIDER.

DEMON SUCCUBUS, SIMPLISTIC

TYPE: DEMON, MINOR

CREATED BY: STEVE MARSH

HIT DICE (1-5)D6	ARMOR CLASS 9	MOVE 12	FLY 15	SWIM	IQ RANGE 2D6	DEXT. RANGE 2D6+6
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ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

WANDERING	NUMBER 1D6	PROBABILITY OF TREASURE AND TYPE
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ATTACKS:

DEPENDS ON TYPE (SEE BELOW)

DESCRIPTION:

- TYPE 1: NAUGHT BUT SEX OBJECTS. THEY SEDUCE MEN, COLLECT THEIR SEMEN AND THEN SEDUCE WOMEN AND IMPREGNATE THEM WITH THE COLLECTED SEMEN. THOSE SEDUCED LOSE ONE FROM THEIR CONSTITUTIONS AND WILL FIND SEX WITH REAL PERSONS TO BE UNSATISFYING.
- TYPE 2: 2D6 INTELLIGENCE AND WILL ATTEMPT TO SLAY WHOEVER SUMMONS THEM. THEY OFTEN SEDUCE DUNGEONEERS AND HOLD THEM IN DALLIANCE UNTIL A WANDERING MONSTER SHOWS UP. THEY CHARM AS A DRYAD AND CAN FIGHT AS AN INVISIBLE STALKER.
- TYPE 3: CHARMS AS TYPE TWO, BUT JUST BEFORE THEIR VICTIM'S ORGASM IT TURNS INTO A HORRENDOUS LOOKING CRONE OR ROTTING MAN (DEPENDING OF THE SEX OF THE SEDUCEE) CAUSING THE VICTIM TO SAVE TWICE VS. POISON OR DIE OF A HEART SEIZURE.

DEMON SUCCUBUS, SIMPLISTIC

TYPE 4: THIS TYPE CHARMS LIKE A VAMPIRE. AT THE POINT OF ORGASM, THE VICTIM'S LIFE FORCE PASSES INTO THE SUCCUBUS. IT ALSO HAS ALL THE POWERS AND ATTACKS OF A VAMPIRE.

TYPE 5: CALLED A "THSI". IT IS VERY INTELLIGENT (5D6) AND HATES ALL LIVING THINGS. IT HAS THE POWER TO RETAIN AND TORTURE THE SOULS OF ITS VICTIMS. IT SUCKS 6 POINTS OF BLOOD AND 6 ENERGY LEVELS PER MELEE TURN AND ALL WHO SEE ONE MUST MAKE A SAVE (WISDOM-4) OR BE STUPTIFIED WITH AWE. IT FIGHTS AS A STORM GIANT.

NOTE: ALL SUCCUBI ARE ALSO INCUBI AND WILL ATTACK FEMALES AS WELL AS MALES OF ANY SPECIES.

DEMON, BASIC OTH LEVEL

TYPE: DEMON, MINOR

CREATED BY: STEVE MARSH

HIT POINTS 1	ARMOR CLASS 9	MOVE 5	FLY	SWIM	IQ RANGE 1D3	DEXT. RANGE 2D6+6
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ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, CITIES

WANDERING	NUMBER 1D6	PROBABILITY OF TREASURE AND TYPE
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ATTACKS:

1 ATTACK (SEE BELOW)

DESCRIPTION:

THE "ZEROTH" LEVEL DEMON IS MORE OF A NUISANCE THAN ANYTHING ELSE. IT MATERIALIZES OUT OF THE AVAILABLE DUST. WHEN ONE APPEARS ROLL 1D8 FOR ITS ATTACK:

- 1 ■ STING, 1D6 PLUS 1/3 CHANCE OF POISON
- 2 ■ BITE, 1D4
- 3 ■ CLAW, 1D6
- 4 ■ CONSTRICTION, 1 POINT/TURN
- 5 ■ SPIT, 1/3 CHANCE BLINDNESS
- 6 ■ CLUB, 1D8 (-2 IF VICTIM ARMORED)
- 7 ■ SPIKE, 1D4
- 8 ■ ROLL TWICE FOR EACH 8 ROLLED

ALL THE WORLDS' MONSTERS

DEMON, BASIC 1ST LEVEL

TYPE: DEMON

CREATED BY: STEVE MARSH

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
1D10	8	8	16		1D6		RANGE
							2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D10+10	

ATTACKS:

1 CLAW OR 1 BITE, 1D6 PLUS DEATH (SEE BELOW)

DESCRIPTION:

THE SMALLEST DEMON, IT TURNS AS A FIRST LEVEL UNDEAD. IT CANNOT ABIDE SUNLIGHT AND WILL RETURN TO THE NETHER WORLD IF IT ENCOUNTERS SUCH LIGHT.

THE FIRST LEVEL DEMON RESEMBLES A FOUR FOOT TALL IMP WITH GARGOYLE-LIKE WINGS. IT HAS NO TREASURE AND CANNOT HOLD SOULS. THOSE FOURTH LEVEL AND UNDER WHO ARE CLAWED OR BITTEN MUST SAVE VS. "FEAR" OR DIE. ANYONE KNOCKED DOWN BY THIS DEMON WILL BE ATTACKED, BITTEN, AND HAVE HIS BLOOD SUCKED OUT.

DEMON, BASIC 2ND LEVEL

TYPE: DEMON

CREATED BY: STEVE MARSH

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
2D10	7	10	10	10	2D6		RANGE
							2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (50%)	1D10+8	100% A
WANDERING	1D10+8	

ATTACKS:

1 WING BUFFET, 1D8
2 CLAWS, 1D4
3 BITES, 1D4

DEMON, BASIC 2ND LEVEL

DESCRIPTION:

LOOKS LIKE GIANT VULTURE.

THIS FORM OF DEMON HAS THE ABILITY TO SUMMON ADDITIONAL DEMONS OF LEVEL 1 OR 2, BUT WILL NOT DO SO UNLESS IT FEELS THAT IT MUST HAVE THE EXTRA HELP AS THE SUMMONED DEMONS WILL DEMAND PART OF THE SUMMONER'S TREASURE IN PAYMENT. THIS TYPE OF DEMON ALSO EATS ITS OWN WOUNDED. IT TAKES THREE SECOND LEVEL DEMONS TO PERFORM THE SUMMONING AND THEY MUST BE LEFT UNDISTURBED TO DO SO. THERE IS A CUMULATIVE 10% PER MELEE TURN OF THE SUMMONING'S SUCCESS.

THE SECOND LEVEL BASIC DEMON HAS THE POWER'S OF A THIRD LEVEL ANTI-CLERIC.

DEMON, BASIC 3RD LEVEL

TYPE: DEMON

CREATED BY: STEVE MARSH

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
3D10	6	12	12	12	2D6+6		RANGE
							2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (50%)	1D20	100%
WANDERING	1D20	100%

ATTACKS:

2 TUSKS, 1D6
2 FEET, 1D8 (TRAMPLE)
1 WEAPON, BY WEAPON TYPE
1 CLAW, 1D4 PLUS 3D6 POISON

DESCRIPTION:

A GIANT, MAN-SHAPED BOAR. THIS TYPE OF DEMON CANNOT CROSS RUNNING WATER. UNLIKE THE LOWER LEVEL DEMONS, HOLY WATER DOES NOT DISRUPT IT, IT DOES 2D20 DAMAGE INSTEAD. IF UNDISTURBED IT CAN SUMMON 10D4 FIRST LEVEL DEMONS WITH COMPLETE SUCCESS.

IT HAS THE POWERS OF A FOURTH LEVEL ANTI-CLERIC AND ALSO THOSE OF A SECOND LEVEL MAGIC USER.

ALL THE WORLDS' MONSTERS

DEMON, BASIC 4TH LEVEL

TYPE: DEMON

CREATED BY: STEVE MARSH

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE		IQ	DEXT.	
4D10	5	14	6		1D6+6		1D6+6	2D6+6	

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OUTDOORS, SWAMPS, CITIES, AIR

ATTACKS:

2 STRIKES, 2D10
 1 BITE, 3 POINTS OF BLOOD DRAIN PLUS
 2 LIFE ENERGIES

DESCRIPTION:

LOOKS LIKE A TALL, LEAN TROLL, TEN FEET TALL AND WEIGHING 200 POUNDS. ITS BODY IS SWATHED IN HELL FLAME. IT CANNOT CROSS DEEP RUNNING WATER NOR CAN IT ENTER THE HOME OF A LAWFUL CREATURE UNLESS INVITED.

IT HAS TROLL REGENERATION AND ONLY NON-MAGICAL IRON WEAPONS MAY TOUCH IT (EXCEPT THOSE THAT REQUIRE LIFE ENERGIES FROM THE WEILDER TO OPERATE) THE DEMON MAY BE DESTROYED BY BEING GRAPPLED BY THE HAND OF ANY HOLY BEING OR BY ANYONE DEDICATED TO A GOD.

ONLY THOSE VICTIMS WHICH HAVE BEEN KNOCKED DOWN OR DRIVEN BACK WILL BE LEFT UPON AND BITTEN.

DEMON, BASIC 5TH LEVEL

TYPE: DEMON

CREATED BY: STEVE MARSH

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE		IQ	DEXT.	
5D10	4	16			1D6+14		1D6+14	1D6+12	

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OUTDOORS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (50%)	1	100%	REFEREE OPTION
WANDERING	1	100%	REFEREE OPTION

ATTACKS:

2 COILS, 1D10 CRUSH
 1 CHARM, ALL THOSE WHO LOOK INTO ITS EYES

DEMON, BASIC 5TH LEVEL

DESCRIPTION:

A WOMAN-HEADED SERPENT WITH A 40 FOOT LONG BODY. IT CAN THROW TWO COILS OF ITS SERPENTINE BODY AROUND ITS VICTIMS AND CRUSH THEM.

IT HAS THE POWERS OF A THIRD LEVEL ANTI-CLERIC PLUS THOSE OF A SEVENTH LEVEL MAGIC USER. ITS TREASURE IS KEPT ON THE ASTRAL PLANE. IT WILL ALSO HAVE 1D20 SIMPLISTIC DEMON SNAKES (Q.V.) UNDER ITS CONTROL.

DEMON, BASIC 6TH LEVEL

TYPE: DEMON

CREATED BY: STEVE MARSH

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE		IQ	DEXT.	
6D10	3	12			2D6+6		2D6+6	1D6+12	

ALIGNMENT: CHAOTIC
 FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (50%)	1	100%	REFEREE OPTION
WANDERING	1	100%	REFEREE OPTION

ATTACKS:

1 BITE, 1D10 PLUS 1D4 BLOOD DRAIN FOR EACH OF TWO TUSKS
 2 CLAWS, 1D8
 1 HIND LEG, 2D10 (IF BOTH CLAWS AND BITE HIT)

DESCRIPTION:

RESEMBLES A GIANT DOG WITH CAT FEET AND A WEASEL'S FACE. THIS TYPE OF DEMON REGENERATES ONE POINT FOR EACH POINT OF DAMAGE IT INFLECTS. A VICTIM CAN ONLY SUSTAIN (CONSTITUTION-1) BLOOD DRAIN POINTS BEFORE DEATH SETS IN.

THE SIXTH LEVEL DEMON REFLECTS ANY AND ALL MAGIC CAST BY ANY SEVENTH LEVEL OR LESS CREATURE.

ALL THE WORLDS' MONSTERS

DEMON, BASIC 7TH LEVEL

TYPE: DEMON

CREATED BY: STEVE MARSH

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	
7D10	2	20	20		RANGE	RANGE	
					1D6+12	1D6+14	

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (50%)	1	100% REFEREE OPTION
WANDERING	1	100% REFEREE OPTION

ATTACKS:

8 WEAPONS, BY WEAPON TYPE PLUS PARALYSIS

DESCRIPTION:

A LARGE DEMON WITH A FLATTENED, SERPENT-LIKE FACE. IT HAS A MANLIKE BODY AND LEGS, BUT IT HAS EIGHT ARMS, ALL BEARING WEAPONS OF UNHOLY FIRE.

ONLY MAGIC WEAPONS MAY AFFECT THIS, AND ALL HIGHER LEVEL, DEMON. ANYONE TOUCHED BY THIS DEMON WHO IS TENTH LEVEL OR BELOW IS AUTOMATICALLY PARALYZED. THOSE ELEVENTH LEVEL AND ABOVE HAVE A (LEVEL-10)*5 PER CENT CHANCE OF NOT BEING AFFECTED.

THIS AND ALL HIGHER DEMONS HAVE THE POWER TO GATE IN LESSER DEMONS. THE PROBABILITY OF SUCCESS IS: [(LEVEL OF GATOR) - (LEVEL OF GATEE)] * 10%

DEMON, BASIC 8TH LEVEL

TYPE: DEMON

CREATED BY: STEVE MARSH

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	
8D10	1	8	8		RANGE	RANGE	
					1D6+12	1D6+15	

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (50%)	1	100% REFEREE OPTION
WANDERING	1	100% REFEREE OPTION

ATTACKS:

1 HANDS, 1D10 PLUS 20% CHANCE OF STUN
1 PRESENCE, 1D20 COLD PLUS 1 LIFE ENERGY

DEMON, BASIC 8TH LEVEL

DESCRIPTION:

RESEMBLES A WHITE CLOUD OF INTENSE COLD, ALL THOSE WITHIN THIRTY FEET SUFFER 1D20 POINTS DAMAGE FROM THE COLD AND LOSE 1 LIFE ENERGY (SAVE POSSIBLE) PER MELEE ROUND. THIS DEMON IS USUALLY ACCOMPANIED BY 1D10 SIMPLISTIC DEMONS (Q.V.).

THE EIGHTH LEVEL DEMON IS ONLY AFFECTED BY +5 HOLY SWORDS, SWORDS OF COLD WHICH HAVE BEEN BLESSED, OR BY IRON WEAPONS WIELDED BY PERSONS UNDER THE EFFECT OF A BLESSING.

DEMON, BASIC 9TH LEVEL

TYPE: DEMON

CREATED BY: STEVE MARSH

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	
9D10	0	12	12		RANGE	RANGE	
					12	1D6+16	

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (50%)	1	100% REFEREE OPTION
WANDERING	1	100% REFEREE OPTION

ATTACKS:

(1-5) +6 MAGIC SWORDS, 1D8+6 PLUS 1 LIFE ENERGY

DESCRIPTION:

LOOKS LIKE A NORMAL MAN, BUT IT HAS THE POWER TO DIVIDE ITSELF INTO FIVE MANLIKE BEING, EACH ONE POSSESSING A MAGIC SWORD AND FIGHTING LIKE A HERO. IT CAN USE THE POWERS OF A NINTH LEVEL ANTI-CLERIC OR MAGIC USER. IT CAN TELEPORT FREELY AND USUALLY KEEPS ITS TREASURE ON THE ASTRAL PLANE.

THIS TYPE OF DEMON USUALLY HAS 1D6+6 CLERICAL AND MAGIC USER SOULS BOUND TO IT (HALF OF EACH) AND THEY WILL AID IT IN BATTLE, USING ASTRAL SPELLS.

THE MAGIC SWORD HAS INTELLIGENCE 12 AND EGO 24 IT IS HIGHLY CHAOTIC AND EVIL.

ALL THE WORLDS' MONSTERS

DEMON, BASIC 10TH LEVEL

TYPE: DEMON

CREATED BY: STEVE MARSH

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.			
10D10	-1	17	17	17	RANGE	RANGE			
					1D3+1	1D3+18			

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (50%)	1	100% D
WANDERING	1	100% D

ATTACKS:

MIMICKS ITS VICTIM'S ATTACKS (SEE BELOW)

DESCRIPTION:

A HUGE, SHAPELESS BAG OF JELL. IT CHANGES ITS SHAPE TO THAT OF WHAT EVER IT IS ATTACKING AND AT THE SAME TIME ASSUMES ALL OF HIS POWERS. ANY CONTACT WITH ITS "SKIN" CAUSES ACID DAMAGE. IT DOES NOT ACTUALLY MOVE PHYSICALLY, INSTEAD IT TELEPORTS ITSELF FROM PLACE TO PLACE.

IT IS COMPLETELY IMMUNE TO ALL SPELLS OF TENTH LEVEL OR BELOW. HIGHER LEVEL SPELLS DO ONLY (LEVEL OF SPELL) - 10 POINTS OF DAMAGE.

DEMON, BASIC 11TH LEVEL

TYPE: DEMON

CREATED BY: STEVE MARSH

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.			
11D10	-1	8			RANGE	RANGE			
					14	2D6+6			

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, WOODS, DESERTS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (100%)	1	100% 2 * A

ATTACKS:

8 CLAWS, 1D12
1 BITE, 1 LIFE ENERGY AND 3 BLOOD DRAINS

DEMON, BASIC 11TH LEVEL

DESCRIPTION:

A GIANT SPIDER LIVING IN A WEB OF DARKNESS. THE DEMON CANNOT LEAVE THE WEB'S RADIUS (32 INCHES). CONTACT WITH THE WEB CAUSES POISON DAMAGE (6D6) AND EVEN IF THE POISON IS SAVED AGAINST THE VICTIM IS CHARMED.

THIS TYPE IS DEMON IS ACCOMPANIED BY 2D20 SIMPLISTIC DEMONS (Q.V.).

DEMON, BASIC 12TH LEVEL

TYPE: DEMON

CREATED BY: STEVE MARSH

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.			
12D10	-4	15	15	15	RANGE	RANGE			
					18	1D3+19			

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (50%)	1	100% DOUBLE DRAGON HOARD
WANDERING	1	

ATTACKS:

3 CLAWS, TWICE PER MELEE ROUND, 4D10
1 BITE, TWICE PER TURN, 2D10
1 EYE BEAM, 3D10 FIRE IN A 10" BY 1/3" LINE

DESCRIPTION:

ALSO CALLED A SERPENT DEMON, THIS DEMON HAS A LONG SERPANTINE BODY WITH THREE CLAWS. IT IS SO FAST THAT IT GET TWO ATTACKS WITH EACH CLAW AND ITS BITE.

IT HAS A SIX INCH "CLOAK OF DARKNESS" ABOUT ITS BODY WHICH STOPS ALL SPELLS AT THE RATE OF ONE INCH PER LEVEL (FIRST LEVEL SPELLS DO NOT PENETRATE; SEVENTH LEVEL ARE STOPPED AT ITS SKIN). IT ONLY TAKES HALF DAMAGE FROM ANY MAGIC THAT DOES PENETRATE ALL THE WAY. THE DARKNESS ALSO ACTS AS A CLOUD OF POISON GAS WHICH CAUSES SLEEP (SAVE VS. POISON). THE DEMON ALWAYS SAVES AS A TWENTIETH LEVEL MAGIC USER.

ITS TREASURE WILL BE ON THE ASTRAL PLANE AND WILL BE GUARDED BY 2D10 INVISIBLE STALKERS.

ALL THE WORLDS' MONSTERS

DEMON, LIGHT

TYPE: DEMON

CREATED BY: CAROL RODE

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.			
(20-40)D10	2+5	36	50		RANGE	RANGE			
					1D6+18	22			

ALIGNMENT: LAWFUL-EVIL
FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	100% VARIABLE

ATTACKS:

- 1 VISUAL, BLINDNESS
- 4 BEAMS, 5D10 (3D10 IF VICTIM EYES ARE SHIELDED)
- 2 FISTS, 12D6

DESCRIPTION:

A FORMLESS, GLOWING, GOLD BALL OF LIGHT. IT CASTS BLINDNESS AND HEAT IN A TWENTY FOOT RADIUS FROM ITS BODY; THE SAVING THROW VS. BLINDNESS IS A FLAT 10 ON A D20, REGARDLESS OF RINGS OF PROTECTION, ETC. ANY LEVING BEING WITHIN FIVE FEET WILL TAKE 20 POINTS OF HEAT DAMAGE PER MELEE ROUND; ANY WEAPON OF +4 OR LESS WILL MELT ON CONTACT. DUE TO ITS BRIGHTNESS, ALL PHYSICAL ATTACKS AGAINST IT ARE AT -5. THE DEMON CAN BE UP TO FIFTEEN FEET TALL AND HAS DOUBLE CLOUD GIANT STRENGTH, IT CAN ALSO HASTE ITSELF AT WILL.

IT CAN CHANNEL BEAMS OF LIGHT FROM ITS FINGERS (TWO FROM EACH HAND), BUT IT CANNOT BOTH THROW BEAMS AND HIT WITH THE FIST OF THE SAME HAND AT SAME TIME (IT CAN HIT ONE WITH HAND AND BEAM FROM THE OTHER). THE BEAMS ARE SO INTENSE THAT 100% IMMUNITY TO LIGHT AND HEAT IS REDUCED TO 50%.

THE DEMON CAN ABSORB 50% OF THE ENERGY THROWN AT IT FROM MAGIC OR TECHNOLOGICAL WEAPONS. IT IS IMMUNE TO PARALYSIS, HEAT, FIRE, AND FEAR. COLD DOES DOUBLE DAMAGE TO IT BUT IT HAS BEEN KNOWN TO CARRY ITEMS TO PROTECT IT FROM COLD. AT ITS DEATH IT VANISHES, BUT ALL ITEMS IT CARRIED WILL BE LEFT BEHIND. IT WILL BE CARRYING A MINIMUM OF THREE MAGICAL ITEMS.

THE DEMON CAN ONLY STAY ON THE PHYSICAL PLANE FOR 1D6 MELEE ROUNDS, BUT IT CAN REMAIN AND ATTACK ON THE ASTRAL AND ETHERIAL PLANES INDEFINITELY. IT CAN ALSO SUMMON A LAVOID (Q.V.) TO AID IT WHICH STAYS ON THE PHYSICAL PLANE.

DEMON, LIGHT

THE LIGHT DEMON IS A GREAT COLLECTOR OF ARTIFACTS WHICH IT PRESENTS TO THE DEMONIC "LORD OF LIGHT" IN ORDER TO GAIN A HIGHER RANK IN THE DEMONIC HEIRARCHY.

DEMON, RAINBOW

TYPE: DEMON

CREATED BY: STEVE MARSH

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.			
36D10	0	20	20	20	RANGE	RANGE			
					1D3+18	1D3+20			

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (50%)	1	100% REFEREE OPTION
WANDERING	1	100% REFEREE OPTION

ATTACKS:

- 8 LEGS, 1D8+8
- 1 BITE, 2D10 PLUS 20 LIFE LEVELS

DESCRIPTION:

THE DEMON KILLER DEMON, IT LOOKS LIKE A HUGE SPIDER, HAVING EIGHT TWENTY FOOT LONG LEGS AND A SMALL (FIVE FOOT), BLACK CRYSTALLINE BODY. IF IT DOES NOT BITE IN A MELEE TURN, THEN EACH LEG GETS TWO ATTACKS INSTEAD OF ONE.

EACH LEG HAS A DIFFERENT COLOR, A DIFFERENT POWER, A DIFFERENT ARMOR CLASS, AND IS NEUTRALIZED IN A DIFFERENT MANNER:

COLOR	AC	POWER	NEUTRALIZED BY
RED	-7	REFLECTS MAGIC MISSLE OR 1 TOUCH FOR 12 POINTS	ICE STORM
CLEAR	-6	1 TOUCH, 6 POINTS	PHASE DOOR
ORANGE	-5	1 TOUCH, 24 POINTS OR REFLECTS MISSLES	LIGHTNING (12 DIE)
YELLOW	-4	1 TOUCH, 48 POINTS OR REFLECTS BREATH	6 MAGIC MISSLES
GREEN	-3	CAUSES USERS OF DETECTS TO GO INSANE	PASSWALL

ALL THE WORLDS' MONSTERS

DEMON, RAINBOW

BLUE	-2	FLESH TO STONE REFLECTS CLERICAL MAGIC	DISINTEGRATE
INDIGO	-1	1 TOUCH, INSANITY OR REFLECTS MAGIC	CLERICAL LITE (10TH LEVEL)
VIOLET	0	1 TOUCH, (FREEZING) NEUTRALIZES ENERGY WEAPONS FOR 1D10 MELEE ROUNDS	DISPEL MAGIC

A NEUTRALIZED LEG STILL HITS FOR 1D8

EACH LEG HAS 3D10 HIT POINTS, THE BODY HAS 6D20.
THIS DEMON IS IMMUNE TO ALL BUT PHYSICAL AND MEN-
TAL ATTACKS FROM OTHER DEMONS.

ITS BODY IS SURROUNDED BY A MAGIC CLOUD IN THREE
LAYERS:

0 - 5'	DARKNESS
5 - 25'	BRILLIANCE, CAUSING BLINDNESS
25 - 30'	DARKNESS

THE RAINBOW DEMON HAS 600 PSIONIC STRENGTH POINTS.
IT ALSO HAS THE POWER TO REGENERATE DAMAGE; FOR
EACH ATTACK IT DOES CHOOSES *NOT* TO MAKE IT RE-
GAINS 20 HIT POINTS.

DINGO

TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
1D8+2	7	16			1D6	2D6+6

ALIGNMENT: ANY, HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D6	

ATTACKS:

1 BITE, 1D4

DESCRIPTION:

A SMALL DOG FOUND RUNNING IN PACKS OF THREE TO
EIGHTEEN IN NUMBER. IT MAY BE TAMED AND USED AS
A WATCH DOG, BUT IT DOES NOT FIGHT WELL BY ITSELF.

DRAGON, AMBER/TOPAZ

TYPE: DRAGON

CREATED BY: CHARLIE LUCE (A&E 14)

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(7-9)D8	2+1	9	24		2D6+6	2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, WATER, AIR

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (60%)	1D4	100% H
WANDERING	1D4	

ATTACKS:

1 BITE, 2D10
2 CLAWS, 1D4
1 BREATH, (HIT DICE)D6 ACID IN A 7 BY 1/2 LINE

DESCRIPTION:

THIS DRAGON HAS NO SPECIAL PREFERENCE FOR CLIMATE.
WHEN ENCOUNTERED THERE IS A 40% CHANCE THAT IT
WILL BE ASLEEP AND A 55% CHANCE THAT IT CAN TALK.
IF IT TALKS THERE IS A 40% CHANCE THAT IT CAN USE
MAGIC UP TO THIRD LEVEL.

DRAGON, CHESTNUT/PEARL

TYPE: DRAGON

CREATED BY: CHARLIE LUCE (A&E 14)

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(6-8)D8	2+1	9	24		2D6+6	2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OPEN, MOUNTAINS, AIR

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (60%)	1D4	100% H
WANDERING	1D4	

ATTACKS:

1 BITE, 3D6
2 CLAWS, 1D4
1 BREATH, WEBBING OR DISSOLVE WEBBING (AS SPELL)

ALL THE WORLDS' MONSTERS

DRAGON, CHESTNUT/PEARL

DESCRIPTION:

A DRAGON FOUND IN WARM, ROCKY PLACES. IT WILL BE ASLEEP 50% OF THE TIME, IT HAS A 40% CHANCE OF BEING ABLE TO TALK AND IF IT TALKS THERE IS A 20% CHANCE THAT IT CAN USE MAGIC UP THE SECOND LEVEL.

ITS BREATH IS AS THE MAGICAL SPELL, EXCEPT THAT THE WEB IT PRODUCES LASTS INDEFINITELY. IF IT BREATHES "DISSOLVE WEBBING", ALL WEBS IN THE AREA WILL BE DISSOLVED.

DRAGON, HAZEL/JADE

TYPE: DRAGON

CREATED BY: CHARLIE LUCE (A&E 14)

HIT DICE (8-10)D8	ARMOR CLASS 2+1	MOVE 9	FLY 24	SWIM	IQ RANGE 2D6+6	DEXT. RANGE 2D6+6
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ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, RIVERS, SWAMPS

LAIR (60%) WANDERING	NUMBER 1D4	PROBABILITY OF TREASURE AND TYPE 100% H
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ATTACKS:

1 BITE, 3D8
2 CLAWS, 1D4
1 BREATH, PARALYSIS IN A 7 BY 3 CONE

DESCRIPTION:

THIS TYPE OF DRAGON IS USUALLY FOUND NEAR A RIVER OR LAKE, OR OCCASIONALLY IN SWAMPS. WHEN ENCOUNTERED THERE IS A 30% CHANCE THAT IT WILL BE ASLEEP AND A 70% CHANCE THAT IT CAN TALK. IF IT TALKS THERE IS A 50% CHANCE THAT IT CAN USE MAGIC UP TO FOURTH LEVEL.

ITS BREATH IS A FORM OF SPELL, SO IT IS SAVED AGAINST AS MAGIC, NOT DRAGON BREATH.

DRAGON, TAN/TURQUOISE

TYPE: DRAGON

CREATED BY: CHARLIE LUCE (A&E 14)

HIT DICE (5-7)D8	ARMOR CLASS 2+1	MOVE 9	FLY 24	SWIM	IQ RANGE 2D6+6	DEXT. RANGE 2D6+6
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ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, DESERTS, SEAS

LAIR (60%) WANDERING	NUMBER 1D4	PROBABILITY OF TREASURE AND TYPE 100% H
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ATTACKS:

1 BITE, 2D8
2 CLAWS, 1D4
1 BREATH, (HIT DICE)D6 FLAME IN A 9 BY 3 CONE

DESCRIPTION:

A DRAGON USUALLY FOUND NEAR SANDY DESERTS AND BEACHES. IT WILL BE ASLEEP 60% OF THE TIME AND IT HAS A 30% CHANCE OF BEING ABLE TO TALK. IF IT TALKS THERE IS A 10% CHANCE THAT IT CAN USE MAGIC OF THE FIRST LEVEL.

DREAD

TYPE: UNDEAD

CREATED BY: MIKE GUNDERLØY

HIT DICE 3D8	ARMOR CLASS 8	MOVE 18	FLY 18	SWIM	IQ RANGE 1D6	DEXT. RANGE 3D6
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ALIGNMENT: EVIL
FOUND IN: ANYWHERE

LAIR (30%) WANDERING	NUMBER 1D20	PROBABILITY OF TREASURE AND TYPE 65% B
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ATTACKS:

1 TOUCH, 1D3 PLUS 1 CONSTITUTION POINT

DESCRIPTION:

AN UNDEAD, SPECTRAL FALCON. IT CAN FLY THROUGH PHYSICAL OBJECTS. THREE MELEE ROUNDS AFTER A DREAD HAS BEEN KILLED, IT WILL RETURN TO "LIFE"

ALL THE WORLDS' MONSTERS

DREAD

AND RESUME THE ATTACK. THE ONLY WAY TO PERMANENTLY KILL A DREAD IS BY CRUSHING ITS HEART, WHICH RESEMBLES A SMALL RED EGG.

DREAM BEAST

TYPE: PLANT

CREATED BY: KAY SHAPERØ

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
6D8	7	0			1D5+13		1D6+12

ALIGNMENT: NONE
FOUND IN: DUNGEONS, DESERTS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D8	60% A(1)

ATTACKS:

1D6+4 TENTACLES, 1D6
CHARM (SEE BELOW)

DESCRIPTION:

A SEMI-TELEPATHIC PLANT WITH THE ABILITY TO CAUSE THOSE VIEWING IT TO SEE WHATEVER THEY MOST WANT TO SEE (SIMILAR TO A "PHANTASMAL FORCES" SPELL). IF THE VIEWER IS ALONE, HE DOES NOT GET A SAVING THROW, IF NOT ALONE VICTIMS SAVE AT -2.

ANYONE FOOLED BY THE ILLUSION MUST MAKE A SAVE VS. CHARM OR APPROACH THE DREAM BEAST. WHEN THE VICTIM IS IN RANGE, THE BEAST WILL STRIKE WITH ITS TENTACLES AND DRAG THE VICTIM IN. IN ORDER TO BE ABLE TO FIGHT BACK, THE VICTIM MUST MAKE ANOTHER SAVE AT +6.

THE DREAM BEAST'S TRUE FORM IS THAT OF A CLUMP OF BLACK INTERTWINED ROPES.

FROM "A MARTIAN ODYSSEY" BY STANLEY G. WEINBAUM.

DUKHAV

TYPE: ENCHANTED MONSTER

CREATED BY: RICK SCHWALL

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
2D8	7	15			0		3D8

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS, MOUNTAINS, SWAMPS

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	80% B PLUS ARMOR AND WEAPONS
	1D2	

ATTACKS:

1 CLAW, 1D6
1 SPECIAL, VERTIGO

DESCRIPTION:

A CINNAMON COLORED BEAR-LIKE CREATURE WITH A LONG SNOUT AND A LONG TAIL. IT HAS A SPECIAL POWER. ALL CREATURES WHICH SEE THE DUKHAV ARE AFFLICTED WITH VERTIGO, WHICH REDUCES THEIR ATTACK AND DEFENSIVE EFFECTIVENESS. ADDITIONALLY ANY SUDDEN MOVEMENT BY THE VICTIM WILL CAUSE HIM TO BECOME DIZZY AND PROBABLY FALL DOWN. THE DUKHAV ITSELF IS NOT AFFECTED BY THE SIGHT OF OTHER DUKHAVS.

THE DUKHAV IS CARNIVOROUS, BUT WHEN FOUND WANDERING, THERE IS ONLY A 10% CHANCE THAT IT WILL CONSIDER HUMANS PROPER PREY. IF IT DOES DECIDE TO ATTACK, IT WILL ONLY KILL A SINGLE MEMBER OF THE PARTY AND CARRY HIM OFF TO ITS LAIR TO CONSUME. THE VICTIM'S ARMOR AND POSSESSIONS WILL BE ADDED TO THE DUKHAV'S TREASURE DUMP. IF FOUND THE DUMP WILL NOT BE DEFENDED NOR WILL IT BE NEAR ITS REAL LAIR. OCCASIONALLY (10%) THE DUMP WILL BE FOUND BEFORE THE FINDING THE LAIR.

DUOCANTH

TYPE: DRAGONKIND

CREATED BY: ROB ANSLOW

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
(6-15)D8+1	0	9	24		1D6+12		1D6+14

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, WOODS, MOUNTAINS

ALL THE WORLDS' MONSTERS

DUOCANTH

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (50%)	1D4	90%	H
WANDERING	1D6	50%	H

ATTACKS:

- 1 BITE, 1D12
- OR
- 1 BUTT, 2D12+2D6
- AND
- 1 KICK, 3D6 (EVERY OTHER ROUND)
- 1 TAIL SMASH, (2-5)D6
- OR
- 1 STING, 1D6 PLUS (HIT DICE)D6 POISON
- AND
- 2 TENTACLES, 1D8

DESCRIPTION:

THE DUOCANTH LOOKS SOMEWHAT LIKE A WYVERN. ITS TAIL HAS TWO BUNCHES OF SPIKES AND A STINGER. INSTEAD OF FOREARMS IT HAS TWO LONG BLACK TENTACLES. ITS HEAD IS CRESCENT SHAPED WITH TWO SHARP TIPS FACING BACKWARDS. IT HAS TWO SETS OF EYES (ROUND EYES IN THE CENTER, TRIANGULAR EYES AT THE ENDS OF THE CRESCENTS) AND ITS MOUTH IS BELOW THE CRESCENT RIM. ITS NECK IS COVERED WITH BACKWARD FACING QUILLS.

THE DUOCANTH ATTACKS ALL DEMONS ON SIGHT. IT IS COMPLETELY IMMUNE TO ALL FORMS OF VENOM AND POISON. IT ONLY TAKES HALF DAMAGE FROM NON-MAGICAL WEAPONS.

DURGA

TYPE: DEMON, GREATER

CREATED BY: JON TINDEL

HIT	ARMOR			IQ	DEXT.
DICE	CLASS	MOVE	FLY	RANGE	RANGE
(21-30)D12	-6	12		1D6+17	1D6+14

ALIGNMENT: CHAOTIC-EVIL
 FOUND IN: DUNGEONS, MOUNTAINS, RIVERS, SWAMPS

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (50%)	1	95%	H * 5
WANDERING	1	70%	A

DURGA

ATTACKS:

- 18 WEAPONS, BY WEAPON TYPE PLUS 1D8+(SEE BELOW)
- 2 TAILS, 1D6+(SEE BELOW) PLUS 3D6 POISON
- 1 BITE, 1D4+(SEE BELOW) PLUS 2D6 POISON

DESCRIPTION:

AN EIGHTEEN-ARMED HUMANOID SHAPED DEMON WITH TWO REPTILIAN TAILS.

DURGA'S POWERS VARY WITH THE LOCAL MANNA FLUX. IN ORDER TO DETERMINE HIS POWERS ROLL 1D12:

DIE ROLL	CURRENT LEVEL	HIT ADD	DAMAGE ADD	SIZE	NUMBER OF HIT DICE
1	10	3	5	6'	21
2	11	3	5	6' 6"	21
3	12	4	6	7'	22
4	13	4	6	7' 6"	23
5	14	5	7	8'	24
6	15	5	7	8' 6"	25
7	16	6	8	9'	26
8	17	6	8	9' 6"	27
9	18	7	9	10'	28
10	19	7	9	10' 6"	29
11	20	8	10	11'	30
12	21	9	11	12'	30

DURGA ALSO HAS THE FOLLOWING MAGIC POWERS:
 CAST DARKNESS 15' RADIUS, CAUSE FEAR (AS WAND),
 DETECT MAGIC, READ MAGIC, READ LANGUAGES, DE-
 TECT INVISIBLE, PYROTECHNICS, DISPEL MAGIC,
 SUGGEST, TELEKINESIS (25,000 GP WEIGHT), USE
 SYMBOL OF FEAR, DISCORD, SLEEP, AND STUN

EACH SPELL MAY BE USED 1D3 TIMES A DAY. HE ALSO HAS A 75% CHANCE OF BEING ABLE TO GATE IN OTHER DEMONS:

- 60% - 1D8 TYPE III
- 20% - 1D6 TYPE IV
- 15% - 1D4 TYPE V
- 4% - 1D2 TYPE VI
- 1% - 1 DEMON PRINCE

DURGA'S TREASURE USUALLY CONTAINS SEVERAL MAGICAL ITEMS. IN ADDITION TO THE USUAL TREASURE ITEMS THERE IS A 50% CHANCE (EACH) FOR THE FOLLOWING:

- 1D8 - MAGIC SWORDS
- 1D8 - MAGIC RINGS
- 1D4 - WANDS/STAVES
- 1D6 - MISCELLANEOUS MAGIC WEAPONS
- 1D10 - MISCELLANEOUS MAGIC ITEMS

E

ALL THE WORLDS' MONSTERS



EAGLE LORD

TYPE: HUMANOID

CREATED BY: JOHN SKAGGS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
2D8+10	-3+2	14	31		3D8	4D8

ALIGNMENT: LAWFUL, NEUTRAL
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, CITIES

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	95% G
	1D3	65% H

ATTACKS:

2 CLAWS, 1D8
2 WEAPONS (+4), BY WEAPON TYPE

DESCRIPTION:

A TENTH LEVEL FIGHTER WITH THE WINGS OF AN EAGLE AND CLAWS INSTEAD OF FINGER NAILS. HE IS VERY STRONG AND HIGHLY INTELLIGENT, AND HE RESISTS ALL FORMS OF PSIONIC ATTACK. THE EAGLE LORD IS ANTI-MAGICAL, HE IS IMMUNE TO SPELLS OF UP TO THIRD LEVEL, HE HAS AN 80% CHANCE OF RESISTING SPELLS OF FOURTH AND FIFTH LEVEL, AND AN 75% CHANCE OF RESISTING SPELLS OF THE SIXTH LEVEL. ONLY MAGIC WEAPONS OF +3 OR BETTER DO FULL DAMAGE TO THE EAGLE LORD, +1 AND +2 WEAPONS DO HALF DAMAGE, NON-MAGICAL WEAPONS CANNOT HARM HIM AT ALL.

THE EAGLE LORD ALSO HAS THE ABILITY TO CALL FORTH 2D6 DARTWINGS (Q.V.), 2D8 GANGBATS (Q.V.), OR 1D4 AIR SHARKS (Q.V.).

EEL BIRD

TYPE: GIANT ANIMAL

CREATED BY: PAUL SCHNEIDER

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	7	6	24		1D4	3D6

ALIGNMENT: NEUTRAL
FOUND IN: OUTDOORS, WATER, AIR

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D10	
	1D10	

ALL THE WORLDS' MONSTERS

EEL BIRD

ATTACKS:

1 BITE, 4D4
1 JOLT, 8D6 ELECTRIC

DESCRIPTION:

A LIGHT GREEN, GIANT BIRD WITH A LEATHERY LOOKING EEL-LIKE BODY AND LIGHT BLUE WINGS. ONCE THE BIRD SUCCESSFULLY BITES A VICTIM, IT WILL HOLD ON AND REPEATEDLY SHOCK THE VICTIM UNTIL HE DIES.

ELECTROGOYLE

TYPE: MISCELLANEOUS

CREATED BY: PAUL SCHNEIDER

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
8D8	3		15		3D6	1D6+15

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: ANYWHERE

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D10	50% C
	1D10	

ATTACKS:

2 CLAWS, 1D3 PLUS 8D6 ELECTRICAL
1 BITE, 1D6 PLUS 8D6 ELECTRICAL
1 HORN, 1D4 PLUS 8D6 ELECTRICAL

DESCRIPTION:

A GARGOYLE-LIKE CREATURE WHOSE LOWER BODY IS SHAPED LIKE A LIGHTNING BOLT. IT IS GOLD IN COLOR WITH PALE BLUE WINGS. ONCE A DAY THE ELECTROGOYLE CAN THROW A 16D6 LIGHTNING BOLT.

ANYONE HITTING THE ELECTROGOYLE WITH A CONDUCTING WEAPON WILL RECEIVE AN 8D6 ELECTRIC SHOCK. WHEN KILLED THE ELECTROGOYLE EXPLODES WITH A BLINDINGLY BRIGHT FLASH OF LIGHT AND SOUND OF THUNDER.

THE ELECTROGOYLE IS IMMUNE TO POISON, ACID, CHARM, AND ALL FORMS OF ELECTRICAL ATTACK.

ELEMENTAL, LIGHTNING

TYPE: ELEMENTAL

CREATED BY: PAVEL CURTIS

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(8-16)D8	2		60		2D8	1D6+15

ALIGNMENT: NONE
FOUND IN: ANYWHERE

ATTACKS:

2 BLOWS, 4D10 PLUS STUN FOR 1D12 MELEE TURNS

DESCRIPTION:

THE LIGHTNING ELEMENTAL NEVER APPEARS NATURALLY, IT MUST BE SUMMONED. IT NEVER REALLY TOUCHES ITS VICTIM, THE DAMAGE IS DUE TO THE PHYSICAL BUFFETING CAUSED BY THE THUNDERCLAP GENERATED CLOSE TO THE VICTIM'S BODY BY ITS LIGHTNING BOLT.

THE VICTIM'S SAVING THROW IS AS AGAINST SPELLS UNMODIFIED BY PROTECTIVE DEVICES SUCH AS RINGS, ETC. IF THE VICTIM MAKES HIS SAVE HE IS ONLY SLOWED FOR 1D8 MELEE TURNS.

THE LIGHTNING ELEMENTAL IS IMMUNE TO FIRE, COLD, LIGHTNING, SONICS, WANDS AND STAVES. ONLY WEAPONS OF +2 OR BETTER MAY HIT IT. ANY WEAPON HITTING IT MUST MAKE A SAVE VS. LIGHTNING (AT -2) OR BE DESTROYED.

ELEPHANT, PINK

TYPE: ANIMAL

CREATED BY: RICHARD HARVEY

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(10-20)D8	2	10			4D6	1D6+4

ALIGNMENT: HUNGRY
FOUND IN: WOODS, SWAMPS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D2	100% F + 1 MISC. MAGIC

ATTACKS:

1 TRUNK, 2D8
2 TUSKS, 1D10
2 FEET, 1D10 STOMP

ALL THE WORLDS' MONSTERS

ELEPHANT, PINK

DESCRIPTION:

A RARE BEAST OF LEGEND. ITS EXISTENCE HAS NOT BEEN PROVEN. IT WILL ALWAYS ATTACK ON SIGHT. IT IS HIGHLY MAGICAL AND COMPLETELY IMMUNE TO MAGIC. THERE IS A 50% CHANCE THAT IT IS A FOURTH TO SIXTH LEVEL MAGIC USER.

ELF, DARK

TYPE: GIANT-TYPE

CREATED BY: MIKE GUNDERLØY

HIT	ARMOR							
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	RANGE	
6D8	6	10			3D6	3D6		

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (80%)	10D10	80%	D
WANDERING	5D6	5%	B

ATTACKS:

1 WEAPON, BY WEAPON TYPE

DESCRIPTION:

AN ORC/ELF CROSSBREED WITH PERHAPS A TOUCH OF TROLL. THIS CREATURE IS NOT A NATURAL CREATION AND IT HAS A NEAR FANATICAL HATRED FOR ALMOST ALL SENTIENT LIFEFORMS, ESPECIALLY ELVES.

THE DARK ELF HAS THE POWER TO REGENERATE ONE POINT PER MELEE ROUND. IT MAY SPLIT/MOVE AND FIRE.

WHILE NOT BEING A TRUE ELF, THE DARK ELF IS FAIR OF FACE AND BODY, BEING ONLY SLIGHTLY SHORTER AND STOCKIER THAN A TRUE ELF. IT IS OFTEN FOUND IN THE COMPANY OF ORCS AND HALF-ORCS.

ENERGY SINK

TYPE: MISCELLANEOUS

CREATED BY: NICOLAI SHAPERØ (A&E 14)

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	RANGE
12D8	4	24			1D6	2D6+6	

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (40%)	1D3	100%	D
WANDERING	1D3		

ATTACKS:

2 TOUCHES, 1D6 COLD PLUS 12D6 IF NO SAVE VS. MAGIC

DESCRIPTION:

THE ENERGY SINK CAN ONLY BE HIT BY MAGICAL SPELLS OR WEAPONS. ANY VICTIM WHO TAKES MORE THAN 150% DAMAGE CANNOT BE RAISED, BUT HE CAN BE REINCARNATED.

ETERNITY STALKER

TYPE: DEMON

CREATED BY: MIKE GUNDERLØY

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	RANGE
16D8	-10	12			3D6	3D4	

ALIGNMENT: LAWFUL-EVIL
FOUND IN: OUTDOORS, WATER, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (5%)	1D3	100%	A(1)
WANDERING	1D3	5%	B

ATTACKS:

2 CLAWS, 6D6

DESCRIPTION:

APPEARING NORMALLY AS AN EXTENSIVE CLOUD OF PALE BLUE MIST (AC -10). IF SOMEONE TRIES TO "TIME TRAVEL" OR "TELEPORT" THROUGH ITS SUBSTANCE, HE IS STOPPED IN THE CENTER OF THE CLOUD WHICH THEN COALESCES INTO AN EIGHT FOOT TALL PALE BLUE HUMANOID WITH FOUR FOOT LONG, RAZOR SHARP CLAWS INSTEAD OF

ALL THE WORLDS' MONSTERS

ETERNITY STALKER

HANDS (THE HUMANOID'S ARMOR CLASS IS 6). THE HUMANOID WILL THEN ATTACK THE VICTIM.

THE HUMANOID CAN USE THE POWER WORD "STUN" THREE TIMES A DAY AND IT CAN "TIME TRAVEL" AT WILL, BUT WITH A MINIMUM TIME JUMP OF ONE DAY.

ETHERAN, LORD OF THE AIR TYPE: ELEMENTAL

CREATED BY: PAVEL CURTIS AND CHRIS ROLLS

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
24D8	2+8	60			18	24

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	100% REFEREE OPTION

ATTACKS:

- 2 BLOWS (+4), (5-10)D6 (SEE BELOW)
- 1 BREATH, 10D6 POISON GAS IN A 10'X10'X10' CUBE
- 1 AIR PUNCH (+4), 5D10

DESCRIPTION:

KING OF THE AIR ELEMENTALS, ETHERAN IS IMMUNE TO POISON, FIRE, COLD, AND MISSLES. HE IS 75% RESISTANT TO MAGIC, SENSES AS A ROBE OF EYES, REGENERATES FIVE POINTS PER MELEE ROUND, AND HE FIGHTS AT FULL EFFICIENCY UNTIL KILLED. HE CAN ONLY BE HIT BY WEAPONS WHICH ARE +3 OR BETTER.

HIS BLOWS HIT FLYING OPPONENTS FOR 10D6 POINTS WHILE GROUNDED OPPONENTS TAKE ONLY 5D6.

ETHERAN CAN USE THE FOLLOWING SPELLS:
WIND WALK (AT WILL), INVISIBILITY, WHIRLWIND, TELEKINESIS (10,000 GP WEIGHT), AND GALE (ONCE A DAY IN A 100' BY 100' AREA).

AIR PUNCH IS A PART OF HIMSELF WHICH HE CAN THROW UP TO 100' WITH THE ACCURACY OF A SLING (+4).

EYE OF FEAR AND FLAME

TYPE: UNDEAD

CREATED BY: HUGH KERNOHAN (UO 2)

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
12D8	2	9			2D6+6	3D6

ALIGNMENT: EVIL
FOUND IN: DUNGEONS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

- 1 FIRE BALL, 12D6 (EVERY THREE ROUNDS)
- 1 "FEAR" SPELL

DESCRIPTION:

A HOODED MAN-SIZED FIGURE. HIS FACE CANNOT BE SEEN THROUGH THE OPENING OF HIS HOOD. IF HE IS ATTACKED OR NOT IMMEDIATELY OBEYED, HE WILL THROW BACK HIS HOOD REVEALING HIS FACE; A BARE SKULL WITH A RED JEWEL IN ONE EYE SOCKET AND A BLACK ONE IN THE OTHER.

THE RED GEM RELEASES A TWELVE DIE FIRE BALL EVERY THIRD MELEE ROUND. THE BLACK ONE RADIATES "FEAR" EVERY TURN AND MUST BE SAVED AGAINST BY EVERY OPPONENT EVERY MELEE ROUND.

HE CAN GO ETHEREAL AT WILL AND WILL OFTEN PHASE OUT ONLY TO RETURN IN A DIFFERENT LOCATION TO THROW ANOTHER FIRE BALL. IF KILLED, THE GEMS LOSE THEIR POWERS.

"BLINDNESS" AND THE POWER WORD "BLIND" ARE REFLECTED BACK UPON THE CASTOR.

F

ALL THE WORLDS' MONSTERS

FACHAN

TYPE: MISCELLANEOUS

CREATED BY: ANTHONY PERROTTET

HIT DICE 12D8	ARMOR CLASS 0-0	MOVE 8	FLY	SWIM	IQ RANGE 2D6+4	DEXT. RANGE 2D6+3
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ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OPEN, MOUNTAINS, SWAMPS

LAIR (25%) WANDERING	NUMBER 1	PROBABILITY OF TREASURE AND TYPE 100% D
	1	30% D / 3

ATTACKS:

1 FLAIL, 2D8+2 PLUS DEATH BY POISON

DESCRIPTION:

FOUR FOOT TALL, THE FACHAN HAS ONLY ONE EYE, ONE LEG, AND A SINGLE ARM GROWING OUT OF ITS CHEST. IT HAS A TUFT OF HAIR WHICH CANNOT BE CUT ON THE TOP OF ITS HEAD. THE FACHAN WEILDS A FLAIL WITH TWENTY STRAPS ENDING IN VENOM TIPPED BALLS. THOSE STRUCK BY THE BALLS MUST SAVE VS. DEATH OR DIE IN 2D4 TURNS. THE FACHAN WILL ATTACK HUMANOIDS ON SIGHT.

FROM SCOTTISH AND IRISH FOLKLORE.

FANGMONSTER

TYPE: ANIMAL

CREATED BY: CARL BATHGATE

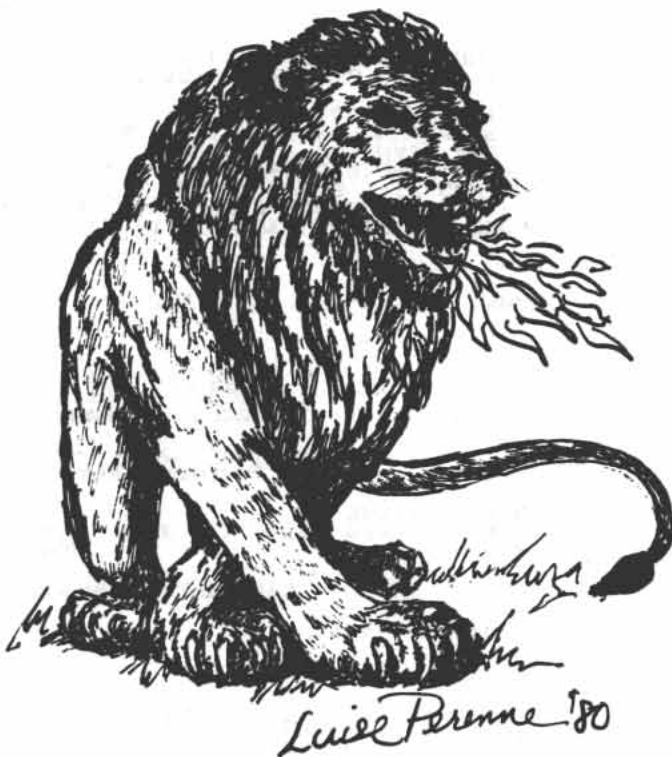
HIT DICE 2D8	ARMOR CLASS 7	MOVE 3	FLY	SWIM 1	IQ RANGE 1D6	DEXT. RANGE 2D6+6
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ALIGNMENT: HUNGRY
FOUND IN: WOODS, MOUNTAINS

LAIR (90%) WANDERING	NUMBER 1D6 1D2	PROBABILITY OF TREASURE AND TYPE
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ATTACKS:

1 BITE, 1D4
1D10 SPINES, 1D2 PLUS 1D6 POISON



ALL THE WORLDS' MONSTERS

FANGMONSTER

DESCRIPTION:

THE FANGMONSTER IS ROUND WITH FOUR FEET, A STUBBY TAIL, AND A SMALL HEAD DOMINATED BY A MOUTH WITH THREE ROWS OF THREE INCH FANGS. IT IS SMALL AND UNINTELLIGENT, RELYING ON ITS APPEARANCE AND SPINY BODY TO FRIGHTEN ENEMIES OFF. IT WILL OFTEN ACT FEROCIOUS WHEN THREATENED, BUT IT IS A HERBIVORE AND PREFERS TO RUN RATHER THAN FIGHT.

THE SPINES ARE TWO FEET LONG. THEY ARE ONLY A DANGER IF THE FANGMONSTER IS STRUCK BY A WEAPON WHICH IS LESS THAN TWO FEET LONG, IN WHICH CASE THE ATTACK WILL RECEIVE 1D10 SPINES, EACH SPINE CONTAINS 1D6 POISON.

FIR DARRIG

TYPE: MISCELLANEOUS

CREATED BY: ANTHONY PERROTTET

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	RANGE
6D8	5	12			3D6+1	3D6-1	

ALIGNMENT: LAWFUL, NEUTRAL
 FOUND IN: OPEN, WOODS, MOUNTAINS

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (20%)	1D4	100%	B
WANDERING	1D3	20%	B / 4

ATTACKS:

1 WEAPON, BY WEAPON TYPE (+2 HIT, +3 DAMAGE)

DESCRIPTION:

THE FIR DARRIG IS A SHAPECHANGER WHO CHOOSES TO ALWAYS TAKE THE SHAPE OF A HUMAN AND ALWAYS WITH RED HAIR AND WEARING RED GARMENTS. IT CAN APPEAR AS ANY HUMAN MALE, FROM WIZENED MAGE TO BRAWNY FIGHTER WITH 18(01) STRENGTH. HIS MAIN AMUSEMENT IS PRACTICAL JOKING, OFTEN WITH GRUESOME RESULTS, AS HE HAS THE POWER TO CREATE ILLUSIONS AT WILL.

THE LAWFUL FIR DARRIG SEEKS TO THWART ANY CHAOTIC CREATURES. HE USUALLY PREFERS TO FIGHT WITH AN AXE.

FROM IRISH FOLKLORE.

FIRE FLY

TYPE: INSECT

CREATED BY: KAY SHAPERO

HIT	ARMOR						
POINTS	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
1	0	1	48		1	1	1D6+12

ALIGNMENT: HUNGRY
 FOUND IN: OPEN, WOODS, RIVERS, SWAMPS, AIR

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	10D4	100%	SEE BELOW

ATTACKS:

1 FLAME LANCE, 1 POINT

DESCRIPTION:

A SMALL, RUBY COLORED BEETLE WHICH CAN PROJECT A SMALL FLAME FROM ITS MOUTH. THESE BEETLES TEND TO ATTACK IN SWARMS IN THE AIR. THEY ARE SO SMALL THAT THEY ARE VERY HARD TO HIT, HOWEVER IF THEY LAND THEY MOVE VERY SLOWLY AND THEIR ARMOR CLASS IS REDUCED TO NINE.

DEAD FIRE FLIES ARE HIGHLY PRIZED IN JEWELRY, THOUGH ONLY A FEW JEWELERS KNOW HOW TO USE THEM. THESE JEWELERS WILL PAY UP TO TEN GOLD PIECES EACH FOR FIRE FLIES IN GOOD CONDITION.

FIRE LION

TYPE: ENCHANTED MONSTER

CREATED BY: PAVEL CURTIS AND CHRIS ROLLS

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
15D8	7+9	15			18	18	1D3+15

ALIGNMENT: NEUTRAL
 FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (20%)	1D8	30%	REFEREE OPTION
WANDERING	1D6		

ATTACKS:

2 CLAWS, 2D8 PLUS 1D12 FIRE
 1 BREATH, 8D6 FIRE

ALL THE WORLDS' MONSTERS

FIRE LION

DESCRIPTION:

A LARGE RED LION-SHAPED CREATURE, ABOUT FOUR FEET TALL AT THE SHOULDER. IT IS IMMUNE TO FIRE BUT IT TAKES 50% EXTRA DAMAGE FROM COLD. IT IS ALSO 40% RESISTANT TO MAGIC. IT CAN USE ITS BREATH UP TO THREE TIMES PER DAY.

A FIRE LION WILL NOT INTENTIONALLY HARM A DRUID. VERY OFTEN, IN FACT, A HIGH LEVEL DRUID WILL HAVE A FIRE LION AS A PET/COMPANION.

FLAME CHILD

TYPE: DEMON, MINOR

CREATED BY: ANTHONY PERROTTET

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	7	12			2D4	3D6

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D9	

ATTACKS:

1 SWORD, 1D8+1

DESCRIPTION:

A SKELETAL HUMANOID WITH DEHYDRATED FLESH AND GLOWING EYES. THIS DEMON CAN BE SUMMONED ANYWHERE THAT THERE IS FIRE.

THE FLAME CHILD IS SUMMONED BY CASTING THE ENCHANTED TEETH OF A DRAGON INTO A FIRE. THE TEETH MUST HAVE BEEN ENCHANTED BY A MAGE OF SIXTH LEVEL OR HIGHER. ONCE ENCHANTED, THE TEETH MUST BE CARRIED IN A POUCH OF GOBLIN HIDE AND NO MORE THAN NINE TEETH CAN BE CARRIED IN ANY ONE POUCH. ADDITIONALLY NO MORE THAN NINE TEETH MAY BE CAST INTO THE SAME FIRE. EACH TOOTH CAST INTO THE FIRE IS REPLACED BY A SINGLE FLAME CHILD WHICH RISES UP OUT OF THE ASHES.

THE FLAME CHILD IS IMMUNE TO "SLEEP", "CHARM", AND "FIRE" SPELLS. IT CAN ONLY BE HARMED BY MAGICAL WEAPONS. IT IS THE SERVANT OF EVIL AND ONLY CHAOTIC MAGICIANS MAY PREPARE THEM.

FLAME CHILD

FROM "SINBAD AND THE EYE OF THE TIGER"
A RAY HARRYHOUSE FILM.

FLAME DEVIL

TYPE: DEMON

CREATED BY: C. PETTUS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D4+1	4	12			3D6	1D6+12

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, WOODS, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D100 1D20	100% D

ATTACKS:

1 DAGGER, 1D4
1 WHIP, 1D6+1 PLUS IMMOLATION (SEE BELOW)

DESCRIPTION:

A DEMON WITH THE SHAPE OF A KOBOLD, JET BLACK IN COLOR WITH RED EYES. THE FLAME DEVIL CARRIES A FLAMING DAGGER AND A WHIP, BOTH WITH THE POWERS AND PLUSSES OF A FLAMING SWORD. LIKE THE BALROG, THE FLAME DEVIL WILL STRIKE WITH ITS WHIP AND THEN PULL ITSELF AGAINST THE VICTIM, DOING FIRE DAMAGE OF 1D6+1

FLAME DEVILS WITH 5 OR MORE HIT POINTS ALSO HAVE THE POWER TO DIMENSION DOOR THEMSELVES, AS MANY TIMES A DAY AS THEY WISH. THE DEVIL CANNOT PHYSICALLY CROSS IRON OR WATER, BUT IT MAY DIMENSION DOOR ITS WAY ACROSS.

FLAMEFIEND

TYPE: ENCHANTED MONSTER

CREATED BY: CARL BATHGATE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	3	12			1D12	3D8+2

ALIGNMENT: CHAOTIC
FOUND IN: MOUNTAINS

G

ALL THE WORLDS' MONSTERS



GLAMDAR

TYPE: HUMANOID

CREATED BY: ROB NARBERES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
18D8	-6	12			3D20	4D8+5

ALIGNMENT: ANY, HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D50 1D12	85% A + ORIENTAL ARTIFACTS 50% A

ATTACKS:

2 HAND CHOPS, 3D10
1 KNEE JAB, 4D10
1 FOOT, 5D10+10
1 BREATH, 5D10 (RADIOACTIVE)

DESCRIPTION:

A BLUE-GREY, SCALED, SPINY MONSTER FROM THE ORIENT WHICH IS A NATURAL MASTER OF THE MARTIAL ARTS. IT HAS SHARP SPINES ON ITS KNUCKLES, ELBOWS, KNEES, HEELS, AND ON THE SIDE OF ITS HANDS. ITS FINGERS AND TOES HAVE SHARP CLAWS. THE GLAMDAR'S BODY IS COVERED WITH METALLIC SCALES WHICH, ALONG WITH ITS HIGH DEXTERITY, GIVE IT ITS HIGH ARMOR CLASS.

ANY CREATURE OF FIFTY HIT POINTS OR LESS WHICH MEETS ITS GAZE IS AUTOMATICALLY STUNNED (NO SAVE), HOWEVER THERE IS ONLY A 50% CHANCE THAT ITS GAZE WILL BE MET.

THE GLAMDAR IS CAPABLE OF USING MAGIC UP TO THE TENTH LEVEL, BUT WILL RARELY DO SO. IT IS COMPLETELY IMMUNE TO ALL MAGICAL ATTACKS.

GNOME OF YIPUURI

TYPE: HUMANOID

CREATED BY: KEN MURPHY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(3-8)D8+1	8	18			3D6	3D6+6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS

ALL THE WORLDS' MONSTERS

GNOME OF YIPUURI

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (5%)	10D10	95% H
WANDERING	10D10	60% B + 1D4 MAGIC ITEMS

ATTACKS:

1 WEAPON (SEE BELOW)

DESCRIPTION:

ABOUT FIVE FEET TALL, THIS BRIGHT BLUE SKINNED GNOME FAVORS BRIGHT RED CLOTHES. HIS SOLE OCCUPATION IS AS A DUNGEON CARETAKER. HE TRAVELS IN GROUPS OF TEN OR MORE, PASSING THROUGH DUNGEON ROOMS AND CORRIDORS, CLEANING UP THE MESS, FEEDING THE GUARDS, AND RESTOCKING THE TREASURE HERDES FROM THE WAGON HE BRINGS WITH HIM.

THE GNOME NEVER ATTACKS FIRST, BUT IF ATTACKED HE CAN ONLY BE KILLED BY A CRITICAL HIT. WHEN KILLED, THERE IS A 20% CHANCE THAT HE WILL BURST INTO A 3D6 FIRE BALL. HE REGENERATES SIX HIT POINTS PER MELEE ROUND.

THE GNOME LOVES GEMS, HE WILL GLADLY TRADE ANY MAGICAL ITEM ON HIS WAGON FOR THEM. HE MAKES MAGICAL ITEMS IN HIS FORGE WHICH RESIDES IN HIS LAIR. THE FORGE WILL BE GUARDED BY A MINOR DEMON.

IN BATTLE, THE GNOME USUALLY USES ONE OF THE FOLLOWING WEAPONS:

WEAPON	DAMAGE
HEAVY CROSSBOW	1D8
TWO-HANDED SWORD	3D6
JAVELIN	1D6
PICK	1D6
SHOVEL	1D6

GOLEM, CLOTH

TYPE: ENCHANTED MONSTER

CREATED BY: ANDY VON GOTTFRIED

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
2D8	6	15			2D4	2D4+10

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (25%)	1D6	75% C + 100 GOLD PIECES EACH
WANDERING	1D4	25% GEMS

GOLEM, CLOTH

ATTACKS:

1 WHIP, PARALYSIS FOR 1D8 TURNS
1 WRAP, 1D12

DESCRIPTION:

A TWENTY FOOT TALL HUMANOID GOLEM MADE OF COARSE, HOMESPUN CLOTH. IT HAS THE SHAPE SHIFTING ABILITY OF THE PAPER GOLEM BUT IT CANNOT TURN ITSELF INTO A GLIDER. IT ATTACKS BY EITHER WHIPPING ITS VICTIM WITH A TATTER OF ITS BODY (VICTIM GETS A SAVE VS. MAGIC) OR BY WRAPPING ITSELF AROUND THE VICTIM AND SQUEEZING HIM TO DEATH.

THE CLOTH GOLEM CAN ONLY BE CONSTRUCTED BY DRUIDS OR ILLUSIONISTS OF EIGHTH LEVEL OR HIGHER.

GOLEM, DUST

TYPE: ENCHANTED MONSTER

CREATED BY: TOM JOHNSON (DUN 4)

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
2D6	9	9			1D4	2D6

ALIGNMENT: ANY
FOUND IN: DUNGEONS, DESERTS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (95%)	3D100	100% 50 GP + 10% FOR 1D4 GEMS
WANDERING	1D100	100% 50 GP + 10% FOR 1D4 GEMS

ATTACKS:

1 STRIKE, 2D6 OR BY WEAPON TYPE

DESCRIPTION:

THIS TYPE OF GOLEM CANNOT BE CHARMED, STONED OR POLYMORPHED. IT IS IMMUNE TO FIRE AND LIGHTNING. A "COLD" SPELL INCREASES ITS ARMOR CLASS TO 3. IT HAS 18(00) STRENGTH AND USUALLY CARRIES A TWO-HANDED SWORD WHICH HAS A 5% CHANCE OF BEING A MAGIC SWORD. THE GOLEM HAS NO EYES BUT IT DOES HAVE A FORM OF INFRAVISION WHICH ALLOWS IT TO "SEE" ITS VICTIMS.

AS WITH ALL GOLEMS, IT CAN ONLY BE HIT BY MAGICAL WEAPONS.

ALL THE WORLDS' MONSTERS

GOLEM, MUD

TYPE: ENCHANTED MONSTER

CREATED BY: C. PETTUS (A&E 18)

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
20	9	6			0	1D6+6

ALIGNMENT: NONE
 FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, WATER, CITIES

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 1

ATTACKS:

2 HANDS, 2D4 PLUS SEE BELOW

DESCRIPTION:

A STONE GOLEM WHICH HAS HAS A "ROCK TO MUD" SPELL CAST UPON IT.

EVERY TIME IT HITS, THE DAMAGE AFFECTS BOTH THE VICTIM AND THE GOLEM EQUALLY. ADDITIONALLY, EACH TIME IT HITS, THE VICTIM SUFFERS A ONE POINT LOSS FROM HIS CHARISMA. THIS LOSS REMAINS UNTIL THE MUD FROM THE GOLEM IS WASHED OFF.

GOLEM, STEEL

TYPE: ENCHANTED MONSTER

CREATED BY: STEVE DAVIES

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
100	-1	3			3D6	3D6

ALIGNMENT: ANY
 FOUND IN: DUNGEONS, OPEN

WANDERING NUMBER PROBABILITY OF TREASURE AND TYPE
 1

ATTACKS:

1 CLAW, 7D10
 1 POWER WORD "STUN", ONCE A DAY
 1 BREATH, CHLORINE GAS, 3" X 3" CLOUD, 3 TIMES/DAY

GOLEM, STEEL

DESCRIPTION:

A SILVERISH COLORED GOLEM. IT IS AFFECTED ONLY BY +4 WEAPONS. COLD SLOWS ITS MOVEMENT, FIRE RESTORES ANY DAMAGE IT HAS TAKEN.

GORLANG

TYPE: GIANT ARTHROPOD

CREATED BY: ROB NARBERES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8	2	12	24	10	2D6	3D8

ALIGNMENT: CHAOTIC-EVIL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS

LAIR (50%) NUMBER PROBABILITY OF TREASURE AND TYPE
 WANDERING 1D10 90% B
 1D5 15% C

ATTACKS:

2 CLAWS, 3D8 PLUS 1D6 POISON
 1 STING, 1D10 PLUS 1D6 POISON
 1 BITE, 2D10 PLUS 1D6 POISON
 1 WEB

DESCRIPTION:

THE GORLANG IS AN ARTIFICIAL CREATURE CREATED BY GENETIC MUTATION AND THE CROSSBREEDING OF SEVERAL FIERCE ANIMALS. IT STANDS ON FOUR LEGS, EACH FIVE FEET LONG WITH A SHARP CLAW AT THE END. IT HAS A LONG, SCORPION-LIKE TAIL WITH A SMALL EYE SET AT THE BASE. IT HAS STEEL-STRONG MANDIBLES SET IN FRONT OF A SET OF SHARP, HOOK-LIKE TEETH. ABOVE THE MOUTH IS A PAIR OF FACETED EYES. BELOW THE MOUTH IS ITS WEB PROJECTOR, WHICH CAN CREATE DOUBLE STRENGTH WEBS. THE TOES OF ITS FEET ARE WEB-BED FOR SWIMMING, IT DOES NOT FLY, IT LEAPS.

THE GORLANG'S HIDE IS MADE OF A VERY TOUGH, GREEN CHITIN WHICH REFLECTS ALL TYPES OF ENERGY.

ALL THE WORLDS' MONSTERS

GREASED LIGHTNING

TYPE: HUMANOID

CREATED BY: JEFF MARTIS

HIT DICE (1-2)D8	ARMOR CLASS 0	MOVE 48	FLY	SWIM	IQ RANGE 3D6	DEXT. RANGE 18
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ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (20%)	2D4	90%	H
WANDERING	1D3	10%	1D6 JEWELS

ATTACKS:

8 CLAWS, 1D6
4 BITES, 1D8
2 KICKS, 1D4

DESCRIPTION:

AN INCREDIBLY FAST GOBLIN LIKE CREATURE. IT EXISTS AT FOUR TIMES NORMAL SPEED (HENCE ITS LARGE NUMBER OF ATTACKS). SINCE IT LIVES AT AN ACCELERATED PACE IT CAN TAKE ITS TIME IN ATTACK SO THAT THERE IS A 25% CHANCE THAT ANY HIT IT GETS WILL BE A CRITICAL HIT.

IT USUALLY APPEARS TO NORMAL SPEED CREATURES AS A BLUR OF LIGHT. IT ALWAYS ATTACKS FIRST AND GETS SURPRISE ON THE FIRST MELEE ROUND.

GREEN EEL

TYPE: FISH

CREATED BY: CAROL RODE

HIT DICE (8-15)D8	ARMOR CLASS 0	MOVE 9	FLY	SWIM 18	IQ RANGE 3	DEXT. RANGE 1D6+15
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WATER

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (40%)	1D4	100%	REFEREE OPTION
WANDERING	1D2		

ATTACKS:

1 TOUCH, 1D10 ELECTRICITY
1 BITE, 4D6

GREEN EEL

1D6 WHIPS, 1D12 EACH
1 GAS CLOUD, 2D10 POISON (ONLY IF BURNED)

DESCRIPTION:

A GREENISH-GRAY, SILVER SCALED SNAKE-EEL WHICH LEAVES A SLIME TRAIL IF OUT OF WATER (IN WHICH CASE ITS DEXTERITY IS REDUCED TO 3D6). IF BURNED OR EXCESSIVELY HEATED IT GIVES OFF A 20' BY 20' BY 10' CLOUD OF POISON GAS WHICH SMELLS OF BITTER ALMONDS. THOSE BREATHING THE CLOUD TAKE 2D10 POINTS EACH TURN OF EXPOSURE. THE CLOUD WILL DISSSIPATE IN 5 TURNS, LESS IF THERE IS WIND. THE EEL'S SKIN EXUDES THE SLIME, WHICH IS ALSO POISONOUS.

THE EEL IS TWELVE TO TWENTY FEET IN LENGTH AND FIVE FEET IN DIAMETER. THE TAIL IS SPLIT INTO 1D6 WHIPS WITH WHICH IT STUNS ITS PREY. THE TAIL WHIPS DO NOT COIL NOR DO THEY HAVE SUCTION TIPS.

ANYONE TOUCHING ANY PART OF THE EEL'S BODY WILL RECEIVE AN ELECTRIC SHOCK.

THE EEL IS IMMUNE TO POISONS AND ELECTRICITY. ITS SLIMY SKIN MAKES IT RESISTANT TO COLD AND HEAT.

THIS EEL IS NOT RESTRICTED TO WATER, THOUGH ITS MOVEMENT ON LAND IS MUCH SLOWER THAN ITS WATERBOURNE MOVEMENT. IT CAN COVER ANY TYPE OF TERRAIN THOUGH IT IS UNLIKELY THAT A WANDERING EEL WILL HAVE ANY TREASURE UNLESS IT IS FROM A RECENT KILL. EELS FOUND IN DUNGEONS ARE ALMOST ALWAYS GUARDIANS AND MUST BE FED BY THEIR KEEPERS. RARELY FOUND WANDERING DUNGEON CORRIDORS, THOSE ENCOUNTERED WILL BE RECENT ESCAPEES AND USUALLY VERY HUNGRY.

GREEN HORROR

TYPE: ENCHANTED MONSTER

CREATED BY: JIM PARKER

HIT DICE 5D8	ARMOR CLASS 4	MOVE 3	FLY	SWIM	IQ RANGE 4	DEXT. RANGE 13
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ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (15%)	1D3	
WANDERING	1D4+1	

ALL THE WORLDS' MONSTERS

GREEN HORROR

ATTACKS:

1 GAZE, 3D10 LIGHTNING

DESCRIPTION:

A FIVE FOOT LONG TURTLE WITH A VERY UGLY HUMAN FACE. IT HAS A SINGLE HAZEL COLORED EYE IN THE CENTER OF ITS FOREHEAD FROM WHICH IT CAN PROJECT A LIGHTNING BOLT. ITS SKIN IS PALE GREY IN COLOR, ITS SHELL IS GREYISH-GREEN.

GREMLIN, FIRE

TYPE: HUMANOID

CREATED BY: PAUL JAQUAYS (DUN 1)

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
1D4	6	6			3D6	2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D100	100% D
		100% D

ATTACKS:

1 ATTACK, 1D4
1 TOUCH, 1D8+1 FIRE

DESCRIPTION:

A MAGICAL VARIETY OF KOBOLD WHO CAN "FLAME ON" LIKE MARVEL'S HUMAN TORCH FOR ONE COMPLETE TURN PER DAY. THE FIRE IS EXTREMELY MAGICAL IN NATURE AND NO HEAT FROM IT CAN BE FELT BEYOND A TWO FEET FROM THE GREMLIN. ANY STEEL OR METALLIC WEAPONS WHICH TOUCH THE GREMLIN HAVE A 20% OF MELTING, LESS 5% FOR EVERY PLUS THE WEAPON HAS. SOFTER WEAPONS WILL MELT AT HIGHER PERCENTILES. STONE IS UNAFFECTED BY GREMLIN FIRE.

GREY SUMMONER

TYPE: DEMON

CREATED BY: MIKE GUNDERLOY

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
12D8	3	4		10	1D2	2D4

ALIGNMENT: LAWFUL-EVIL
FOUND IN: ANYWHERE

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3	50% E
	1	

ATTACKS:

1 TENTACLE, 2D6

DESCRIPTION:

A LEATHERY GREY STARFISH ABOUT FOUR FEET ACROSS. IT IS AT HOME ON LAND AS WELL AS IN THE WATER. ITS UPPER SIDE IS COVERED WITH STRANGE Splotches RESEMBLING CABALISTIC SIGNS.

WHEN A GREY SUMMONER IS MOLESTED, IT CAN GATE IN HELP (100% CHANCE OF OPENING THE GATE ON THE FIRST TRY). ONE CREATURE WILL ENTER THROUGH THE GATE:

- 30% - TYPE E IMP
- 30% - TYPE F IMP
- 20% - TYPE G IMP
- 10% - TYPE I DEMON
- 10% - LARGER DEMON



HAGGORRYM

TYPE: HUMANOID

CREATED BY: DAVE HARGRAVE

HIT DICE (1-9)D8	ARMOR CLASS 7	MOVE 8	FLY	SWIM	IQ RANGE 2D6	DEXT. RANGE 2D6+6
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ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: WOODS, MOUNTAINS, CITIES

LAIR (30%) WANDERING	NUMBER 10D10 1D10	PROBABILITY OF TREASURE AND TYPE 100% 1D3 COINS EACH 100% 1D3 COINS EACH
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ATTACKS:

1 THROWING CLUB, 1D4
2 HANDS, 1D6

DESCRIPTION:

NEANDERTHAL-GOBLIN CROSSBREED. HE ATTACKS AS A BERSERKER (+2). HAS FIGHTER LEVELS LIKE MEN. THERE IS A 10% CHANCE FOR A MAGE OF UP TO 8TH LEVEL OR A 15% CHANCE FOR A CLERIC OF UP TO 6TH LEVEL PER EACH 20 HAGGORRYM.

HARPOONER

TYPE: PLANT

CREATED BY: CARL BATHGATE AND GREG JONES

HIT DICE 1D8+3	ARMOR CLASS 9	MOVE 1	FLY	SWIM	IQ RANGE 1D2	DEXT. RANGE 2D6
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ALIGNMENT: HUNGRY
FOUND IN: WOODS

LAIR (100%)	NUMBER 1D10	PROBABILITY OF TREASURE AND TYPE 100% C
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ATTACKS:

1D6 DART, 1D4 PLUS PARALYSIS

DESCRIPTION:

A SEMI-INTELLIGENT, CARNIVOROUS PLANT WHICH GROWS UP TO TWELVE FEET TALL. IT HAS SIX TO TEN HUGE BLOSSOMS, RESEMBLING BLUE OR VIOLET SUN FLOWERS. THE CENTER SEED OF EACH FLOWER IS REALLY A POISONED DART ON A LONG STALK.

ALL THE WORLDS' MONSTERS

HARPOONER

THE PLANT SITS IDLE, WAITING FOR A VICTIM. WHEN ONE APPROACHES WITHIN RANGE, IT SHOOTS ITS DART AND HARPOONS ITS PREY. THE VICTIM MUST MAKE A SAVE VS. POISON OR BE PARALYZED. IF THE VICTIM FAILS HIS SAVE, THE PLANT WILL THEN PULL HIM IN TO ITSELF AND CONSUME HIM.

AT NIGHT, THE HARPOONER WILL SLOWLY APPROACH SLEEPING VICTIMS UNTIL IT GETS WITHIN RANGE.

HELL SPRITE

TYPE: DEMON

CREATED BY: PAVEL CURTIS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D8+3	7	12			7	1D8+10

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, MOUNTAINS, DESERTS

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D6	40% 6 (ONLY 2 MAGIC ITEMS)
	2D6	5% 1D2 MAGIC ITEMS

ATTACKS:

1 BITE, 2D4
1 BREATH, 2D6 FIRE IN A 5' BY 10' CONE

DESCRIPTION:

A FAIRLY FAT, TWO LIMBED BEAST WITH THICK, SHAGGY RED FUR. IT IS ABOUT 28 INCHES TALL AND HAS TWO GLOWING RED EYES. IT HAS AN OVERSIZED NOSE AND MOUTH WHICH GIVES IT A COMICAL VISAGE. IT CAN BREATHE FIRE THREE TIMES A DAY.

THE HELL SPRITE IS IMMUNE TO SLEEP, CHARM, AND FIRE. IT TAKES DOUBLE DAMAGE FROM COLD.

HELL WORM

TYPE: UNDEAD

CREATED BY: PAUL SCHNEIDER

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
15D8+1	2+8	9			1D3+15	1D4+9

HELL WORM

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: ANYWHERE

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D4	75% H
	1D4	

ATTACKS:

1 BITE, 4D10 PLUS 1D4 LIFE LEVELS
1 STING, 2D8 PLUS 1D4 LIFE LEVELS AND 15D6 POISON

DESCRIPTION:

A THIRTY FOOT LONG, BLACK WORMLIKE BODY WITH RED SPOTS AND GREEN, GLOWING EYES. IF ITS HIT ROLL IS FOUR OR MORE POINTS HIGHER THAN NEEDED, IT WILL SWALLOW THE VICTIM (MAN SIZED OR SMALLER ONLY). THE VICTIM WILL SUFFER 3D10 ACID DAMAGE AND LOSE 1D4 LIFE LEVELS PER TURN UNTIL DEATH OR UNTIL HE IS FREED FROM THE WORM'S BODY.

THE WORM HAS MAGICAL ABILITIES; IT CAN USE SPELLS OF UP TO THIRD LEVEL, TELEPORT WITHOUT ERROR, IT IS 50% MAGIC RESISTANT, AND IT CAN HAS A 25% CHANCE OF GATING IN 1D2 MORE HELL WORMS.

WHEN KILLED THE HELL WORM SLOWLY DISSIPATES INTO NOTHINGNESS, LEAVING BEHIND A BLACK, GLOWING STAIN WHERE IT TOUCHED THE GROUND. THERE IS A 10% CHANCE THAT ANOTHER HELL WORM WILL BE ATTRACTED BY THE ODOR OF THE STAIN.

A PATRIARCH MUST ROLL 11 OR BETTER ON 2D6 TO TURN THE HELL WORM

HENDERSON HORROR

TYPE: ENCHANTED MONSTER

CREATED BY: ROGER M. W. MUSSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
16D8	0	6			1D3+3	1D3+9

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, DESERTS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ALL THE WORLDS' MONSTERS

HENDERSON HORROR

ATTACKS:

3 BITES, 3D8
 1 TENTACLE, 8D10 PLUS FERROUS MATERIALS RUST
 2 SONIC BLASTS, 1D6

DESCRIPTION:

THIS HIDEOUS CREATURE WAS CREATED BY THE GODS AS A WARNING TO MANKIND THAT RANDOMLY CREATED MONSTERS ARE NO SUBSTITUTE FOR CREATIVITY.

THE HORROR IS LARGER THAN AN ELEPHANT WITH THREE HEADS. THERE IS A THICK TENTACLE GROWING FROM THE AREA WHERE ITS THREE NECKS JOIN, THIS TENTACLE HAS A SHARP SPIKE AND A GLAND WHICH SECRETES AN OIL WHICH INSTANTLY RUSTS ANY FERROUS MATERIAL IT COMES IN CONTACT WITH.

THERE IS A LARGE DIAPHRAM IN EITHER OF ITS SIDES. THIS DIAPHRAM IS CONNECTED TO A SPECIAL SET OF BONES WHICH CAN CAUSE IT TO VIBRATE AT SONIC SPEED CREATING A SONIC BLAST.

HERE-THERE MENACE

TYPE: ANIMAL

CREATED BY: JIM PARKER

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	RANGE
7D10	1	6			5	13	

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	

ATTACKS:

1 TONGUE, 3D8
 1 TAIL, 3D8

DESCRIPTION:

A SEVEN FOOT LONG, GREEN, CROCODILE-LIKE CREATURE. IT CAN STRIKE AT TWO DIFFERENT TARGETS, ONE WITH ITS TAIL AND ONE WITH ITS TONGUE. THE TONGUE IS TWO FEET LONG, THE TAIL IS FOUR FEET LONG. ITS HIGH ARMOR CLASS IS DUE TO ITS VERY TOUGH SCALES.

HOG, GIANT

TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
(1-27)D8	2	8			1D6		RANGE 2D6+6

ALIGNMENT: ANY, HUNGRY
 FOUND IN: DUNGEONS, OPEN, WOODS, RIVERS, SWAMPS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (5%)	2D6	
WANDERING	1D4	

ATTACKS:

2 TUSKS, (NUMBER OF HIT DICE)D3

DESCRIPTION:

THE GENERIC DESCRIPTION OF THE GIANT HOGS.

IT CAN RANGE IN SIZE FROM ABOUT ONE FOOT TO ALMOST TEN FEET IN LENGTH. THE LARGER ONES CAN BE TAMED (IF CAUGHT YOUNG ENOUGH - (NUMBER OF HIT DICE)*2 POINTS) AND USED AS BEASTS OF BURDEN OR RIDING MOUNTS.

ITS ARMOR CLASS IS 3 PLUS ONE THIRD OF THE NUMBER OF ITS HIT DICE, FRACTIONS ARE ROUNDED UP GIVING A RANGE OF 2 TO -6.

HOPPER

TYPE: ANIMAL

CREATED BY: CHRIS ROLLS

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
(16-28)D8	-5-0	16			2D6		RANGE 2D6+18

ALIGNMENT: HUNGRY
 FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (10%)	1D2	65% G
WANDERING	1	

ATTACKS:

2 TENTACLES, 6D6 PLUS PARALYSIS
 1 VORPAL BITE, 1D12 PLUS 6D8 ACID
 2 STINGS, 1D8 PLUS 6D10 POISON

ALL THE WORLDS' MONSTERS

HOPPER

DESCRIPTION:

A YELLOWISH CREATURE ABOUT FIFTEEN FEET LONG, OF WHICH TEN FEET IS TAIL. AT THE END OF THE TAIL ARE TWO STINGERS. THERE ARE TWO 6 FOOT LONG TENTACLES GROWING FROM ITS MOUTH AND IT WILL ONLY BIT IF BOTH TENTACLES HIT THE SAME VICTIM.

THE HOPPER DOES NOT WALK, IT HOPS.

HOUND, WISH

TYPE: UNDEAD

CREATED BY: ANTHONY PERROTTET

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
2D8	3	15			1D6+4	2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, SWAMPS

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D10 3D4	100% E

ATTACKS:

2 CLAWS, 1D4 PLUS 1D3 STRENGTH POINTS

DESCRIPTION:

A LARGE HEADLESS SPECTRAL HOUND SAID TO HAUNT DARTMOOR AT NIGHT. WHEN A CLAW HITS, THE VICTIM MUST SAVE VS. MAGIC OR LOSE 1D3 STRENGTH POINTS FOR 5D10 HOURS. IF A VICTIM LOSES ALL OF HIS STRENGTH POINTS HE MUST SAVE VS. DEATH, EVEN IF HE MAKES HIS SAVE HE WILL STILL BE PARALYZED. THE WISH HOUND WILL NOT FURTHER ATTACK A PARALYZED VICTIM.

THE WISH HOUND CAN ONLY BE AFFECTED BY IRON, SILVER OR MAGIC WEAPONS.

HUSH PUPPY

TYPE: ANIMAL

CREATED BY: PAVEL CURTIS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D3	9	4			2D6	2D6

ALIGNMENT: GOOD
FOUND IN: DUNGEONS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	3D10	

ATTACKS:

NONE

DESCRIPTION:

A SMALL, PURPLE PUPPY WITH THE INATE POWER OF "SILENCE" WITH A FIFTEEN FOOT RADIUS. THE PUPPY IS VERY FRIENDLY AND ONE OF A PACK WILL FREELY JOIN ANY PARTY WHICH COMES UPON THEM. HOWEVER, THE PUPPY MUST NOT BE REMOVED FROM THE DUNGEON, IF IT IS IT WILL DIE.

J, K

ALL THE WORLDS' MONSTERS



JUSHKAPARIK

TYPE: ANIMAL

CREATED BY: ROGER M. W. MUSSON

HIT DICE 4D8	ARMOR CLASS 7	MOVE 15	FLY	SWIM	IQ RANGE 3D6-1	DEXT. RANGE 3D6+1
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ALIGNMENT: NONE
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS

LAIR (35%)	NUMBER 2D10+4	PROBABILITY OF TREASURE AND TYPE 75% C
WANDERING	2D6	10% 1D6 * 100 GOLD PIECES

ATTACKS:

1 BITE, 1D8
1 WEAPON, BY WEAPON TYPE
2 HOVES, 2D6

DESCRIPTION:

A SPECIES OF ONOCENTAUR, THE JUSHKAPARIK HAS THE BODY OF AN ASS INSTEAD OF A HORSE. IT ALSO HAS A JAW MADE OF BRASS.

THE JUSHKAPARIK WILL ATTACK CENTAURS ON SIGHT.

KAIILA

TYPE: ANIMAL

CREATED BY: JON TINDEL

HIT DICE 8D8+3	ARMOR CLASS 4	MOVE 15	FLY	SWIM 1	IQ RANGE 2D6	DEXT. RANGE 1D10+18
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ALIGNMENT: ANY, HUNGRY
FOUND IN: OPEN

LAIR (10%)	NUMBER 1D3	PROBABILITY OF TREASURE AND TYPE 5% A
WANDERING	2D3	

ATTACKS:

1 BITE, 2D6
2 CLAWS, 3D6

DESCRIPTION:

A LARGE, AGILE REPTILE USED AS A MOUNT BY NOMADIC DESERT DWELLERS. USED PRIMARILY AS A WARMOUNT, IT

ALL THE WORLDS' MONSTERS

KAIILA

IS OCCASIONALLY USED AS A BEAST OF BURDEN BUT ONLY AFTER ITS DAYS AS A FIGHTER ARE DONE. SINCE MOST OF THEM DIE IN BATTLE, ONLY A FEW SURVIVE LONG ENOUGH FOR RETIREMENT.

FROM THE "GOR" NOVELS BY JOHN NORMAN.

KARKADEN

TYPE: ANIMAL

CREATED BY: CARL BATHGATE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	2	24		11	2D6+4	3D6+6

ALIGNMENT: CHAOTIC
FOUND IN: WOODS, MOUNTAINS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D4	

ATTACKS:

2 HOOVS, 1D8
1 HORN, 2D8 PLUS SAVE VS. DEATH

DESCRIPTION:

A RARE, BLACK UNICORN. IT HAS ALL THE POWERS OF THE NORMAL UNICORN BUT ORIENTED TOWARD DEATH INSTEAD OF LIFE. THE MEREST TOUCH OF ITS HORN OR POWDER MADE FROM ITS HORN CAUSES THE VCTIM TO MAKE A SAVING THROW VS. DEATH (LIKE DRAGON BREATH -1). THOSE FAILING THEIR SAVE SUFFER IMMEDIATE AND IR-REVOCABLE DEATH.

KENBAZI

TYPE: ROBOT

CREATED BY: RICK SCHWALL

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D8	2	11			1D6+12	2D6+6

ALIGNMENT: LAWFUL-EVIL
FOUND IN: DUNGEONS

LAIR (10%)	WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
		1D2	100% B
		1D2	

KENBAZI

ATTACKS:

1 MAGNETIC IMPACTOR, 1D6 (ONLY FERROUS MATERIALS)
1 HUG, 3D6 HEAT

DESCRIPTION:

A MAN-SIZED ROBOT WITH FIVE ARMS AND THREE LEGS FORMED OF WHITE-HOT IRON CONTAINED BY A MAGNETIC FIELD. IT IS IMMUNE TO PHYSICAL ATTACK UNLESS IT HAS BEEN COOLED TO PARTIAL SOLIDARITY BY WATER IMMERSION OR MAGICAL COLD SPELLS. IT IS IMMUNE TO ALL MENTAL RELATED ATTACKS. IT EATS IRON AND COM-BUSTABLE MATERIALS.

THE MAGNETIC IMPACTOR HAS A RANGE OF SIX INCHES AND IS USED TO KNOCK FERROUS WEAPONS FROM THE TAR-GETS HANDS.

KENDRY'S NIGHT DEMON

TYPE: HUMANOID

CREATED BY: KAY SHAPERØ

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
11D8	2+4	12			2D6+6	1D4+14

ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, RIVERS, SWAMPS

LAIR (30%)	WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
		1D8	50% F
		1D4	20% I

ATTACKS:

2 CLAWS, 1D8
1 BITE, 1D10
1 HUG, 2D8
1 BREATH, 10D8 FIRE

DESCRIPTION:

A MAN-SIZED AND SHAPED URSINOID WITH THICK, COARSE BLACK FUR AND LARGE RAZOR-SHARP CLAWS. THE NIGHT DEMON IS NOT A TRUE DEMON. IT IS RARELY ENCOUN-TERED, USUALLY AFTER DARK. THE NIGHT DEMON IS MOST OFTEN NEUTRAL IN ALIGNMENT.

ALL THE WORLDS' MONSTERS

KHIRRA

TYPE: MISCELLANEOUS

CREATED BY: PAVEL CURTIS

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
25	9	6			1D6	1D6+8

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

2 BLOWS, 2D6 PLUS 1 ENERGY LEVEL (SEE BELOW)

DESCRIPTION:

AN APE-SHAPED MASS OF PROTOPLASM, SIX FEET TALL AND WEIGHING ABOUT 300 POUNDS. WHEN STRUCK BY ANY KIND OF ENERGY WEAPON (FIREBALL, LIGHTNING, ETC.) IS ABSORBS THE ENERGY, ADDING TO ITS HIT POINTS. ITS STRIKE HITS FOR 1D6 POINTS FOR EVERY TEN HIT POINTS IT HAS ITSELF. IT ALSO DRAINS 1 ENERGY LEVEL FOR EVERY 20 HIT POINTS IT POSSESSES. AS IT GAINS HIT POINTS, IT ALSO GROWS AND GAINS BODY MASS.

THE KHIRRA CAN BE AFFECTED BY ACID, POISON, DISINTEGRATION, "DEATH" SPELLS, AND PARALYSIS. COLD SLOWS IT FOR THREE MELEE TURNS. IT IS ALSO IMMUNE TO CHARM, SLEEP, AND CLERICAL "CAUSE WOUNDS". IT SAVES AS A THIRTEENTH LEVEL LORD.

THE KINETIC ENERGY OF A PHYSICAL BLOW CAN ALSO BE ABSORBED, THUS PHYSICAL ATTACKS ONLY DO HALF DAMAGE. THE REMAINING POINTS ARE, IN EFFECT, HEALED BY THE KINETIC ENERGY OF THE BLOW.

ALSO KNOWN AS AN ENERGY APE.

KLITHGOR, THE DESTROYER

TYPE: DEMON, GREATER

CREATED BY: ROB NARBERES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
19D20	-8	18	40		3D10+5	3D10+5

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: ANYWHERE

KLITHGOR, THE DESTROYER

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	100% SEE BELOW
	1	100% SEE BELOW

ATTACKS:

2 CLAWS, 5D8 PLUS 5 LIFE LEVELS
OR
1 WEAPON, BY WEAPON TYPE (SEE BELOW)
AND
1 TAIL STING, 3D10 PLUS 5D10 POISON
1 PSIONIC
1 VISUAL (SEE BELOW)
1 SONIC, DEATH (10D12 IF SAVED AGAINST)
1 MENTAL, TOTAL MINDWIPE

DESCRIPTION:

KLITHGOR, THE CONTROLLER OF ALL GHOSTS, SPIRITS, AND NIGHTSHADES, IS GENERALLY HUMANOID IN SHAPE. HE IS LARGER THAN MAN-SIZED, WITH WINGS, AND HE IS SO HIDEOUS THAT THOSE SEEING HIM MUST MAKE THREE SAVING THROWS AGAINST FEAR OR BLINDLY RUN AWAY.

KLITHGOR ALWAYS CARRIES A SWORD, KNOWN AS THE SWORD OF DISRUPTION, WHICH, IF IT HITS, WILL UTTERLY DISRUPT ANY TARGET. HIS SIGHT WEAPON CAUSES FEAR, FEEBLEMIND, AND THE LOSS OF THREE LIFE LEVELS (SAVE VS. EACH SEPARATELY). HE CAN DETECT ALL INVISIBLE AND ETHERIAL OBJECTS AND CAN OPERATE IN ALL ETHERIAL AND ASTRAL PLANES.

HE IS IMMUNE TO ALL MAGIC, SONICS, PSIONICS, CHARMING, AND MAGICAL WEAPONS. HE REGENERATES 10 HIT POINTS PER MELEE ROUND PLUS IF HE HAS LOST ANY LIFE LEVELS HE REGAINS 1D6 PER ROUND.

THE VICTIMS OF HIS MINDWIPE ARE REDUCED TO HUMAN VEGETABLES, ALL MENTAL FACULTIES ARE TOTALLY DESTROYED. FORTUNATELY KLITHGOR CAN ONLY USE THIS POWER ONCE PER FULL TURN.

L

ALL THE WORLDS' MONSTERS



LAMAGRIFF

TYPE: ANIMAL

CREATED BY: CHARLIE LUCE

HIT DICE 8D8	ARMOR CLASS 4	MOVE 12	FLY 30	SWIM	IQ RANGE 2D6+6	DEXT. RANGE 2D6+8
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ALIGNMENT: LAWFUL
FOUND IN: WOODS, MOUNTAINS, CITIES, AIR

LAIR (35%)	NUMBER 2D6	PROBABILITY OF TREASURE AND TYPE 100% F
WANDERING	1D6	40% D

ATTACKS:

1 BITE, 2D6
2 TALONS, 1D6

DESCRIPTION:

A LAMMASU-GRIFFIN CROSSBREED, WHICH RESEMBLES A GRIFFIN BUT WITH ROUNDED EARS AND A SHORTER BEAK. IT USES SPELLS AS A SIXTH LEVEL CLERIC, IT CAN BECOME INVISIBLE, DIMENSION DOOR AT WILL, AND IT CAN SPEAK ALL LAWFUL HUMAN LANGUAGES.

LAVOID

TYPE: ENCHANTED MONSTER

CREATED BY: CAROL RODE

HIT DICE 16D8	ARMOR CLASS -8-0	MOVE 12	FLY	SWIM	IQ RANGE 3D6	DEXT. RANGE 15
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ALIGNMENT: NONE
FOUND IN: DUNGEONS, OUTDOORS, CITIES

WANDERING	NUMBER 1	PROBABILITY OF TREASURE AND TYPE
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ATTACKS:

2 FISTS, 4D10 PLUS 2D10 HEAT

DESCRIPTION:

A SUMMONABLE CREATURE WHICH APPEARS AS A COLD, MOVING ROCK, NINE TO TWELVE FEET IN HEIGHT AND FOUR TO SIX FEET ACROSS. WHEN IT ATTACKS IT BECOMES MOLTEN, DOUBLING ITS MOVEMENT AND DEXTERITY. THE MOLTEN LAVOID FLOWS TOWARD ITS VICTIM, LEAVING BEHIND A HOT, BURNING TRAIL.

ALL THE WORLDS' MONSTERS

LAVOID

IF THE LAVOID EVER HITS ANYTHING WITH ITS FIST, PART OF THE LAVA OF THE FIST WILL SPLASH UP TO TEN FEET IN EVERY DIRECTION. THOSE SO RANDOMLY HIT SUFFER 1D10 MOLTEN ROCK DAMAGE PLUS 1D10 HEAT DAMAGE.

COLD SLOWS THE LAVOID BUT IT CREATES A CLOUD OF SUPERHEATED STEAM, FIVE FEET IN DIAMETER FOR EVERY TEN POINTS OF COLD DAMAGE DONE. ANY WEAPON OF +3 OR LESS WILL MELT ON CONTACT WITH THE LAVOID'S BODY; WOOD, LEATHER, CLOTH, ETC. IGNITES ON CONTACT. THE LAVOID IS UNAFFECTED BY ANY MAGIC NOT RELATED TO METAL OR STONE.

THE LAVOID USUALLY PRECEDES THE ATTACK OF A LIGHT DEMON (Q.V.) OR A LIGHT DEMON CAN SUMMON IT.

LEICHT GEISTE I

TYPE: ENERGY BEING

CREATED BY: ECLARI HANNIFEN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(10-20)D8	2+2	15	15		1D6+12	40

ALIGNMENT: CHAOTIC, HUNGRY
FOUND IN: DUNGEONS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D8	50% J OR BETTER
	1D8	10% J OR BETTER

ATTACKS:

1 SEARING TOUCH, 2D8 PLUS 1 LIFE ENERGY LEVEL

DESCRIPTION:

A DUNGEON PREDATOR. IT EATS ENERGY BUT IS NOT MAGICAL. IT RESEMBLES A GLOWING PILLAR OF LIGHT WHICH CAN BE OF VARIABLE COLOR AND UP TO TEN FEET TALL. IT GETS NO PLUSSES ADDED TO ITS HIT PROBABILITY OR ARMOR CLASS DUE TO ITS DEXTERITY.

EVERY LIFE ENERGY LEVEL IT DRAINS ADDS THE SAME NUMBER OF POINTS AS THE LEVEL LOST TO ITS HIT POINTS. ANY SPELLS CAST AT IT ALSO ADD TO ITS HIT POINTS, THE SAME NUMBER OF POINTS AS "DAMAGE" THE SPELL WOULD DO TO A NORMAL CREATURE. FOR SPELLS LIKE "DISPEL", "TELEPORT", "POLYMORPH", ETC. IT GAINS THE SAME NUMBER OF POINTS AS THE LEVEL OF THE PERSON CASTING THE SPELL.

LEICHT GEISTE I

IT HAS "TRUE SEEING" AS IT SENSES ENERGY AND MASS. IT IS NEVER SUBJECT TO "ILLUSIN" OR TO ANY FORM OF CONTROL. A "DARKNESS" SPELL CAST ON IT WILL DO 1D6 DAMAGE, "CONTINUAL DARKNESS" DOES 3D6.

ANY WEAPON CAN HIT IT.

ITS NATURAL PREY IS UNDEAD OF UP TO SIX HIT DICE AND MONSTERS UP TO TEN HIT DICE (IT HAS A SPECIAL LIKING FOR BALROGS).

AS IT GAINS HIT POINTS DUE TO ENERGY DRAINS OR MAGIC USED AGAINST IT, ITS ATTACK PROBABILITY GOES UP ALSO. TO DETERMINE ITS ATTACK, DIVIDE ITS CURRENT NUMBER OF HIT POINTS BY EIGHT, ANY FRACTIONS ROUND UP TO THE NEXT HIGHEST NUMBER. THE RESULTANT NUMBER IS THE NUMBER OF HIT DICE TO USE WHEN LOOKING UP ITS HIT PROBABILITY ON THE COMBAT MATRIX.

WHEN IT SURPASSES 161 HIT POINTS, IT BECOMES A LEICHT GEISTE II.

LEICHT GEISTE II

TYPE: ENERGY BEING

CREATED BY: ECLARI HANNIFEN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(21-30)D8	2+2	15	15		1D6+12	40

ALIGNMENT: CHAOTIC, HUNGRY
FOUND IN: DUNGEONS, CITIES

LAIR (70%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	60% K OR BETTER
	1D4	10% K OR BETTER

ATTACKS:

2 SEARING TOUCHES, 3D10 PLUS 2 LIFE ENERGY LEVELS

DESCRIPTION:

SEE LEICHT GEISTE I FOR DESCRIPTION. THE II LEVEL LEICHT GEISTE ASSUMES A HUMANOID SHAPE, AND CAN BE UP TO FIFTEEN FEET TALL.

ANY WEAPON CAN HIT IT, BUT WEAPONS WITH PLUSSES ARE TREATED AS NORMAL, NON-MAGICAL WEAPONS; NO INCREASES IN HIT PROBABILITY OR DAMAGE.

ALL THE WORLDS' MONSTERS

LEICHT GEISTE II

ITS NATURAL PREY IS UNDEAD OF UP TO TWELVE HIT DICE AND MONSTERS UP TO TWENTY HIT DICE. IT ESPECIALLY LIKES PHANPHASMS AND OTHERS WITH THE "SHAPE CHANGE" ABILITY.

TO DETERMINE ITS HIT PROBABILITY, DIVIDE ITS HIT POINTS BY EIGHT, ROUNDING ALL FRACTIONS UP TO THE NEXT HIGHER NUMBER AND TREAT IT AS A MONSTER WITH THAT MANY HIT DICE.

ANYONE WHO TOUCHES IT DIRECTLY (I.E. WITH A FIST, CLAW, ETC.) SUFFERS THE SAME DAMAGE AS IF IT HIT THEM WITH ITS OWN TOUCH. IF THE VICTIM OF ITS TOUCH MAKES HIS SAVING THROW AGAINST THE ENERGY DRAIN, HE DOES NOT LOSE THE ENERGY BUT HE DOES SUFFER DOUBLE DAMAGE FROM THE SEARING TOUCH.

ONCE THE LEICHT GEISTE II GAINS MORE THAN 241 HIT POINTS, IT BECOMES A LEICHT GEISTE III.

LEICHT GEISTE III

TYPE: ENERGY BEING

CREATED BY: ECLARI HANNIFEN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(31-40)D8	2+2	15	15		1D6+12	40

ALIGNMENT: CHAOTIC, HUNGRY
FOUND IN: DUNGEONS, CITIES

LAIR	NUMBER	PROBABILITY OF TREASURE AND TYPE
(90%) WANDERING	1D2	70% L OR BETTER
	1D2	10% L OR BETTER

ATTACKS:

2 SEARING TOUCHES, 4D12 PLUS 3 LIFE ENERGY LEVELS

DESCRIPTION:

SEE LEICHT GEISTE I FOR GENERAL DESCRIPTION. THE LEICHT GEISTE III CAN BE UP TO TWENTY FEET TALL AS IT WISHES. ONLY NON-MAGICAL WEAPONS CAN HIT IT,

ITS FAVORITE PREY IS UNDEAD OF UP TO EIGHTEEN HIT DICE AND MONSTERS UP TO THIRTY HIT DICE. IT IS ESPECIALLY FOND OF LICHES.

IF IT EVER GAINS MORE THAN 320 POINTS, IT WILL SPIN ITSELF INTO A PRISMATIC WALL, THIS OCCURS

LEICHT GEISTE III

INSTANTANEOUSLY WHEN 320 IS PASSED. EVERY POINT IT HAS OVER 320 ADDS ONE TO THE LEVEL OF SPELL REQUIRED TO DISPEL THE WALL, THE BASIC LEVEL BEING TEN. AFTER FOUR MELEE TURNS, THE WALL BREAKS UP INTO 4D10 LEICHT GEISTE I'S WITH 73 HIT POINTS EACH AND THE LIFE CYCLE BEGINS AGAIN.

THOSE WHO SAVE VS. THE ENERGY DRAIN OF ITS TOUCH SUFFER QUADRUPLE DAMAGE.

LEOPARD, FLYING

TYPE: ANIMAL

CREATED BY: JON TINDEL

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8+1	5	15	18	5	1D3+5	1D8+16

ALIGNMENT: ANY, HUNGRY
FOUND IN: WOODS

LAIR	NUMBER	PROBABILITY OF TREASURE AND TYPE
(25%) WANDERING	1D2	80% A (DESERT)
	1D2	

ATTACKS:

2 CLAWS, 1D4
1 BITE, 1D8

DESCRIPTION:

A LEOPARD WITH GOLDEN, BAT-LIKE WINGS. IT USUALLY ATTACKS FROM ABOVE, GAINING SURPRISE 50% OF THE TIME.

IF BOTH CLAWS HIT THE SAME TARGET, ITS HIND LEGS WILL HIT ALSO FOR 1D4 EACH.

LIFESUCKER

TYPE: GIANT INSECT

CREATED BY: CHRIS ROLLS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(14-28)D8	-3-0	5	12		2D8	3D8

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

ALL THE WORLDS' MONSTERS

LIFESUCKER

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (80%)	1D4	35% E
WANDERING	1D2	

ATTACKS:

1 PINCER, 2D8
2 TENTACLES, 1 LIFE LEVEL

DESCRIPTION:

A LARGE BEETLE-LIKE CREATURE WITH TWO 8 FOOT LONG TENTACLES GROWING FROM ITS HEAD. THE LIFE SUCKER IS PALE YELLOW IN COLOR. IT RESISTS MAGIC AS A TWENTY-FIRST LEVEL MAGE.

LIGHTNING MOUND

TYPE: MISCELLANEOUS

CREATED BY: CHRIS ROLLS

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(10-16)D8	-2-0	2	2D4	2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (40%)	1D4	25% B
WANDERING	1D4	

ATTACKS:

1 TENTACLE, 1D10 PLUS 5D6 ELECTRICITY

DESCRIPTION:

A MOUND OF JELLY WITH A SINGLE TENTACLE EXTENDING FROM ITS CENTER. IT SENSES HEAT AND WILL STRIKE AT ANY MOVING WARM OBJECT. ONCE THE TENTACLE HITS IT WILL NOT LET GO UNTIL THE VICTIM IS DEAD. DEAD VICTIMS ARE DRAGGED INTO THE MOUND'S BODY MASS WHERE THEY WILL BE ABSORBED IN 1D3 MELEE TURNS.

THE TENTACLE IS ABOUT TWENTY FEET LONG AND THREE INCHES IN DIAMETER. IT IS IMMUNE TO PHYSICAL ATTACK. THE MOUND'S BODY CAN ONLY BE HIT BY WEAPONS OF +3 OR BETTER. IT HAS NO SPECIAL IMMUNITIES AGAINST MAGIC, FIRE, COLD, ETC.

LION

TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
5D8+4	5	12	2D4	2D6+6

ALIGNMENT: ANY, HUNGRY
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (25%)	3D6	5% A
WANDERING	2D4	

ATTACKS:

1 BITE, 1D10
2 CLAWS, 1D6

DESCRIPTION:

ONE OF THE NATURALLY LARGEST CATS, SECOND IN SIZE ONLY TO THE TIGER. THOSE ENCOUNTERED IN LAIR WILL BE A PRIDE OF 1D3 MALES AND MANY FEMALES AND CUBS. IF THE CUBS ARE ATTACKED THE FEMALES WILL FIGHT AT +2, THE MALES AT +1.

LIONS MAY BE TAMED AND USED LIKE HUNTING DOGS, BUT THEY MUST BE CAUGHT AS CUBS (LESS THAN FIFTEEN POINTS).

M

ALL THE WORLDS' MONSTERS



MAGGOTH

TYPE: CLEAN-UP CREW

CREATED BY: DAVE HARGRAVE (AG 1)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(12-36)D8+1	6	8			1D3	2D6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D5 1D2	50% F

ATTACKS:

1 BITE, 1D12
1 SPIT, (NUMBER OF HIT DICE)D6 ACID

DESCRIPTION:

MUCH LIKE A GIANT SLUG, THIS CREATURE IS QUITE SUSCEPTIBLE TO FIRE, BUT CUTS CLOSE AND REGENERATE QUICKLY (LIKE VAMPIRES). WHEN SPITTING, IT IS 10% ACCURATE THE FIRST TIME THEN 50% FROM THEN ON. ITS SPIT RANGE IS SIXTY FEET. BLUNT WEAPONS WILL AFFECT IT AND THE WOUNDS WILL NOT REGENERATE.

MANDADON

TYPE: DRAGONKIND

CREATED BY: JEFF MATTHEWS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8	-7	15	30		1D6+12	3D6

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS, AIR

LAIR (45%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3 1D2	90% H

ATTACKS:

1 BREATH, 10D6 COLD
1 BITE, 1D10-1D12 PLUS 6D6 POISON
1 TAIL, 1D10+1D4

ALL THE WORLDS' MONSTERS

MANDADON

DESCRIPTION:

A CROSS BETWEEN A WHITE DRAGON AND A GIANT SNAKE, THE MANDADON IS ONLY FOUND IN VERY COLD PLACES. IT HAS THE BODY OF A GIANT SNAKE WITH THE WINGS AND HEAD OF A WHITE DRAGON.

WHEN ENCOUNTERED THERE IS A 30% CHANCE THAT IT WILL BE ASLEEP. THERE IS A 10% CHANCE THAT IT CAN TALK AND IF IT CAN TALK THERE IS A 20% CHANCE THAT IT CAN USE SPELLS OF UP TO FOURTH LEVEL (TWO OF EACH LEVEL). IT IS 60% RESISTANT TO MAGIC.

THE MANDADON'S USUAL MODE OF ATTACK IS TO HOVER OUT OF SIGHT AND THEN SWOOP DOWN ON A PARTY USING ITS COLD BREATH.

MANTAPUS

TYPE: HUMANOID

CREATED BY: JIM PARKER

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	RANGE
6D8	-6	15			3	14	

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D4 1D10	30%	D

ATTACKS:

2 WEAPONS, 1D8 OR BY WEAPON TYPE
6 TENTACLES, 1D10

DESCRIPTION:

A SIX FOOT TALL, MEDIUM BROWN HUMANOID WITH SIX TENTACLES GROWING FROM ITS WAIST IN ADDITION TO TWO NORMAL HUMAN-SHAPED ARMS. IF TWO OR MORE TENTACLES HIT THE SAME TARGET, IT WILL GET AN AUTOMATIC HIT WITH ONE OF ITS WEAPONS.

MANTIGON

TYPE: ANIMAL

CREATED BY: KARL SANDER

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	RANGE
13D8	-4	9	24		1D6+3	1D10+3	

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: ANYWHERE

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D4 1	60%	A PLUS X PLUS Z

ATTACKS:

20 SPIKES, 4D4 PLUS 1D10 TURNS OF "SLOW"
1 BREATH, 5D12 LIGHTNING
1 BITE, 2D4
2 CLAWS, 4D4

DESCRIPTION:

A CROSS BETWEEN A MANTICORE AND A BLUE DRAGON.

THE MANTIGON HAS THE HEAD OF A MANTICORE AND THE BODY OF A BLUE DRAGON WITH THE MANTICORE'S SPIKES.

IT CAN FIRE UP TO FOUR SPIKES PER MELEE TURN, UP TO A LIMIT OF TWENTY. THE SPIKES REGROW IN FOUR FULL TURNS. THE MANTIGON CAN FIRE ITS SPIKES UP TO SIXTY FEET. ITS LIGHTNING BREATH BEHAVES LIKE A NORMAL LIGHTNING BOLT.

MARSAN

TYPE: DEMON

CREATED BY: C. PETTUS (A&E 21)

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	RANGE
6D8+1	1	12			2D6	2D6+6	

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (70%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1 1	100%	B

ATTACKS:

2 FISTS, 2D6
1 DEMON TOUCH OR THROW ASHES (SEE BELOW)

ALL THE WORLDS' MONSTERS

MARSAN

DESCRIPTION:

A HIDEOUS DEMON FORMED FROM THE ASHES OF A FUNERAL PYRE. ALL WHO VIEW THE MARSAN MUST MAKE A SAVE VS. FEAR OR RUN AWAY IN STARK TERROR.

THE TOUCH OF THE MARSAN OR ITS ASHES CAUSES A ROTTING DISEASE, SIMILAR TO THAT OF A MUMMY EXCEPT THAT IT IS FATAL WITHIN TWENTY-FOUR HOURS IF NOT CURED. IT CAN THROW ITS ASHES UP TO EIGHT FEET AND THEY HAVE THE SAME CHANCE OF HITTING AS A SLUNG STONE.

MITHI

TYPE: ENCHANTED MONSTER

CREATED BY: RICK SCHWALL

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
4D6	4	12		6	0		2D5+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D6	5%	B
	1D4		

ATTACKS:

2 CLAWS - 1D6

DESCRIPTION:

A SHORT TAILED WOLF WITH REDDISH-BROWN FUR AND LONG MULE-LIKE EARS. THE MITHI HAS LARGE EYES, BUT IT RELYS ON ITS SONAR ABILITY. THE DUNGEON DWELLING MITHI HAS GOAT FEET.

THE MITHI HAS THE SPECIAL POWER TO EXTINGUISH ALL FIRES WITHIN ITS LINE OF SIGHT AND TO CAUSE ALL LIGHT WITHIN THIRTY METERS TO DARKEN TO A DIM GLOW.

THE MITHI IS CARNIVOROUS BUT RARELY (5%) ATTACKS HUMANKIND. WHEN ATTACKING, THE MITHI IS -2 ON MORALE.

MOLD, PINK

TYPE: CLEAN-UP CREW

CREATED BY: GLENN BLACOW (A&E 13)

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
5D8	-8	0			0		0

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1 SPORE, 1 POINT PLUS -1 MORALE

DESCRIPTION:

A MOLD WHOSE SPORES ARE RELEASED ON CONTACT. ANY ONE WHO INHALES A SPORE SUFFERS THE LOSS OF ONE HIT POINT AND BECOMES DEPRESSED (-1 ON MORALE) UNTIL A "CURE DISEASE" IS ADMINISTERED.

MORQ

TYPE: ALIEN

CREATED BY: DAVE HARGRAVE (AG 3)

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
4D8+1	5	9			3D6		2D6+6

ALIGNMENT: LAWFUL, NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	10D10	

ATTACKS:

1 BLOW, 1D10

DESCRIPTION:

FEATURELESS, EYELESS ANDROIDS BUILT BY LONG DEAD ALIEN RACES. DULL TAN IN COLOR, SEXLESS, WITH ROUGH SHARK-LIKE SKIN. ITS ONLY DISTINGUISHING FEATURES ARE ITS LARGE EARS WHICH IT USES TO TRACK ITS OPPONENTS BY SOUND. IT REGENERATES THREE POINTS PER MELEE TURN STARTING IN THE THIRD TURN AFTER BEING DAMAGED. IT WILL ATTACK UNTIL IT IS KILLED. IT IS IMMUNE TO MENTAL/EMOTIONAL SPELLS. IT IS OFTEN USED AS A PERSONAL OR TREASURE GUARD.

ALL THE WORLDS' MONSTERS

MOSQUITO

TYPE: INSECT

CREATED BY: KAY SHAPERO

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1	0	1	48		0	1D6+12

ALIGNMENT: HUNGRY
FOUND IN: SWAMPS, AIR

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	100D10	

ATTACKS:

1 BITE, 1/8 POINT PLUS 1% CHANGE BUG HAS MALARIA

DESCRIPTION:

THE INDIVIDUAL MOSQUITO IS ONLY WORTH 1/8 OF A HIT POINT. WHEN NOT FLYING, ITS ARMOR CLASS IS REDUCED TO NINE.

MOUSE, ICE

TYPE: ENCHANTED MONSTER

CREATED BY: KAY SHAPERO

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D4	5	12			1D4	1D6+12

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS

LAIR (70%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	10D10 5D10	20% I

ATTACKS:

1D2, BITE
1 BREATH, 1D6 (SINGLE TARGET ONLY)

DESCRIPTION:

A BLuish-WHITE MOUSE ABOUT THE SIZE OF AN ORDINARY MOUSE. THE ICE MOUSE IS ONLY FOUND IN VERY COLD AREAS AND WHEN KILLED IT BECOMES A LUMP OF SLIGHTLY DIRTY ICE.

MUD CREATURE

TYPE: MISCELLANEOUS

CREATED BY: MARK NORTON (DUN 3)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8	3	4			1D8+2	2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, SWAMPS

LAIR (80%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D20 1D6	

ATTACKS:

1 TOUCH, "FLESH TO MUD"

DESCRIPTION:

A CREATURE OF LIVING MUD, IT RESEMBLES A MUD PUDDLE UNTIL IT ATTACKS, THEN IT DEVELOPS TWO HUMAN-LIKE HANDS AND AN ALMOST HUMAN FACE.

IMMUNE TO NORMAL WEAPONS, ONLY MAGIC AND MAGICAL WEAPONS CAN EFFECT IT, THOUGH MAGIC WEAPONS DO -2 DAMAGE. A "MUD TO ROCK" SPELL IS MOST EFFECTIVE AGAINST IT SINCE ITS SAVE FOR THIS SPELL IS -4.

FLESH TOUCHED BY THE MUD CREATURE IS TURNED TO UN-LIVING MUD.

MUNCHER

TYPE: MISCELLANEOUS

CREATED BY: CHRIS ROLLS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(15-24)D8	-1-0	3			3D6	2D6+18

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

LAIR (85%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4 1D2	55% F

ATTACKS:

1 CLAW, 4D6
1 TENTACLE, 1D4 PLUS PARALYSIS
1 BITE, 6D10 PLUS 4D10 ACID
CHARM

ALL THE WORLDS' MONSTERS

MUNCHER

DESCRIPTION:

A CREATURE WITH NO LEGS. ITS HEAD HAS A LARGE SINGLE EYE, A HUGE MOUTH WITH A FIFTEEN FOOT LONG TENTACLE GROWING FROM IT AND A LARGE CLAW WHICH EXTENDS FROM THE TOP. IT ATTACKS BY STRIKING WITH THE TENTACLE TO PARALYZE THE VICTIM, THEN THE CLAW STRIKES. IF THE CLAW HITS AND THE VICTIM FAILS A DEXTERITY ROLL OR IF THE VICTIM IS DEAD, THE MUNCHER WILL BITE. THE MUNCHER WILL BITE OFF 1D100 PER CENT OF THE VICTIM'S BODY AND SWALLOW IT. THE MUNCHER'S MOUTH IS LARGE ENOUGH TO SWALLOW A HUMAN BEING WHOLE.

THE MUNCHER'S EYES HAVE TRUE SIGHT AND CAN SEE INVISIBLE. IT MOVES SILENTLY AND CAN COMMUNICATE VIA TELEPATHY.

MURKWURM

TYPE: GIANT INSECT

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
20D8	6	9		6	1D6	1D12+4

ALIGNMENT: HUNGRY
FOUND IN: DESERTS, RIVERS, SWAMPS

LAIR (75%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	20% VARIABLE

ATTACKS:

1 SPIT, 10D8 ACID PLUS "SHOCK" FOR 1D4 MELEE TURNS
4 PALPS, 1D10 PLUS SEE BELOW

DESCRIPTION:

A PALLID YELLOW-WHITE WORM, SIXTY TO NINETY FEET LONG WITH A SKIN THAT RESEMBLES TOFU OR WHITE JELLO. IT HAS HEAT AND MOTION SENSORS AROUND ITS GAPING MAW AND FOUR PALPS. THE PALPS ARE TWENTY TO THIRTY FEET LONG AND ARE USED TO SHOVEL FOOD INTO THE MAW. IF THE PALPS HIT, THE VICTIM IS DRAWN TO ITS MOUTH FOR A 3D10 BITE AND IS THEN SWALLOWED.

THE MURKWURM EMANATES A CHEMICAL WHICH CAUSES A THICK FOG FOR UP TO A MILE AROUND ITSELF. THE

MURKWURM

VISIBILITY IN THE FOG IS 1D10 FEET, BUT THE WURM'S SENSORS WORK AT FULL EFFICIENCY. THE FOG HAS THE ODOR OF LICORICE.

THE WURM TAKES ONLY HALF DAMAGE FROM CHOPS AND CUTS. IT IS IMMUNE TO FIRE, VENOM, POISON, AND PARALYSIS. IT CAN NEVER BE FRIGHTENED, CHARMED, GEASED OR THE LIKE. IT REGENERATES ONE POINT PER MELEE TURN.

IT CAN SPIT ITS ACID UP TO 75 FEET EVERY THIRD MELEE TURN AND ITS ACCURACY IS THAT OF A TWELFTH LEVEL MAGE. THE ACID SPRAYS IN A CONE, TEN FEET WIDE AT ITS MAW AND FORTY FEET WIDE AT THE END.

ITS FAVORITE FOOD IS DWARVEN FLESH. ALL THOSE SWALLOWED BY THE WURM DISSOLVE AT 8D6 PER MINUTE. SUCH DISSOLVING DAMAGE IS *NOT* REGENERABLE.

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ALL THE WORLDS' MONSTERS



NAGEDUA

TYPE: MISCELLANEOUS

CREATED BY: ANTHONY PERROTTET

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
17D8	4	12			1D4+6	2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, DESERTS

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D2	100% G
	1D2	

ATTACKS:

2 CLAWS, 3D6 PLUS PARALYZATION
2 TENDRILS (SEE BELOW)

DESCRIPTION:

A TEN FOOT TALL APE-LIKE BEAST WITH TWO TENDRILS HANGING FROM ITS FACE. ANYONE HIT BY ITS CLAWS MUST MAKE A SAVE VS. PARALYZATION. ANYONE HIT BY A TENDRIL MUST MAKE A SAVE VS. MAGIC OR LOSE ALL HIS HIT POINTS FOR 2D4 DAYS, SUCH LOST HIT POINTS ARE GAINED BY THE NAGEDUA. THE LOSS OCCURS IMMEDIATELY AND THE VICTIM IS PARALYZED.

NASNAS

TYPE: ANIMAL

CREATED BY: CARL BATHGATE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(10-12)D8	1	20		5	2D6+4	2D8+6

ALIGNMENT: LAWFUL-GOOD
FOUND IN: WOODS, MOUNTAINS

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	50% E
	1D2	5% 1 MAGIC ITEM

ATTACKS:

1 BITE, 1D8
OR
1 BREATH (SEE BELOW)
AND
2 CLAWS, 1D6

ALL THE WORLDS' MONSTERS

NASNAS

DESCRIPTION:

A HUGE PANTHER-LIKE ANIMAL CONSTANTLY AT WAR WITH ALL DRAGONS AND DRAGONKIND, ESPECIALLY THOSE ALIGNED WITH CHAOS. IT IS VERY RARE.

ITS SWEET BREATH HAS THE POWER TO RESURRECT AND TO COMPLETELY DISPEL ALL FORMS OF DRAGON BREATH. THE NASNAS ALSO HAS THE POWER TO CHARM DRAGONS WITH ITS SONG.

NONE SUCH

TYPE: ENCHANTED MONSTER

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
12D8	-5	12	24	8	1D12+8	1D10+12

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, MOUNTAINS, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
WANDERING	1	100%	VARIABLE
	1	10%	VARIABLE

ATTACKS:

2 CLAWS, 1D8
2 KICKS, 1D10
1 SCREAM, 1D12 PLUS "STUN" FOR 1D3 MELEE TURNS
1 STING, 1D6 PLUS 12D8 PARALYZING POISON

DESCRIPTION:

A CROSS BETWEEN A PHASE SPIDER, A BLINK DOG, AND SOME KIND OF GREATER DEMON. IT IS INVISIBLE AND CAN ATTACK AND STAY THAT WAY. IT CAN REGENERATE 4 POINTS PER MELEE ROUND AND CAN HASTE ITSELF AT WILL. IT HAS TRUE SIGHT AND HEARING SO KEEN THAT IT CAN SENSE A HUMAN HEARTBEAT UP TO 240 FEET AWAY. IT CAN ALSO SEE UP TO 120 FEET IN THE DARK.

THE NONE SUCH IS COMPLETELY IMMUNE TO FEAR, CONFUSION, POISON, VENOM, STONING, AND SONIC ATTACKS. DUE TO ITS FEROCITY IT ATTACKS AS A MONSTER OF TWICE ITS HIT DICE.

THE NONE SUCH CAN MOVE ON THE ASTRAL, ETHERIAL, NORMAL, AND "PHASE" PLANES AT WILL.

NONE SUCH

ITS NAME DERIVES FROM A SCOFFING MAGE'S REPLY TO A SURVIVER'S DESCRIPTION OF AN ENCOUNTER WITH ONE. "THERE'S NON-SUCH BEAST IN EXISTANCE" HE SAID.

NUNORIA, LORD OF WATER

TYPE: ELEMENTAL

CREATED BY: PAVEL CURTIS AND CHRIS ROLLS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
24D8	2+8	12		30	18	32

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
	1	100%	REFEREE OPTION

ATTACKS:

2 BLOWS (+4), 4D10
1 WATER PUNCH, 5D10

DESCRIPTION:

KING OF THE WATER ELEMENTALS, NUNORIA IS IMMUNE TO POISON, FIRE, AND COLD. HE IS 75% RESISTANT TO MAGIC, SENSES AS A ROBE OF EYES, REGENERATES FIVE POINTS PER MELEE ROUND, AND TAKES ONLY HALF DAMAGE FROM LIGHTNING. HE FIGHTS AT FULL EFFICIENCY UNTIL KILLED. HE CAN ONLY BE HIT BY WEAPONS WHICH ARE +3 OR BETTER.

NUNORIA CAN USE THE FOLLOWING SPELLS:
LOWER WATER, PART WATER, CREATE WATER, CONTROL WEATHER, AND ICE STORM.

THE WATER PUNCH IS A BALL OF WATER THROWN UP TO 100 FEET WITH THE ACCURACY OF A SLING (+4).



ALL THE WORLDS' MONSTERS

OCHIZAUMA

TYPE: MISCELLANEOUS

CREATED BY: W. IVES (A&E 13)

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
5D8	5	18	36		2D4	1D6+6

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
WANDERING	2D12	100%	D
	2D12		

ATTACKS:

1 BITE, 1D8 PLUS PARALYSIS
8 CLAWS, 1D3

DESCRIPTION:

IT RESEMBLES A LARGE, FLYING CARPET WITH EYE STALKS IN FRONT. ITS PARALYZED PREY IS TAKEN TO ITS ROOST TO FEED ITS LARVAL YOUNG.

OCTAPUSSY

TYPE: ANIMAL

CREATED BY: TERRY JACKSON

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
4D10	3	18			3D6	3D6+3

ALIGNMENT: CHAOTIC, HUNGRY
FOUND IN: DUNGEONS, WOODS

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
WANDERING	1D3+1		
	1D2		

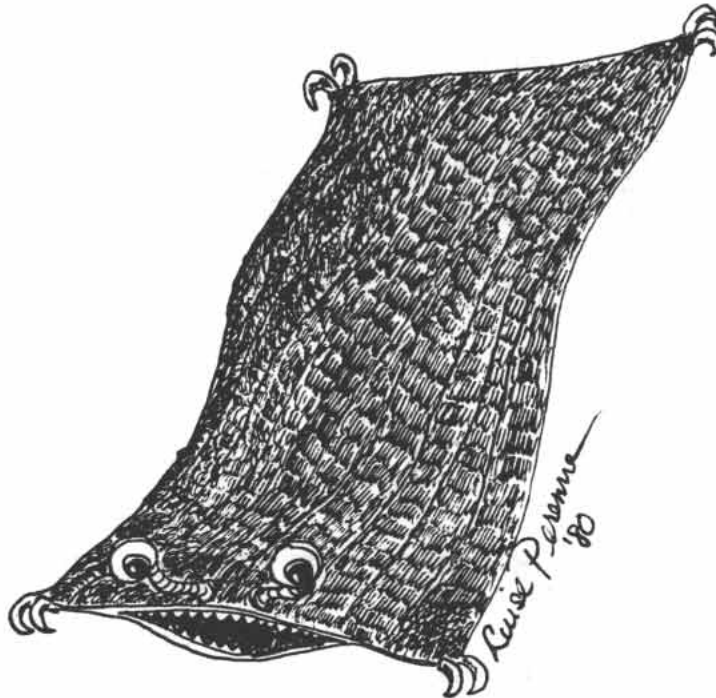
ATTACKS:

4-6 CLAWS, 2D10
1 BITE, 3D10

DESCRIPTION:

AN EIGHT-LEGGED, BENGAL TIGER WITH A TOOTHACHE, A MIGRANE HEADACHE, AND A GRUDGE. IT IS UTTERLY UNPREDICATABLE AND ALWAYS HUNGRY. OFTEN FOUND IN CAVES.

FROM THE OZ STORIES BY L. FRANK BAUM.



ALL THE WORLDS' MONSTERS

ODDERS

TYPE: ANIMAL

CREATED BY: CHARLIE LUCE

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.			
3D8	2	12	48	18	RANGE	RANGE			
					3D6	2D6+10			

ALIGNMENT: GOOD, NEUTRAL
 FOUND IN: OPEN, WOODS, RIVERS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (20%)	4D8	
WANDERING	4D4	

ATTACKS:

1 ZAP, 1D6 PLUS STUN

DESCRIPTION:

A SMALL OTTER-LIKE CREATURE WITH DRAGONFLY WINGS. IT IS VERY DOCILE AND WILL NOT ATTACK UNLESS ATTACKED FIRST. IT IS, HOWEVER, VERY CURIOUS AND OFTEN BOTHERS PARTIES BY POKING AROUND IN THEIR GEAR AND FRIGHTENING THEIR PACK AND RIDING ANIMALS. IF ATTACKED THE ODDER WILL USE ITS "ZAP", WHICH HAS A 30 FOOT RANGE AND HITS ALL TARGETS AS IF THEY WERE ARMOR CLASS 9. THE STUN LASTS 4D4 MELEE ROUNDS, THOUGH IT ONLY LASTS HALF AS LONG IF SAVED AGAINST. IF THE VICTIM DOES MAKE A SAVING THROW THE ODDER WILL LEAVE.

ODDERS HAVE A PERMANENT MIND BLANK AND ARE IMMUNE TO ALL MENTAL AND EMOTIONAL SPELLS.

OGRON

TYPE: TRUE GIANT

CREATED BY: CHRIS ROLLS

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.			
(6-10)D8	3	12			RANGE	RANGE			
					2D6	2D6+6			

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (30%)	2D10	60% 1 + 2 MAGIC ITEMS
WANDERING	1D10	40% 1 + 2 MAGIC ITEMS

OGRON

ATTACKS:

2 CLAWS, 1D10 PLUS 4D6 POISON
 3 BITES, 2D12

DESCRIPTION:

A NINE FOOT TALL HUMANOID OF INCREDIBLY HORRIBLE VISAGE. THE OGRON HAS THREE HEADS, EACH CAPABLE OF ATTACKING SEPARATELY. HE CAN REGENERATE AS IF HE WAS WEARING A "RING OF REGENERATION" AND HE CAN "PASSWALL" AT WILL.

OSTA BEAST

TYPE: LYCANTHROPE

CREATED BY: STEVE MARSH

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.			
5D8	2	8			RANGE	RANGE			
					2D6+6	2D6+6			

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OPEN, WOODS, RIVERS, SWAMPS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3+1	

ATTACKS:

2 HORNS, 2D3
 1 BREATH, NAUSEATES THOSE WHO SMELL IT
 2 HOoves, 1D3+1

DESCRIPTION:

IN ITS WERE FORM LOOKS LIKE AN ORDINARY COW. IT ATTACKS BY CHARGING AND USING ITS HORNS AS TWO-HANDED SWORDS. USUALLY FOUND AS TWO ADULTS WITH ONE OR MORE CALVES.

THOSE WHO SMELL ITS BREATHE MUST MAKE A SAVE VS. POISON OR THEY WILL BE NAUSEOUS FOR 1-2 TURNS AND UNABLE TO DO ANYTHING BUT VOMIT.

P

ALL THE WORLDS' MONSTERS



PEDITAR

TYPE: DEMON, MINOR

CREATED BY: JIM PARKER

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	5	12	40		15	17

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3 1D4	50% E

ATTACKS:

- 1 TAIL, 3D8 CONSTRICTION
- 1 HORN, 8D8 (LIKE A MOUNTED LANCE)
- 1 CLERICAL SPELL (SEE BELOW)
OR
- 1 MAGICAL SPELL (SEE BELOW)

DESCRIPTION:

A THREE FOOT TALL, BLACK, WINGED DEMON WITH A SIX FOOT LONG TAIL AND A ONE FOOT HORN IN THE MIDDLE OF ITS FOREHEAD.

IT CAN USE THE FOLLOWING CLERICAL SPELLS:
CAUSE FEAR AND FINGER OF DEATH (SAVING THROW ALLOWED).

IT CAN USE ALL MAGICAL SPELLS PLUS "COLD RAY" AND "SILENCE".

PERNEESE FIRE LIZARDS

TYPE: DRAGONKIND

CREATED BY: CHARLIE LUCE AND KAY SHAPERO

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1	2	1	18		2D6	2D6+10

ALIGNMENT: ANY, HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, WATER, AIR

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	4D6 1D12	

ALL THE WORLDS' MONSTERS

PERNEESE FIRE LIZARDS

ATTACKS:

2 CLAWS, 1D(1-3) (SEE BELOW)
 1 BITE, 1D(2-4) (SEE BELOW)
 1 BREATH, 1D(4-8) (SEE BELOW)

DESCRIPTION:

A SMALL DRAGONLIKE LIZARD (ABOUT THREE INCHES LONG PER HIT POINT). IN THE WILD STATE IT AVOIDS OTHER CREATURES EXCEPT FOR ITS PREY, BUT IF FOUND AND FED AT HATCHING IT CAN BE IMPRESSED AND TAMED BY INTELLIGENT BEINGS. THE IMPRESSION CREATES A TELEPATHIC LINK BETWEEN THE IMPRESSOR AND THE LIZARD (THE LINK HAS A 240 FOOT RANGE AND IS NOT AFFECTED BY LEAD). THE LIZARD MAY ALSO COMMUNICATE WITH OTHER CREATURES WHICH HAVE TELEPATHIC POWERS OR DEVICES.

THE PERN LIZARD SAVES AT +4 AGAINST CHARM OR SUGGESTION SPELLS AND EVEN IF THE SPELL IS A SUCCESS IT WILL *NOT* ATTACK ITS IMPRESSOR.

THE PERN LIZARD CAN TELEPORT ITSELF WITHOUT ERROR TO ANY PLACE IT OR ITS IMPRESSOR CAN VISUALIZE.

IF ITS IMPRESSOR IS KILLED THE LIZARD WILL ATTACK THE ONE RESPONSIBLE UNTIL ONE OF THEM IS DEAD. AFTERWARDS, UNLESS THE PERN CAN BE CONVINCED THAT ITS IMPRESSOR CAN BE REINCARNATED OR RAISED, IT WILL KILL ITSELF BY BLINDLY TELEPORTING. THE DEATH OF A PERN LIZARD CAUSES ITS IMPRESSOR TO GO INTO SHOCK AND BE UNABLE TO TAKE ANY ACTION FOR (4D6-LEVEL) MINUTES.

PERN LIZARDS ARE NOT BOTHERED BY COLD, INCLUDING COLD MAGICALLY PRODUCED. AFTER EATING FIRESTONE (PHOSPHOR ROCK) THE PERN LIZARD MAY BREATHE A CONE OF FIRE (5' BY 2') UP TO THREE TIMES PER MOUTHFUL. EATING FIRESTONE CAUSES FEMALE LIZARDS TO BECOME STERILE.

COLOR	HIT DICE	SEX	BITE	DAMAGE	
				CLAW	BREATH
BLUE	1D4	MALE	1D2	1	1D4
GREEN	1D4+1	FEMALE	1D2	1D2	1D4
BROWN	1D6	MALE	1D3	1D2	1D6
BRONZE	1D8	MALE	1D4	1D2	1D8
GOLD	1D8+2	FEMALE	1D4	1D3	1D8

IF FOUND NEAR A SPOT WITH WARM SAND, THERE IS A ONE SIXTH CHANCE OF A NEST IN THE LAIR, LAID BY A GOLDEN LIZARD (GREEN IF THERE ARE NO GOLD).

PERNEESE FIRE LIZARDS

COLOR	NUMBER OF EGGS	BLUE	TYPES (ROLL ON A D20)			GOLD
			GREEN	BROWN	BRONZE	
GOLD	4D8	1-5	6-13	14-17	18-19	20
GREEN	2D6	1-8	9-18	19-20		

THE EGGS TAKE FOUR TO FIVE WEEKS TO HATCH.

FROM "THE DRAGONRIDERS OF PERN" SERIES
 BY ANN MC CAFFERY.

PITORCS

TYPE: HUMANOID

CREATED BY: MARK SWANSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-8)D8	2	12			2D6+3	3D6

ALIGNMENT: CHAOTIC
 FOUND IN: ANYWHERE

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	30D10	100%	A
	10D10	70%	A

DESCRIPTION:

A RACE OF WARRIORS. PITORCS WITH ONE HIT DIE ARE LABORERS; TWO DICE ARE WARRIORS, THREE TO FOUR DICE ARE NONCOMS. THOSE OF FIVE DICE AND ABOVE ARE NOBLES AND OFFICERS. ANY FORCE ENCOUNTERED WILL BE ABOUT 6% OFFICERS, 15% NONCOMS, AND THE REST WILL BE WARRIORS AND LABORERS.

ALL SAVES VS. MAGIC ARE AS A HUMAN FIGHTER, THREE LEVELS HIGHER THAN THE PITORC.

THE PITORCS CANNOT USE ANY MAGIC OR MAGICAL DEVICES OTHER THAN ARMOR OR WEAPONS. THE PITORC NOBLES HAVE THE POWER TO BLOCK ALL DETECTION SPELLS IN THEIR AREA FOR 1D2 HOURS A DAY. ANY SUCH SPELLS USED WILL RETURN ONLY A NONDIRECTIONAL "THERE IS A PITORC NOBLE IN THE AREA".

ALL THE WORLDS' MONSTERS

PLAGUEBRINGER

TYPE: MISCELLANEOUS

CREATED BY: WAYNE SHAW

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	
10D8	6	6			1D6	RANGE	3D6

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (35%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D4	100%	D
	1D4		

ATTACKS:

2 CLAWS, 1D6 PLUS DISEASE IF SAVE VS. POISON
 NOT MADE

DESCRIPTION:

AN APELIKE CREATURE WHICH IS HOST TO ALL SORTS OF VIRULENT BACTERIA AND SUCH. WHEN THIS CREATURE DIES, EVERYONE WITHIN TWO INCHES MUST MAKE A SAVE VS. POISON OR BECOME INFECTED.

POISONFANG

TYPE: ANIMAL

CREATED BY: CHRIS ROLLS

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	
(4-10)D8	6+7	2	20		2D6+6	RANGE	3D6+12

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: ANYWHERE

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	2D8	40%	C
	2D6		

ATTACKS:

1 BITE, 3D10 PLUS 10D6 POISON

DESCRIPTION:

A GREEN LIZARD WITH WINGS, VERY SMALL LEGS, AND A HUGE MOUTH WITH SCARLET FANGS. ONLY RARELY FOUND ON THE GROUND, THE POISONFANG IS A HIGHLY SKILLED FLYER. ITS POISON IS SO POWERFUL THAT ANY SAVES ITS VICTIMS MAKE ARE AT -4.

POSSessor

TYPE: ALIEN

CREATED BY: WAYNE SHAW

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	
1D8	9	3			1D6+12	RANGE	1D6

ALIGNMENT: CHAOTIC
 FOUND IN: ANYWHERE

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D20		
	1D20		

ATTACKS:

1 TOUCH, POSSESSION

DESCRIPTION:

THIS CREATURE IS A WHITE, ONE FOOT LONG, EXTRA-TERRESTRIAL INTELLIGENT SLUG. IT TENDS TO HIDE IN POSITIONS WHERE PEOPLE WILL COME QUITE NEAR TO IT WITHOUT NOTICING THAT IT IS PRESENT. OFTEN FOUND "RIDING" GOBLINS AND SUCH LOW-LIFE UNTIL IT CAN GET A HUMAN HOST. SUCH HOSTS ARE OFTEN USED TO LOCATE AND CAPTURE MORE HOSTS.

BASED ON "THE PUPPET MASTERS" BY ROBERT HEINLEIN.

PROTEAN

TYPE: ENCHANTED MONSTER

CREATED BY: WAYNE SHAW

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	
5D8	9	3			3D4+6	RANGE	2D8

ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL
 FOUND IN: ANYWHERE

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D2	100%	ROLL FOR TYPE
	1D2		

ATTACKS:

(AS SHAPE CHANGED)

ALL THE WORLDS' MONSTERS

PROTEAN

DESCRIPTION:

THIS CREATURE, IN ITS NATURAL STATE, IS A GREYISH LUMP, ABOUT A FOOT AND A HALF WIDE. IT POSSESSES A NATURAL ABILITY TO SHAPE CHANGE (AS THE NINTH LEVEL SPELL). IT HAS ONE SERIOUS WEAKNESS, HOWEVER; NO MATTER WHAT FORM IT CHANGES TO, IT IS SUBJECT TO DISPEL MAGIC, WHICH IT HAS TO SAVE AS THOUGH IT WAS STILL IN ITS ORIGINAL FORM. IF IT DOES NOT MAKE ITS SAVE, IT IS FORCED BACK INTO ITS ORIGINAL FORM FOR 1D6 MELEE TURNS.

PROWLER

TYPE: ANIMAL

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	RANGE		DEXT.	
5D8+2	5	12				1D8+2		1D6+12	

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D12+1	100% C
	1D12	

ATTACKS:

2 CLAWS, 1D4
 1 BITE, 1D8

DESCRIPTION:

INTELLIGENT ANIMALS WITH SEMI-EMPATHIC SENSE. VERY WARY AND SURE-FOOTED. WILL REPAY ACTIONS WITH LIKE ACTIONS.

TAKEN FROM "SPACE PRISON" AND "SPACE BARBARIAN" BY TOM GODWIN.

PURIFIER

TYPE: CLEAN-UP CREW

CREATED BY: GEOFFREY TOLLE

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	RANGE		DEXT.	
16D6	8	5				0		2D6	

PURIFIER

ALIGNMENT: NONE
 FOUND IN: DUNGEONS, SWAMPS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1 ENVELOPMENT, 1D8 SUFFICATION

DESCRIPTION:

A GREY BLOB, ABOUT SEVEN METERS IN DIAMETER. IT APPEARS TO BE GREY OOZE BUT IT HAS NO CAPACITY TO HARM ANYONE UNLESS THEY ACTUALLY ENTER ITS BODY MASS. THE PURIFIER LIVES ON POISON AND CORRUPTION, SO THAT ANYTHING WHICH IS TOUCHED TO ITS BODY IS PURIFIED AS IT ABSORBS ALL POISONS AND IMPURITIES.



ALL THE WORLDS' MONSTERS

QUARANG SLASHER

TYPE: GIANT ANIMAL

CREATED BY: CAROL RODE

HIT DICE (4-20)D8	ARMOR CLASS 2-0	MOVE 12	FLY	SWIM	IQ RANGE 1D6	DEXT. RANGE 2D5+12
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, DESERTS, SWAMPS, SEAS

LAIR (80%)	NUMBER 3D4	PROBABILITY OF TREASURE AND TYPE 100%
WANDERING	1D6	30%

ATTACKS:

4 CLAWS, 1D12
1 BITE, 6D10
1 TONGUE, 2D10 CONSTRICTION PLUS SEE BELOW

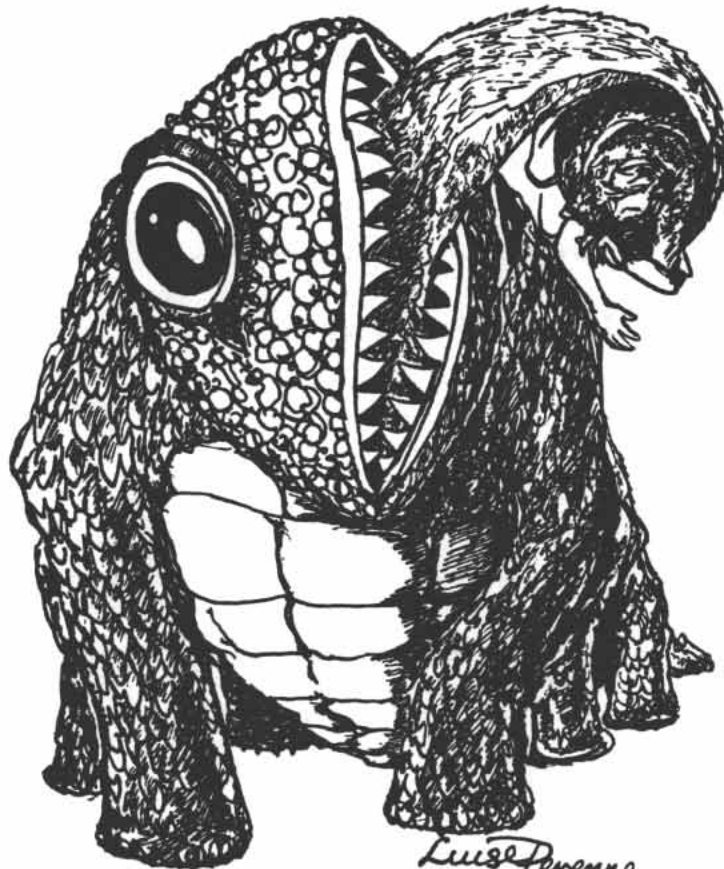
DESCRIPTION:

A TOUGH SKINNED, PLUM COLORED "REPTILE-MAMMAL", WEIGHING UP TO EIGHT TONS. IT HAS SIX LEGS, A PLATED UNDER-BELLY, A THICK BUT STUBBY TAIL, TWO GREAT EYES ON EITHER SIDE OF ITS HEAD, AND A HUGE MOUTH WITH SHARK-LIKE TEETH RUNNING THE ENTIRE LENGTH VERTICALLY FROM THE TOP OF THE HEAD TO THE "CHIN". ITS TONGUE (AC 0) IS FULLY FOURTEEN FEET LONG AND IS USED TO COIL AROUND ITS VICTIMS WITH ITS FIRE GIANT STRENGTH.

THE BEAST IS 35% MAGIC RESISTANT; LEATHER ARMOR MADE FROM ITS SKIN IS THUS +3 VS. MAGIC, SUCH ARMOR IS ALSO VARIES FROM ARMOR CLASS 2 (FROM SMALL SPECIMENS) TO CLASS -4 (FROM THE LARGER). THE BEAST'S NATURAL ARMOR CLASS VARIES FROM -2 TO -8 DEPENDING ON THE ANIMAL'S SIZE AND AGE.

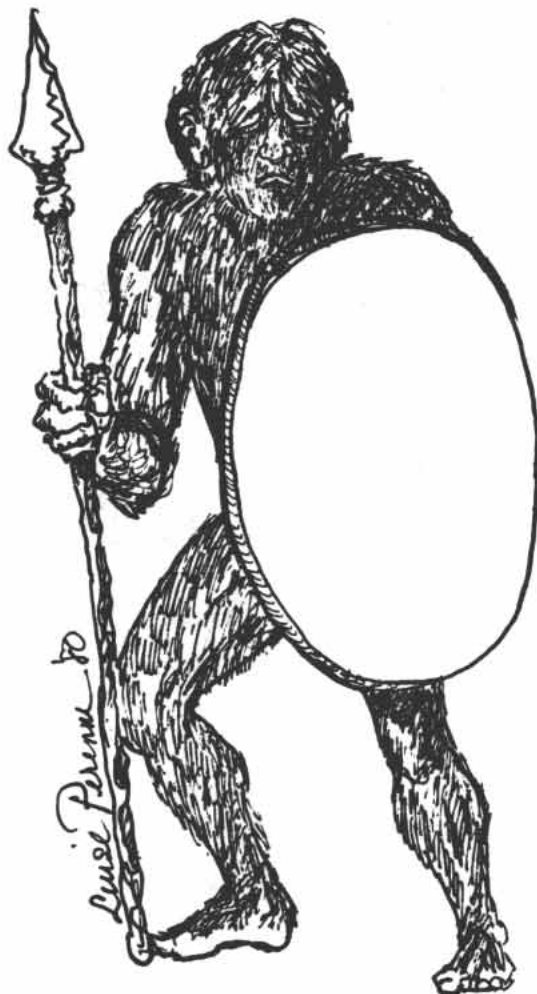
THE BEAST CAN WALK ON ANY SURFACE, INCLUDING WEBS. IT IS NAMED FOR THE SOUND IT MAKES ("QUARAN-QUARANG") BY CRASHING ITS JAWS TOGETHER. ANY TREASURE IT HAS WILL BE TAKEN FROM ITS VICTIMS.

WHEN ITS TONGUE HITS, THERE IS A 40% CHANCE THAT IT WILL WRAP ITSELF AROUND THE VICTIM AND DRAW HIM INTO ITS MOUTH.



R

ALL THE WORLDS' MONSTERS



RAT, GIANT

TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT DICE (1-27)D8	ARMOR CLASS 2	MOVE 10	FLY	SWIM	IQ RANGE 1D6	DEXT. RANGE 2D6+6
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ALIGNMENT: ANY, HUNGRY
FOUND IN: DUNGEONS, WOODS, RIVERS, SWAMPS, CITIES

LAIR (25%) WANDERING	NUMBER 3D6 2D4	PROBABILITY OF TREASURE AND TYPE
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ATTACKS:

1 BITE, 1D6

DESCRIPTION:

A GIANT FORM OF RAT WHICH CONTINUES TO GROW UNTIL ITS DEATH. ITS BASIC ARMOR CLASS IS 3, TO WHICH IS ADDED ONE THIRD THE NUMBER OF ITS HIT DICE, FRACTIONS ROUNDED UP GIVING A RANGE OF 2 TO -6.

RED RUNNER

TYPE: GIANT ARTHROPOD

CREATED BY: DAVE HARGRAVE (AG 1)

HIT DICE (3-7)D8+1	ARMOR CLASS 7	MOVE 15	FLY	SWIM	IQ RANGE 1D6	DEXT. RANGE 1D6+17
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (40%) WANDERING	NUMBER 1D10 1	PROBABILITY OF TREASURE AND TYPE 40% B
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ATTACKS:

2 LEGS, 1D4 TO 1D10 DEPENDING ON SIZE
1 BITE, 1D4 PLUS TWICE ITS HIT DICE IN POISON

DESCRIPTION:

RED VELVET FURRED TARANTULA. ALSO CALLED RED FANGS. HAS SIX GLITTERING BLACK STAR SAPPHIRE-LIKE EYES. IT CAN LEAP UP TO FORTY FEET AT WILL. ITS POISON ONLY PARALYSES ELVES AT -4 SAVE. IT LOVES HOBBITS AND WILL ATTACK THEM FIRST.

ALL THE WORLDS' MONSTERS

RED RUNNER

ALSO KNOWN AS A "RED FANG".

REFORCER

TYPE: ANIMAL

CREATED BY: ROB ANSLOW

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.
9D8	0	12			2D6	3D6

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, WOODS, MOUNTAINS

LAIR (55%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D6	90%	C-2
	1D4	15%	C

ATTACKS:

2 CLAWS, 1D8
 1 BITE, 1D10

DESCRIPTION:

A SHAGGY HUMANOID, SOMEWHAT LARGER THAN A HILL GIANT, AND OFTEN FOUND CARRYING A LARGE SPEAR AND SHIELD.

THE REFORCER IS AN ANTI-MAGICAL CREATURE IN THAT IT IS COMPLETELY IMMUNE TO THE MAGIC SPELLS OF CLERICS AND MAGES ABOVE SEVENTH LEVEL. NEITHER CAN IT BE HIT BY MAGIC WEAPONS.

ROBOT

TYPE: ENCHANTED MONSTER

CREATED BY: WAYNE SHAW

HIT	ARMOR					
POINTS	CLASS	MOVE	FLY	SWIM	IQ	DEXT.
100	-12	18			3D4+4	18

ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL
 FOUND IN: ANYWHERE

LAIR (80%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D6	100%	G
	1D6		

ROBOT

ATTACKS:

2 FISTS, 3D6

DESCRIPTION:

A MECHANICAL CREATURE, GENERALLY EITHER UNDER CONTROL OR HAS BEEN PROGRAMMED IN SOME SPECIFIC SET OF ACTIONS. ITS STRENGTH IS ROUGHLY THAT OF A STONE GIANT, IT HAS 18(00) DEXTERITY, AND IT IS FUNCTIONALLY AT DOUBLE SPEED. IT IS -2 VS. ELECTRICAL SPELLS.

ROBOTIC VULTURE

TYPE: ROBOT

CREATED BY: SCOTT MC CARTNEY

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.
6D8	2	3	48		12	18

ALIGNMENT: ANY
 FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE	
	1D10		

ATTACKS:

2 TALONS, 1D8
 1 BEAK, 1D6
 1 WING BUFFET, 1D3 PLUS STUN FOR 1D3 MELEE TURNS

DESCRIPTION:

A LARGE ROBOT IN THE SHAPE OF A VULTURE AND MADE OF IRIDIUM. IT HAS AN EIGHT FOOT WINGSPAN. DUE TO ITS METAL CONSTRUCTION, NORMAL WEAPONS DO ONLY HALF DAMAGE. IT IS 25% MAGIC RESISTANT.

IF REDUCED TO 1D5 HIT POINTS, THE ROBOT CAN BE CAPTURED. A SEVENTIETH LEVEL TECHNO CAN REWORK THE "BRAIN" OF A CAPTURED ONE AND HAVE IT SERVE HIM UNTIL DEATH.

S

ALL THE WORLDS' MONSTERS



SACN0TH

TYPE: DRAGON

CREATED BY: STEVE DAVIES (A&E 17)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
40D8	-20	6			2D6+6	2D6+6

ALIGNMENT: ANY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	100% H

ATTACKS:

1 BITE, 3D10

DESCRIPTION:

A LARGE, INVULNERABLE DRAGON WHOSE HIDE CAN BE CUT UP INTO ONE TO SIX +2 SHIELDS. ITS ONLY VULNERABLE AREA IS ITS NOSE. IT HAS NO BREATH WEAPON. IT HAS A DORSAL PLATE WHICH MAY BE FORGED INTO A +2 SWORD WHICH ALLOWS THE OWNER TO HIT AS IF HE WAS FIVE LEVELS HIGHER AND DOES DOUBLE DAMAGE ON ANY BLOW THAT HITS WITH A 19 OR 20. THE SWORD WILL HAVE AN EGO OF 12 AND AN INTELLIGENCE OF 1.

THE SACN0TH IS IMPERVIOUS TO ALL MAGIC UNDER TENTH LEVEL AND HAS A 50% CHANCE OF TURNING (AS A RING) ANY HIGHER LEVEL MAGIC.

SCARLET STALKER

TYPE: MISCELLANEOUS

CREATED BY: WAYNE SHAW

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8	4	30			1D6+1	2D6+12

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% E

ATTACKS:

1 CLAW, 1D12 OR PARALYSIS

ALL THE WORLDS' MONSTERS

SCARLET STALKER

DESCRIPTION:

ALSO KNOWN AS AN IXTL. ITS MAIN INTEREST IS IN REPRODUCING. IT TRIES TO DO THIS BY CAPTURING A HUMAN AND INSERTING ITS EGGS INTO HIM BY TURNING THEM ETHEREAL. ITS TOUCH IN ETHEREAL FORM WILL PARALYZE A PERSON FOR 1D6 MELEE TURNS. THE EGGS KEEP THE PERSON PARALYZED UNTIL THEY ARE REMOVED IN SOME WAY OR THEY HATCH AND THE CREATURES EAT THEIR WAY OUT.

BASED ON "VOYAGE OF THE SPACE BEAGLE" BY A. E. VAN VOGT.

SCORPAN

TYPE: MISCELLANEOUS

CREATED BY: CHRIS ROLLS

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
(8-16)D8	-2-0	10			3D6		2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

LAIR (80%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	2D8	45%	F + MAGIC WEAPONS
	1D4	30%	I + MAGIC WEAPONS

ATTACKS:

1 STING, 1D10 PLUS 6D8 POISON
2 WEAPONS, BY WEAPON TYPE
1 BREATH, 4D12 ACID

DESCRIPTION:

A HUMAN/SCORPION CROSS BREED, THE SCORPAN STANDS ABOUT FIVE FEET TALL. IT NORMALLY USES A WEAPON IN EACH HAND (USUALLY MAGIC WEAPONS) AND IT HAS A LONG TAIL WITH A STING. LIKE HUMANS THE SCORPAN CAN BE ANY CLASS OF BEING BUT IT TENDS TO FAVOR THE CLASSES OF FIGHTERS AND THIEVES.

SCORPION, BLACK

TYPE: GIANT ARTHROPOD

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
5D8	2	8			1D3		2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, DESERTS, RIVERS, SWAMPS

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	2D4	50%	B
	1D4		

ATTACKS:

2 PINCERS, 1D10
1 STING, 1D4 PLUS 7D6 POISON

DESCRIPTION:

A SLIM SCORPION BOUND IN HOT, MOIST AREAS. IT HAS A -3 SAVING THROW VS. COLD AND ALSO TAKES +3 DAM- FROM COLD ATTACKS.

SCORPION, TAN

TYPE: GIANT ARTHROPOD

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
8D8	3	6			1D3		2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, SWAMPS, CITIES

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	2D4	50%	B
	1D4		

ATTACKS:

2 PINCERS, 1D10
1 STINGER, 1D4 PLUS 4D6 POISON

DESCRIPTION:

A GIANT TAN SCORPION, WITH A CHUNKY BUILD. IT PREFERS HOT/DRY AREAS. COLD DOES +3 DAMAGE TO IT.

ALL THE WORLDS' MONSTERS

SHIMMER SHIFTER

TYPE: ENCHANTED MONSTER

CREATED BY: DAVE HARGRAVE

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.
4D8	0	9		3	RANGE	RANGE
					1D12	4D6

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, MOUNTAINS, DESERTS

LAIR (90%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	2D10	85%	VARIABLE
	1D10		

ATTACKS:

1 DISRUPTION BLAST, 4D8 + "STUN" 1D6 MELEE TURNS

DESCRIPTION:

A SHIMMERING SPOT IN THE AIR (ABOUT FIVE FEET TALL AND THREE FEET WIDE) IS ALL THAT IS EVER SEEN OF THE SHIFTER AS IT DISSOLVES UPON DEATH. IT BENDS LIGHT AROUND ITS BODY, SO IT ATTACKS AND DEFENDS AT +2. ALL LIGHT TYPE WEAPONS (BEAMS, RAYS, ETC.) WARP RIGHT AROUND THE SHIFTER HARMLESSLY.

THE SHIFTER IS IMMUNE TO ALL FORMS OF FIRE/HEAT, AND LIGHTNING ONLY DOES ONE QUARTER DAMAGE. IT ALSO GETS A +5 SAVING THROW AGAINST ALL FORMS OF MAGIC, BUT COLD DOES DOUBLE DAMAGE.

ALL THOSE WHO GET WITHIN TEN FEET OF A SHIFTER ARE DAZZLED BY THE LIGHT IT SEEMS TO EMIT AND WHILE DAZZLED THEY ATTACK AND DEFEND AT -1. THERE IS ALSO A 10% CUMULATIVE CHANCE PER TURN THAT ANYONE LOOKING DIRECTLY AT THE SHIFTER WILL BECOME DIZZY AND DISORIENTED FOR 1D10 MELEE TURNS AND BE UNABLE TO FIGHT.

THE "DISRUPTION BLAST" HAS A RANGE OF NINETY FEET AND IS THREE FEET WIDE.

THE SHIFTER IS USUALLY FOUND IN CAVES OR OTHER ROCKY PLACES.

SHUDU

TYPE: HUMANOID

CREATED BY: RICHARD HARVEY

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.
2D8	5	14		5	RANGE	RANGE
					3D5	3D6

ALIGNMENT: CHAOTIC, HUNGRY
 FOUND IN: DUNGEONS, WOODS

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	12D5	100%	B
	15D4	75%	B

ATTACKS:

1 BITE, 1D6
 2 CLAWS, 1D4

DESCRIPTION:

GLISTENING BLACK, HAIRLESS, MAN-SIZED CREATURE. VERY FOND OF HUMAN FLESH. IT NEVER WEARS ARMOR. IT ALWAYS ATTACKS BY SURPRISE AND FROM BEHIND IF POSSIBLE.

SKORPADILLO

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.
(3-7)D8+1	5	9			RANGE	RANGE
					1D6	2D6+6

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	2D8	100%	D
	1D4		

ATTACKS:

2 CLAWS, 1D8-3D6 DEPENDING ON SIZE
 1 BITE, 1D6-1D10 DEPENDING ON SIZE
 1 STING, 1D4 PLUS 3D12 POISON WHICH BLINDS FOR 1D3 TURNS

DESCRIPTION:

A GIANT, ROCK COLORED ARMADILLO WITH A SCORPION-LIKE TAIL. THE ARMOR CLASS AND SPEED SHOWN IS FOR

ALL THE WORLDS' MONSTERS

SKORPADILLO

THE SMALLEST. ADD ONE TO EACH FOR EACH HIT DIE IT HAS ABOVE THREE. ITS POISON REMAINS THE SAME FROM BIRTH,

SKYRAY

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE (AG 1)

HIT DICE (3-5)D8+1	ARMOR CLASS 5	MOVE	FLY 18	SWIM	IQ RANGE 1D6	DEXT. RANGE 2D6+6
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ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

LAIR (10%) WANDERING	NUMBER 6D4 2D4	PROBABILITY OF TREASURE AND TYPE 50% E
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ATTACKS:

1 TAIL SLASH, 1D8 TO 3D6 DEPENDING ON SIZE PLUS (# HIT DICE)D6 POISON

DESCRIPTION:

A BLUE GREY MANTA RAY SHAPED FUNGOID LIFE FORM WITH A WICKEDLY BARBED TAIL AND ONE GOLDEN, PUPIL-LESS EYE. ITS EYE IS REALLY A FORM OF RADAR SO IT ALWAYS ATTACKS AT +4.

DUE TO ITS FUNGOID ORIGIN IT IS IMMUNE TO CHARMS, SLEEP, PARALYSIS, CONFUSION, AND FEAR. UPON DEATH (WHICH MAY BE SELF INFLICTED), THE SKYRAY SENDS OUT A THIRTY FOOT DIAMETER CLOUD OF SPORES. ANY-ONE BREATHING IN A SPORE BECOMES A HOST, AND IN ABOUT THREE MONTHS THE SPORE WILL GROW TO ADULT SIZE, KILLING THE HOST IN THE PROCESS.

FROM "OMNIVORE" BY PIERS ANTHONY.

SLINGER

TYPE: GIANT ANIMAL

CREATED BY: PAVEL CURTIS

HIT DICE 15D8	ARMOR CLASS 7+4	MOVE	FLY	SWIM	IQ RANGE 3D6	DEXT. RANGE 3D6
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SLINGER

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS, SWAMPS

LAIR (40%) WANDERING	NUMBER 2D3 1D4	PROBABILITY OF TREASURE AND TYPE 90% E
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ATTACKS:

1 BITE, 3D12
1 WEB, ENTANGLEMENT

DESCRIPTION:

A BIG, LEATHERY WORM WITH TWO SMALL HOLES ON EACH SIDE OF ITS GAPING MOUTH. THE HOLES SPOUT WEB STRANDS WHICH REMAIN CONNECTED TO THE MOUTH. IF IT ENTANGLES A VICTIM, THE WEB WILL CONTRACT ABOUT HIM AND THE WORM WILL "REEL" HIM INTO ITS MOUTH.

THE WEB STRANDS CAN BE PROJECTED UP TO A RANGE OF THIRTY FEET. THE ACCURACY OF THE STRANDS IS BASED ON THE VICTIM'S DEXTERITY, ROLL ONCE FOR EACH STRAND. IF THE ROLL ON A D20 IS GREATER THAN THE VICTIM'S DEXTERITY THEN THE STRAND HITS.

ALSO CALLED A WEBWORM.

SLIZZARD

TYPE: ANIMAL

CREATED BY: PAUL SCHNEIDER

HIT DICE (4-6)D8	ARMOR CLASS 3	MOVE	FLY	SWIM	IQ RANGE 2D4	DEXT. RANGE 3D6
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ALIGNMENT: NEUTRAL
FOUND IN: OUTDOORS, RIVERS, SWAMPS

LAIR (20%) WANDERING	NUMBER 2D8 1D8	PROBABILITY OF TREASURE AND TYPE
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ATTACKS:

1 BITE, 1D10

DESCRIPTION:

A SCALY CREATURE WITH A SNAKE-LIKE NECK AND MANY TEETH. IT HAS A VICIOUS TEMPERMENT. THE SLIZZARD CAN BE SUBDUED, BUT IT TAKES 1D4 WEEKS TO TAME IT.

ALL THE WORLDS' MONSTERS

SLIZZARD

FROM "LORD OF LIGHT" BY ROGER ZELAZNY.

SLUGGOC

TYPE: MISCELLANEOUS

CREATED BY: CHRIS ROLLS

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
(24-40)D8	-4-0	4			1D4		RANGE
							1D6+6

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (5%)	1	10% G
WANDERING	1	

ATTACKS:

- 1 BITE, 6D12
- 1 SALIVA, 8D8 ACID
- 2 TENTACLES, 1D4 PLUS PARALYSIS

DESCRIPTION:

A HUGE, GREEN AND BLACK SLUG. THE SLUGGOC IS EASY TO LOCATE BECAUSE OF ITS SIZE AND THE FACT THAT IT LEAVES A FOUL, SLIMY TRAIL OF A BLACK GREASY SUBSTANCE.

THE SLUGGOC WILL ONLY BITE IF BOTH TENTACLES HIT THE SAME VICTIM. ITS FLESH IS EXTREMELY THICK, TOUGH, AND LEATHERY AND IT SECRETES AN OIL WHICH MAKES IT IMMUNE TO FIRE. ONLY EDGED WEAPONS CAN PENETRATE ITS HIDE, BLUNT WEAPONS JUST BOUNCE OFF.

SMIK LAT

TYPE: MISCELLANEOUS

CREATED BY: STEVE MARSH

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
19D8	0			10	3D6		RANGE
							3D6

ALIGNMENT: CHAOTIC
FOUND IN: SEAS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	100% ROLL FOR TYPE

SMIK LAT

ATTACKS:

- 1 BITE (AS A VAMPIRE +2), BLOOD DRAIN

DESCRIPTION:

LOOKS LIKE AN EYE WITH ARMS AND A SUCKER MOUTH. ITS SCALES GIVE IT ITS ARMOR CLASS OF ZERO AND THEY CAN BE MADE INTO +2 SHIELDS.

SNAKE, GIANT

TYPE: ANIMAL

CREATED BY: DENNIS O'BRIEN

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
4D8	4	9			1		RANGE
							3D6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (30%)	2D6	20% C
WANDERING	1D6	

ATTACKS:

- 1 BITE, 1D6 PLUS POISON (SEE BELOW)
- 1 CONSTRICTION, 2D4

DESCRIPTION:

THIRTY TO FORTY FEET LONG, THIS SNAKE CAN SWALLOW A MAN WHOLE. A SWALLOWED VICTIM, IF REMOVED FROM THE SNAKE'S STOMACH WITHIN TWO DAYS, MAY BE RAISED TO LIFE AGAIN. AFTER TWO DAYS THE BODY HAS BEEN TOO DAMAGED BY THE SNAKE'S DIGESTIVE JUICES TO MAKE RAISING POSSIBLE.

IF THE VICTIM OF THE SNAKE'S BITE DOESN'T MAKE HIS SAVING THROW VS. POISON, HE WILL SLOWLY DIE. HE WILL LAST (VICTIM'S LEVEL) HOURS. UNTIL THIS TIME PASSES, THE VICTIM CAN BE SAVED BY A "NEUTRALIZE POISON" SPELL FOLLOWED BY A "CURE DISEASE" SPELL.

ALL THE WORLDS' MONSTERS

SNAKE, HOOP

TYPE: ANIMAL

CREATED BY: LEE GOLD

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.			
1D8	6	18			RANGE	RANGE			
					1D4	2D6+6			

ALIGNMENT: NONE
FOUND IN: DUNGEONS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D6	

ATTACKS:

1 BITE, 1D6 PLUS 1D8 POISON

DESCRIPTION:

THIS SNAKE MOVES BY INSERTING ITS TAIL IN ITS MOUTH, FORMING A HOOP, AND THEN ROLLING ABOUT ON ITS "RIM". IT ATTACKS BY BUILDING UP SPEED AND THEN THROWING ITSELF AT ITS INTENDED VICTIM.

SNAP DRAGON

TYPE: PLANT

CREATED BY: KAY SHAPER

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.			
4D8	8	0			RANGE	RANGE			
					1	1D6+12			

ALIGNMENT: NONE
FOUND IN: OPEN, WOODS, SWAMPS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	2D4	30% 1/2 I

ATTACKS:

10D4 FLOWERS, EACH BREATHING 1D4 FLAME

DESCRIPTION:

A FOUR TO SIX FOOT TALL BUSH WITH LIGHT GREEN SERRATE LEAVES AND 10D4 YELLOW FLOWERS SHAPED VAGUELY LIKE DRAGON HEADS. WHEN DISTURBED EACH FLOWER CAN "BREATHE" 1D4 POINTS OF FLAME, BUT THE BREATH IS SHORT AND CAN ONLY AFFECT A SINGLE TARGET.

SOGGI

TYPE: ENERGY BEING

CREATED BY: CAROL RODE

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.			
(10-20)D4	5			30	RANGE	RANGE			
					1D4	1D4			

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, AIR

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	4D10	
	1D10	

ATTACKS:

1 TOUCH, MAGICAL DRAIN

DESCRIPTION:

A TRANSPARENT, CAPE-LIKE FLYER OF VARIABLE SIZE (IT IS VERY ELASTIC). ITS USUAL MODE OF ATTACK IS TO CLING TO A CEILING AND THEN DROP OR FLY ONTO ITS INTENDED VICTIM. IT CAN BE DETECTED AS AN ENERGY SOURCE, BUT NOT AS LIVING MATTER. NEITHER CAN IT BE SEEN EVEN BY A "SEE INVISIBLE". IT CAN BE FELT AS A BREEZE AS IT PASSES BY.

ON CONTACT THE SOGGI WRAPS ITSELF AROUND ITS VICTIM (LIKE LIQUID SARAN WRAP) AND DRAWS MAGICAL ENERGY FROM THEM, ONE MAGICAL ABILITY AT RANDOM PER TURN, USUALLY FROM MAGICAL WEAPONS, AMULETS, RINGS, ETC. EACH "SCORE" ADDS 8 TO THE SOGGI'S HIT POINTS.

THE SOGGI IS IMMUNE TO MENTAL SPELLS AND TO PSI-ONIC ATTACK. 50% OF ALL MAGICAL SPELLS DIRECTED AT THE SOGGI WILL PASS THROUGH IT AND AFFECT WHO-EVER IT HAS ENVELOPED. 50% OF ALL PHYSICAL DAMAGE WILL ALSO PASS THROUGH TO ITS VICTIM. IF A SOGGI SUSTAINS MORE THAN 50% DAMAGE ITSELF, IT WILL FLEE.

THERE MAY BE SEVERAL ITEMS IN ITS LAIR, OFTEN BEAUTIFUL BUT NEVER MAGICAL. ANY MAGICAL ITEMS IT WILL HAVE STOLEN WILL HAVE BEEN DRAINED OF ALL MAGIC POWER AND SUCH "DEAD" ITEMS CAN NEVER BE RE-ENCHANTED.

ALL THE WORLDS' MONSTERS

SOUL STEALER

TYPE: UNDEAD

CREATED BY: STEVE MARSH

HIT	ARMOR				IQ	DEXT.
DICE	CLASS	MOVE	FLY	SWIM	RANGE	RANGE
12D20	0	15			2D6	2D6+6

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: ANYWHERE

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	
	1	

ATTACKS:

1 TOUCH, 6 LIFE ENERGIES PLUS "SOUL STEAL" (50%)

DESCRIPTION:

ONE OF THE MOST POWERFUL OF THE UNDEAD, THE SOUL STEALER CAN ONLY BE DESTROYED BY 6 "FINGERS OF DEATH", OR 6 "DISINTEGRATES", OR 6 OTHER EQUALLY POWERFUL SPELLS. IT SAVES AS A TWELFTH LEVEL CLERIC AND CAN ONLY BE TURNED BY TWENTY-FIRST OR HIGHER LEVEL PATRIARCHS.

THE SOUL STEALER RESEMBLES A GREY COLORED MAN AND LOOKS QUITE HARMLESS UNTIL IT ATTACKS.

SPACE BENDER

TYPE: MISCELLANEOUS

CREATED BY: STEVE MARSH

HIT	ARMOR				IQ	DEXT.
DICE	CLASS	MOVE	FLY	SWIM	RANGE	RANGE
3D8	2	25			2D4	2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D8	100% DRAGON HOARD (SEE BELOW)
	1D8	

ATTACKS:

1D4 ETHEREAL VORTICES (SEE BELOW)

DESCRIPTION:

LOOKS LIKE AN EIGHT-LIMBED MAN (FOUR ARMS, FOUR LEGS), BUT IT HAS TENTACLES IN PLACE OF EYES.

SPACE BENDER

IT CAN FIRE ONE ETHEREAL VORTEX FROM EACH ARM PER TURN. IT ALSO HAS THE POWER TO "DIMENSION DOOR" ITSELF AND ONE OTHER AT ANY TIME IT WISHES, SO ITS USUAL ATTACK IS OF D-DOOR IN, GRAB SOMEBODY, AND THEN D-DOOR ITSELF AND ITS VICTIM AWAY.

THE TYPE OF TREASURE IS DEPENDENT ON HOW MANY OF THE BENDERS RESIDE IN THE LAIR. EACH ONE WILL CONTRIBUTE THE EQUIVALENT OF A DRAGON HOARD TO THE MUTUAL TREASURE.

THE SPACE BENDER'S ARMOR CLASS VARIES DEPENDING ON WHICH TYPE OF WEAPON ATTACKS IT. AS IT IS HIGHLY MAGICAL, ALL MAGIC WEAPONS ATTACK AS IF AGAINST ARMOR CLASS -10 WHEREAS NORMAL WEAPONS ATTACK AS IF AGAINST ARMOR CLASS 2. ANY MAGIC USED AGAINST THE SPACE BENDER HAS A 50% CHANCE OF BEING REFLECTED BACK AGAINST THE CASTER.

SPIDER, BLACK WIDOW, GIANT

TYPE: GIANT ARTHROPOD

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR				IQ	DEXT.
DICE	CLASS	MOVE	FLY	SWIM	RANGE	RANGE
(8-10)D8	4	8			1D3	2D6+8

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	50% A
	1	

ATTACKS:

4 KICKS, 1D6
1 BITE, 1D6+3 PLUS 4D6 POISON
1 WEB, ENTANGLEMENT

DESCRIPTION:

A GIANT SPIDER WITH A TEN FOOT LEGSPREAD. ITS WEB IS LIKE THE WEB SPELL AND CAN BE PULLED IN BY THE SPIDER.

ALL THE WORLDS' MONSTERS

SPIDER, FIDDLE

TYPE: GIANT ARTHROPOD

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
(6-8)D8	4	12			1D6		RANGE
							2D6+6

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D6	50%	B
	1D4		

ATTACKS:

1 BITE, 1D6 PLUS 8D6 POISON
 4 KICKS, 1D6

DESCRIPTION:

A LARGE SPIDER WITH AN EIGHT FOOT LEGSPREAD. A HUNTER, AND SOMEWHAT ABOVE THE USUAL IN INTELLIGENCE (FOR A SPIDER THAT IS).

SPIDER, GIANT

TYPE: GIANT ARTHROPOD

CREATED BY: DENNIS O'BRIEN

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
2D8+2	5	12			1		RANGE
							3D6

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, WOODS

LAIR (90%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D6	30%	A
	1		

ATTACKS:

1 BITE, 1D3 PLUS POISON (SEE BELOW)
 1 WEB, ENTANGLEMENT

DESCRIPTION:

A FOUR TO FIVE FOOT TALL SPIDER. THE SPIDER'S WEB CAN BE SPUN AS A "WEB" SPELL. ITS BITE IS POISONOUS AND IF THE VICTIM DOES NOT MAKE HIS SAVE, HE IS PARALYZED.

SPIDER, GIANT

THE SPIDER USUALLY HUNTS ALONE. ITS TREASURE CONSISTS OF ITEMS WHICH WERE CARRIED BY ITS VICTIMS.

SPIDER, RED

TYPE: GIANT ARTHROPOD

CREATED BY: S. ROSE & K. PICK

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
5D8	3	6			1D6		RANGE
							2D6+5

ALIGNMENT: NEUTRAL, HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	2D10	10%	B
	2D10		

ATTACKS:

7 CLAWS, 1D4
 1 CLAW, 1D4 PLUS -1 FROM CONSTITUTION

DESCRIPTION:

GIANT, BRIGHT RED SPIDER. IT HAS NO MOUTH, IT LIVES BY DRAINING ITS VICTIM'S CONSTITUTION.

SPIDER, TRAP DOOR

TYPE: GIANT ARTHROPOD

CREATED BY: KAY SHAPERØ

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
10D8	5	15			2D6+6		RANGE
							1D6+12

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, OPEN, DESERTS, SWAMPS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
	1	30%	A(1)

ATTACKS:

8 CLAWS, 1D6
 1 BITE, 1D4 PLUS 4D8 POISON

ALL THE WORLDS' MONSTERS

SPIDER, TRAP DOOR

DESCRIPTION:

A GREY-BROWN SPIDER ABOUT THE SIZE OF A GREAT DANE. IT DIGS AN UNDERGROUND TRAP WITH A THIN ROOF. ANYONE STEPPING ON THE ROOF'S TRIGGER POINT WILL FALL THROUGH AND DOWN TEN TO TWENTY FEET, TAKING 1D6 FROM THE FALL. ONCE DOWN IN THE TRAP THE VICTIM MUST SAVE VS. MAGIC OR BE DAZED FOR 1D5 MELEE TURNS. THE SPIDER CAN ALSO SPIN A WEB WHICH ACTS AS A "WEB" SPELL.

SPIDERBAT

TYPE: GIANT INSECT

CREATED BY: WAYNE SHAW

HIT	ARMOR							
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.		
6D8+1	5	4	20		RANGE	RANGE		
					2D4	1D6+14		

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (10%)	2D6	100% B
WANDERING	2D6	

ATTACKS:

2 CLAWS, 1D6
1 ENFOLDMENT, 4D8

DESCRIPTION:

FLYING, INSECT-LIKE ANIMAL. IT ONLY ENFOLDS IF IT HITS WITH 18 OR HIGHER.

BASED ON "THIS IMMORTAL" BY ROGER ZELAZNY.

SPINED PINCHER

TYPE: MISCELLANEOUS

CREATED BY: STEVE MARSH

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	
3D8	3			14	RANGE	RANGE	
					3D6	3D6	

ALIGNMENT: CHAOTIC
FOUND IN: SEAS

SPINED PINCHER

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (50%)	3D10	20% F
WANDERING	1D3	20% F

ATTACKS:

1 STRIKE, DEVOURS ITS VICTIMS HEART

DESCRIPTION:

LOOKS LIKE AN OCTOPUS WITH TEETH, EACH ARM HAS A SUCKER MOUTH. FOUND AS THE PET OF A DEVIL MAN OR IN A PACK RESIDING IN MEDIUM SEAWEED.

THE ARMS STRIKE AS A FLAIL.

SPIRIT OF VENGEANCE

TYPE: UNDEAD

CREATED BY: PAUL TAYLOR

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	
(4-11)D8	0	15	36		RANGE	RANGE	
					3D6+2	3D6+2	

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2	60% E + 15% FOR MAGIC WEAPON

ATTACKS:

1 STRIKE, 1D8 PLUS 2 LIFE LEVELS
OR
1 WEAPON, BY WEAPON PLUS 1 LIFE LEVEL

DESCRIPTION:

AN INCORPOREAL CREATURE RESEMBLING A SPECTRE. IT IS SEMI-INVISIBLE. THE AVENGING SPIRIT CAN ONLY BE AFFECTED BY MAGICAL WEAPONS, IT IS 40% RESISTANT TO MAGIC.

THE AVENGING SPIRIT HAS A MISSION OF VENGEANCE TO PERFORM. ONCE THE MISSION IS COMPLETED THE SPIRIT WILL BE RELEASED. ANYONE KILLED BY THE SPIRIT BECOMES A WRAITH UNDER THE SPIRITS CONTROL. IF THE SPIRIT IS KILLED OR RELEASED, ITS WRAITHS ARE DISPELLED.

THE SPIRIT CAN SEE AND HIT BOTH ETHERIAL AND INVISIBLE OPPONENTS.

ALL THE WORLDS' MONSTERS

SQUIG

TYPE: GIANT ANIMAL

CREATED BY: PAVEL CURTIS

HIT DICE (5-7)D8	ARMOR CLASS 7+3	MOVE 9	FLY	SWIM	IQ RANGE 3D6	DEXT. RANGE 1D8+10
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, SWAMPS

LAIR (40%) WANDERING	NUMBER 2D6 1D8	PROBABILITY OF TREASURE AND TYPE 95% D
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ATTACKS:

8 TENTACLES, 1D4 CONSTRICTION
1 BITE, 4D6

DESCRIPTION:

A GIANT PIG WITH TENTACLES SPROUTING FROM BEHIND ITS HEAD. IF FOUR OR MORE OF THE TENTACLES HIT THE SAME TARGET, THEN (AND ONLY THEN) WILL IT ATTEMPT TO BITE. AGAINST THE BITE A VICTIM GETS NO BENEFIT FROM SHIELD, DEXTERITY, OR AGILITY. ONCE A TENTACLE HITS, IT WILL NOT LET GO UNTIL EITHER THE VICTIM OR THE SQUIG IS DEAD, WHILE ATTACHED TO THE VICTIM THE TENTACLE DOES 1D4 CONSTRICTION DAMAGE PER TURN.

STAVANZER

TYPE: MISCELLANEOUS

CREATED BY: DAN PIERSON

HIT DICE (50-150)D8	ARMOR CLASS 9	MOVE 30	FLY	SWIM	IQ RANGE 1D3	DEXT. RANGE 1D6+10
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ALIGNMENT: NEUTRAL, HUNGRY
FOUND IN: MOUNTAINS

LAIR (50%) WANDERING	NUMBER 10D5 1	PROBABILITY OF TREASURE AND TYPE 5% A 5% A
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ATTACKS:

1 BLOW, 1 POINT PER HIT DIE

STAVANZER

DESCRIPTION:

FIFTY TO ONE HUNDRED AND FIFTY METER LONG (ONE METER/HIT DIE), SLATE GREY, SLUGLIKE BEAST WITH TWO TUSKS. THE TUSKS ARE SOLID IVORY, 10-30 FEET AROUND, 40-100 FEET LONG, AND WORTH 500,000 TO 5,000,000 GP EACH (IF YOU CAN FIND A BUYER). IT IS ONLY FOUND ON GLACIAL ICE SHEETS.

IT HAS VERY GOOD EYESIGHT AND SENSE OF SMELL. A HERD WILL TRAVEL MANY MILES (SQUASHING EVERYTHING IN ITS PATH) TO GATHER AROUND A DEAD STAVANZER FOR SEVERAL DAYS (IF THEY SMELL THE CORPSE). IT HAS AN AFFINITY FOR PIKA-PEDANS.

NOTE: THIS IS A *B-I-G* MONSTER AND IT IS VERY UNLIKELY THAT ONE COULD BE FOUND IN A DUNGEON.

FROM "ICE WORLD" BY ALAN DEAN FOSTER.

STER

TYPE: ANIMAL

CREATED BY: ROB ANSLOW

HIT DICE (6-8)D8	ARMOR CLASS 4	MOVE 14	FLY	SWIM	IQ RANGE 2D6+6	DEXT. RANGE 1D6+12
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ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OPEN, MOUNTAINS

LAIR (45%) WANDERING	NUMBER 1D3 1D3	PROBABILITY OF TREASURE AND TYPE 60% H 40% H
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ATTACKS:

2 CLAWS, 1D8
1 BITE, 1D12

DESCRIPTION:

A CREATURE RESEMBLING A LARGE TIGER COVERED WITH SILVER SCALES. USUALLY (75%) FOUND ALONE, THE STER IS OCCASIONALLY FOUND IN HUNTING TRIOS (20%) OR IN PRIDES OF 1D10 (5%). THE LEADER OF A PRIDE WILL HAVE 10D8 HIT POINTS, ARMOR CLASS 0, HIS CLAWS HIT FOR 1D10 AND HE BITES FOR 2D8.

THE STER IS 80% MAGIC RESISTANT. HE WILL ATTACK ALL HELL HOUNDS ON SIGHT.

ALL THE WORLDS' MONSTERS

STIRGE BEAR

TYPE: MISCELLANEOUS

CREATED BY: DAVE HARGRAVE

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE		IQ	DEXT.	
(3-5)D8+1	6	15			2D4		2D6+6		

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (50%)	1D12+2	100%	C + 1000 GP + 1 MAGIC
WANDERING	1D8	20%	C

ATTACKS:

- 1 BITE, 1D3 PLUS BLOOD DRAIN
- 2 CLAWS, 1D6
- 1 HUG, 2D8

DESCRIPTION:

OWL BEAR BODIES WITH STIRGE HEADS. WILL STRIKE WITH CLAWS UNTIL HUG IS OBTAINED (ON 78+), THEN WILL BITE AND DRAIN BLOOD.

SUCCUBUS

TYPE: DEMON, MINOR

CREATED BY: DAVE HARGRAVE

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE		IQ	DEXT.	
(2-8)D8+1	8	9			1D6+12		2D6+6		

ALIGNMENT: CHAOTIC
 FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (50%)	1D4	100%	B + 2*GEMS
WANDERING	1	100%	JEWELRY

ATTACKS:

- 1 SPELL, CHARM PERSON
- 1 SUCK, 1 ENERGY LEVEL
- 2 WEAPONS (USUALLY DAGGER +2), 1D4+2

DESCRIPTION:

INVULNERABLE TO ALL BUT MAGIC, MAGIC WEAPONS, AND SILVER. LOOKS LIKE THE BELOVED (NOT PRESENT) OR BEST FRIEND (NOT PRESENT) OF THE FIRST PERSON TO

SUCCUBUS

SEE IT. CAN STRIKE WITH BOTH WEAPONS ON THE SAME TURN. IT CAN ONLY SUCK AN ENERGY LEVEL FROM A COMPLIANT (I.E. CHARMED) PERSON.

SUN SON

TYPE: ENERGY BEING

CREATED BY: THOMAS R. METCALF

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE		IQ	DEXT.	
5D8	4			25	1D4+9		2D6+10		

ALIGNMENT: CHAOTIC-EVIL
 FOUND IN: DUNGEONS, OUTDOORS, CITIES, AIR

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (80%)	1D6	75%	F
WANDERING	1D6	25%	F

ATTACKS:

- 1 FLAME JET, 3D12+12 FIRE

DESCRIPTION:

A SMALL SUNLIKE BEING, THREE TO FOUR FEET IN DIAMETER. IT CAN SHOOT A JET OF FLAME UP TO TWENTY FEET. IT CAN ABSORB THE ENERGY FROM OPEN FIRES WITHIN FIVE FEET, GAINING ONE HIT DIE'S WORTH OF POINTS FOR EVERY FIVE MINUTES OF EXPOSURE. ONCE ITS HIT POINTS DOUBLE, IT SPLITS IN TWO, BOTH SUN SON'S HAVING THE ORIGINAL NUMBER OF HIT POINTS.

THE SUN SON CANNOT BE AFFECTED BY NORMAL WEAPONS. IT ABSORBS ANY DAMAGE DONE BY FLAMING WEAPONS AND ADDS TO ITS HIT POINTS. THE SUN SON IS HIGHLY VULNERABLE TO WATER, EACH GALLON OF WATER APPLIED DOES 1D12 DAMAGE. SPELLS NOT FIRE ORIENTED DO FULL DAMAGE. IF THE SUN SON IS KILLED, IT RELEASES A POISON GAS WHICH DOES 1D12 DAMAGE TO ANYONE WITHIN TEN FEET (SAVING THROW ALLOWED).

THE SUN SON IS NORMALLY FOUND HOVERING ABOUT FIFTEEN FEET ABOVE THE GROUND AND WILL ATTACK WHENEVER IT SEES MOVEMENT.

ALL THE WORLDS' MONSTERS

SURFACE TENSION MONSTER

TYPE: MISCELLANEOUS

CREATED BY: ALLEN BARWICK

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	DEXT.	RANGE
5D8	9	12			1D6	2D6+6	

ALIGNMENT: EVIL
 FOUND IN: DUNGEONS, DESERTS, SWAMPS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D4	100% B

ATTACKS:

1 CRUSH, 1D4

DESCRIPTION:

A SEMI-INTELLIGENT FORM OF AMOEBA, COMPLETELY TRANSPARENT AND 99% WATER. IT CAN INSTANTANEOUSLY CHANGE INTO A HUMANOID SHAPE IN ORDER TO CLOSE WITH AND GRASP ITS VICTIM. ONCE IT GRABS ITS VICTIM, IT WILL NOT LET GO AND IT CONTINUES TO CRUSH HIM FOR 1D4 POINTS PER TURN. THE MONSTER ONLY LETS GO WHEN THE EITHER VICTIM DIES OR IT IS ITSELF KILLED. IT DRAINS THE WATER FROM THE BODIES OF ITS VICTIMS AND THEN HIDES THE REMAINS.

THE MONSTER IS USUALLY FOUND IN DUNGEON ROOMS WHICH HAVE ONLY ONE ENTRANCE. IT LIES ON THE FLOOR IN THE CENTER OF THE ROOM, LOOKING LIKE A POOL OF WATER. ITS TREASURE WILL BE ALONG THE WALL OPPOSITE THE DOOR. WHEN THE ENTIRE PARTY HAS ENTERED THE ROOM IT WILL CHANGE INTO A HUMANOID AND ATTACK.

THE MONSTER IS IMMUNE TO MOST FORMS OF MAGIC AND TO FIRE, COLD, ACID, GAS, LIQUIDS, AND LIGHTNING. WEAPONS WITHOUT POINTS CANNOT AFFECT IT. IT CAN ONLY BE HURT BY HAVING A SHARP POINTED ITEM THRUST INTO ITS BODY (THE EDGES OF SWORDS DO NOT WORK). THE THRUST DOES IT NO IMMEDIATE DAMAGE, BUT WHEN THE ITEM IS REMOVED, THE MONSTER WILL BEGIN TO "BLEED", LOSING 1 HIT POINT'S WORTH OF WATER PER PUNCTURE. THE PUNCTURES DO NOT SEAL, SO EVEN ONE WILL EVENTUALLY KILL IT. THE EDGE OF A HOLY SWORD DOES FULL DAMAGE IN ADDITION TO PUNCTURING IT. ARROWS PENETRATE, BUT HAVE TO BE REMOVED BEFORE IT STARTS TO "BLEED". MAGIC MISSILES DO FULL DAMAGE PLUS THEY CREATE PUNCTURES.

IF THE ATTACKER'S STRENGTH IS FIFTEEN OR GREATER, THEN THE POINTED WEAPON GOES COMPLETELY THROUGH

SURFACE TENSION MONSTER

THE MONSTER, CREATING AN ADDITIONAL PUNCTURE ON THE OTHER SIDE. HOWEVER, IF THE MONSTER IS ATTACHED TO A VICTIM, THE VICTIM WILL ALSO BE PUNCTURED BY THE WEAPON SINCE THE MONSTER COMPLETELY ENVELOPES HIM.

WHEN THE MONSTER DIES ITS SKIN COMPLETELY DISINTEGRATES, LEAVING ONLY A FEW PUDDLES OF WATER BEHIND TO SHOW THAT IT EVER EXISTED.

WHEN AWAITING VICTIMS, THE MONSTER GOES INTO A DORMANT STATE WITH ONLY A MINIMAL AURA OF EVIL ABOUT IT. THERE IS ONLY A ONE SIXTH CHANCE OF IT BEING DETECTED BY A "DETECT EVIL" SPELL.

ONLY SEMI-INTELLIGENT, THE MONSTER HAS A 50% CHANCE OF BEING ATTRACTED TO PHANTASMAL WATER.

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ALL THE WORLDS' MONSTERS



TANTALAN

TYPE: ALIEN

CREATED BY: PAVEL CURTIS

HIT DICE (3-5)D8	ARMOR CLASS 7+4	MOVE 10	FLY	SWIM	IQ RANGE 2D6+6	DEXT. RANGE 1D10+8
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ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS

LAIR (50%) WANDERING	NUMBER 5D6 2D8	PROBABILITY OF TREASURE AND TYPE 60% C 30% C
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ATTACKS:

2 CLAWS, 1D6
1 BITE, 2D4
1 STONE, 1D6

DESCRIPTION:

AN APE-LIKE CREATURE WITH A PREHENSILE TAIL ENDING IN A HAND-LIKE APPENDAGE. THE TAIL-HAND NORMALLY CARRIES A ROCK WHICH THE TANTALAN CAN THROW WITH THE ACCURACY OF A SLING (+6).

WHILE THE TANTALAN APPEARS TO BEHAVE INTELLIGENTLY, IT NEVER COMMUNICATES WITH ANY BUT ITS OWN KIND. IT IS IMPOSSIBLE TO CONTACT THE TANTALAN VIA ANY FORM OF ESP.

TARKUS

TYPE: MISCELLANEOUS

CREATED BY: PAUL TAYLOR

HIT DICE (15-20)D8	ARMOR CLASS -1	MOVE 15	FLY	SWIM	IQ RANGE 2D6+8	DEXT. RANGE 2D6+4
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ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: ANYWHERE

LAIR (25%) WANDERING	NUMBER 1D3 1	PROBABILITY OF TREASURE AND TYPE 85% H + 50% CHANCE FOR MAGIC 25% H
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ATTACKS:

1 BITE, 3D6
1 CRUSH, DEATH
2 GUNS, BY WEAPON SIZE

ALL THE WORLDS' MONSTERS

TARKUS

DESCRIPTION:

A CYBERNETIC CREATURE WHICH LOOKS LIKE A CROSS BETWEEN AN ARMADILLO AND A WORLD WAR I TANK. IT IS SIX TO EIGHT FEET TALL AND WIDE AND NEARLY TWENTY FEET LONG. ANYONE BELOW FOURTH LEVEL WHO SEES THE TARKUS MUST MAKE A SAVE VS. FEAR OR RUN AWAY. ALTHOUGH IT HAS A FORMIDABLE BITE, THE TARKUS USUALLY PREFERS TO CRUSH ITS VICTIMS BY RUNNING OVER THEM.

THE TARKUS IS EQUIPPED WITH TWO CANNONS, THE CALIBER OF WHICH DEPENDS ON THE TARKUS' AGE:

ROLL ON	AGE	BODY SIZE	GUN SIZE	DAMAGE	BURST RADIUS
1D100					
1-5	1-10	3X3X10	20MM	2D8	10'
6-20	11-20	4X4X12	40MM	2D12	15'
21-40	21-35	6X6X15	60MM	5D8	15'
41-65	36-150	8X8X20	75MM	6D8	20'
66-85	151-250	10X10X25	90MM	7D10	25'
86-95	251-400	10X10X25	105MM	8D10	30'
96-100	400+	10X10X25	120MM	9D12	40'

THE METALLIC BODY HAS ARMOR CLASS -1, THE HEAD IS ARMOR CLASS 1.

FROM A RECORD JACKET BY WILLIAM NEAL

TARN

TYPE: ANIMAL

CREATED BY: JON TINDEL

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8+2	4	3	30		1D3+4	1D10+10

ALIGNMENT: ANY, HUNGRY
FOUND IN: ANYWHERE

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4+1 1D3	50% B

ATTACKS:

- 1 BITE, 2D8
- 2 TALONS, 2D6+1

TARN

DESCRIPTION:

A LARGE, BLACK, RIDABLE BIRD USED AS A WARMOUNT. IT CAN ONLY BE TAMED IF FOUND AND IMPRESSED AT THE TIME OF HATCHING. EVEN IF IMPRESSED, THE TARN IS NEVER FULLY TAMED AND IF ITS MASTER EVIDENCES ANY WEAKNESS THE TARN WILL TURN ON HIM. AS LONG AS ITS MASTER REMAINS STRONG THE TARN WILL REMAIN LOYAL AND FIGHT FIERCELY FOR HIM.

THE TARN RIDER REQUIRES A SADDLE, COSTING 6D6*10 GOLD PIECES, AND AN ELECTRICAL PROD, COSTING 500 GOLD PIECES. THE PROD CAN BE USED AS A WEAPON, BUT IN ORDER TO DO ANY SIGNIFICANT DAMAGE ITS ENTIRE CHARGE MUST BE USED. THE VICTIM RECEIVES 3D12 DAMAGE AND THE PROD BECOMES USELESS.

FROM THE "GOR" NOVELS BY JOHN NORMAN.

TARRAHOOK BAT

TYPE: ANIMAL

CREATED BY: A. ARCHO & P. JAQUAYS (DUN 6)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	5		21		1D6	2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, WOODS

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D6 1D6	100% C

ATTACKS:

- 1 TAILHOOK, 1D12
- 1 BITE, 1D4

DESCRIPTION:

AN INCREDIBLY UGLY AND VICIOUS CREATURE. IT RESEMBLES A BAT WITH A HUGE MOUTH FILLED WITH NASTY TEETH. INSTEAD OF LEGS, ITS LOWER BODY END IN A HORNY HOOK.

WHEN IT SMELLS THE APPROACH OF A POSSIBLE VICTIM, THE BAT FLIES TOWARD HIM AT BREAKNECK SPEED AND ATTACKS WITH ITS HOOK AS IT SWOOPS BY, THE HOOK HITTING LIKE A LANCE AND RIPPING OPEN THE VICTIM'S ABDOMEN. THE FORCE OF THE BLOW WILL KNOCK THE

ALL THE WORLDS' MONSTERS

TARRAHOOK BAT

VICTIM DOWN AND STUN HIM FOR ONE MELEE TURN IF NOT IMMEDIATELY FATAL. WHILE STUNNED THE BAT GETS A FREE BITE (1D4) AND A FREE HOOK STAB (1D4).

THE BAT USUALLY INHABITS DEEP CAVERNS, BUT IS OCCASIONALLY FOUND IN DUNGEONS AND DEEP WOODS. IT HAS INFRAVISION AND SONAR, SO IT CAN LOCATE AND ATTACK INVISIBLE CREATURES. ITS EYES ARE VERY WEAK AND IT IS BLIND IN BRIGHT LIGHT, ATTACKING AT -4 THE FIRST MELEE ROUND AND THEN AT -2 THEREAFTER.

THE TARRAHOOK IS PRACTICALLY IMMOBILE ON THE GROUND. IT COILS UP ITS LOWER BODY LIKE A SPRING AND THEN THRUSTS ITSELF UP INTO THE AIR IN ORDER TO TAKE OFF. IT CAN USE THIS MANEUVER TO STAB ITS HOOK INTO A VICTIM (FOR 1D8), BUT IT ATTACKS AT -3.

ANY VICTIMS OF THE BAT WILL BE EATEN. IT ESPECIALLY LIKES THE FLESH OF ELVES AND HOBBITS.

TIGER, FLYING

TYPE: ANIMAL

CREATED BY: R. P. SMITH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	3	12	36		2D6	2D6+6

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: OPEN, WOODS, SWAMPS

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
WANDERING	3D10	50%	F

ATTACKS:

2 CLAWS, 1D6
1 BITE, 1D8
1 FIREBALL, 2D8 [(HIT POINTS) TIMES PER DAY]

DESCRIPTION:

A WINGED TIGER WITH THE POWER TO PRODUCE SMALL FIRE BALLS, ONE FOR EACH HIT POINT IT HAS. ITS USUAL FORM OF ATTACK IS TO SWOOP DOWN ON ITS VICTIM FROM BEHIND, FIRING FIREBALLS AS IT COMES. IT CONTINUES TO CIRCLE AND SHOOT FIREBALLS UNTIL IT RUNS OUT, AT WHICH TIME IT CLOSES TO FIGHT WITH FANG AND CLAW.

TIGER, FLYING

THERE IS A 10% CHANCE THAT ANY FIREBALL THAT DOES NOT HIT ITS INTENDED TARGET WILL INSTEAD HIT SOMETHING COMBUSTIBLE AND SET IT ALIGHT.

TIGER, HORNED

TYPE: ANIMAL

CREATED BY: JON TINDEL

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8+1	5	15		5	1D3+4	1D8+14

ALIGNMENT: LAWFUL
FOUND IN: ANYWHERE

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
WANDERING	1D3	10%	B
	1		

ATTACKS:

2 CLAWS, 1D4+2
1 BITE, 1D12+3
1 HORN, 1D8

DESCRIPTION:

A SMALL TIGER WITH A WHITE HORN GROWING FROM ITS FOREHEAD. WHEN POWDERED THE HORN IS CONSIDERED TO BE AN APHRODISIAC BY CERTAIN EASTERN CULTURES, SO THE HORN IS WORTH (1D6)*100 GOLD PIECES. THIS KIND OF TIGER IS A GOOD CLIMBER. IT IS ALSO A GOOD JUMPER; IT CAN LEAP FIFTEEN HIGH AND UP TO SIXTY FEET AHEAD.

WHEN ENCOUNTERED IN ITS LAIR, THERE IS A 25% CHANCE THAT THERE WILL BE 1D2 CUBS. THE CUBS CANNOT ATTACK. IF SUBDUED, THE CUBS CAN BE TAMED AND TRAINED TO SERVE FAITHFULLY.

IN ATTACK, IF THE TIGER HITS THE SAME TARGET WITH BOTH CLAWS IT WILL THEN RAKE THE VICTIM WITH BOTH REAR CLAWS, DOING 2D4+2 EACH.

ALL THE WORLDS' MONSTERS

TIGER, STONE

TYPE: ANIMAL

CREATED BY: CHRIS ROLLS

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.			
(2-5)D8	2	15			RANGE	RANGE			
					2D6+6	2D6+6			

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (65%)	3D6	60%	F
WANDERING	2D4		

ATTACKS:

2 CLAWS, 1D10
1 BITE, 3D6

DESCRIPTION:

A TIGER MADE OF STONE. IT IS IMMUNE TO FIRE, COLD, LIGHTNING, POISON, AND SLEEP. IT IS ALSO 20% MAGIC RESISTANT. EDGED WEAPONS HIT AT -2. VERY LARGE STONE TIGERS HAVE BEEN KNOWN TO BE ABLE TO TURN THEIR VICTIMS TO STONE BY TOUCH.

TIGER, TYRSISIAN

TYPE: ANIMAL

CREATED BY: JON TINDEL

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.			
10D8	-2	15	24	9	RANGE	RANGE			
					1D8+12	1D8+16			

ALIGNMENT: LAWFUL
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (30%)	1D2	75%	G + H
WANDERING	1		

ATTACKS:

4 CLAWS, 1D8+2
1 BITE, 1D10
1 HORN, 2D6
1 SPELL (SEE BELOW)

TIGER, TYRSISIAN

DESCRIPTION:

A CROSS BETWEEN A HORNED TIGER (Q.V.) AND A FLYING LEOPARD (Q.V.). ITS HORN HAS GREAT MAGICAL PROPERTIES, GIVING IT THE MAGICAL ABILITY OF A 20TH LEVEL PATRIARCH. IT CAN ALSO BECOME ASTRAL AT WILL.

THE HORN IS OF GREAT VALUE TO MEMBERS OF SOME ANIMAL WORSHIPPING CULTS. THEY WILL PAY 4D6*100 GOLD PIECES FOR ONE TO USE IN THEIR CEREMONIES.

TITTERER

TYPE: HUMANOID

CREATED BY: VIRGINIA TAYLOR

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.			
1D2	8	9			RANGE	RANGE			
					1D6	3D6+6			

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (10%)	4D100		
WANDERING	2D12		

ATTACKS:

NONE

DESCRIPTION:

AN EIGHT INCH TO ONE FOOT TALL HUMANOID WITH GREEN HAIR. IT LIKES TO FOLLOW PARTIES AND MONSTERS AROUND, LAUGHING AND GIGGLING. THE TITTERER IS ANNOYING BUT HARMLESS. IT WILL RUN AWAY RATHER THAN FIGHT, THOUGH IT WILL RETURN AS SOON AS THE PURSUIT CEASES. EVENTUALLY THE TITTERER WILL GET BORED WITH PARTY IT IS FOLLOWING AND LEAVE. IT WILL ALSO LEAVE IF A FIGHT STARTS.

MONSTERS WILL USUALLY AVOID THE PRESENCE OF TITTERERS.

ALL THE WORLDS' MONSTERS

TOAD, GIANT

TYPE: ANIMAL

CREATED BY: DAN PIERSON

HIT DICE 3D8	ARMOR CLASS 5	MOVE 3	FLY 1	SWIM	IQ RANGE 1D2	DEXT. RANGE 1D6+12
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS, RIVERS, SWAMPS

LAIR (25%)	NUMBER 2D12	PROBABILITY OF TREASURE AND TYPE 80% C
WANDERING	1D12	25% C

ATTACKS:

2 CLAWS, 1D6
1 TONGUE (SEE BELOW)

DESCRIPTION:

TEN FOOT LONG TOAD WITH A TWENTY FOOT LONG, STICKY PURPLE TONGUE. IT HOPS INSTEAD OF FLYS.

THE TOAD WILL SWALLOW ONE CREATURE OF UP TO HUMAN SIZE PER DAY. THE CREATURE IS PULLED IN WITH THE TONGUE AND DIGESTED AS PER A PURPLE WORM.

TREEMEON

TYPE: HUMANOID

CREATED BY: VIRGINIA TAYLOR

HIT DICE (3-5)D8	ARMOR CLASS 6	MOVE 6	FLY	SWIM	IQ RANGE 2D6-1	DEXT. RANGE 2D6+6
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ALIGNMENT: GOOD
FOUND IN: WOODS

LAIR (50%)	NUMBER 1D4	PROBABILITY OF TREASURE AND TYPE 70% GEW-GAWS AND BRIGHT STUFF
WANDERING	1D2	30% GEW-GAWS AND BRIGHT STUFF

ATTACKS:

2 STRIKES, 1D3
1D6 SPINES, 1 POINT PLUS (HIT DICE)D6 POISON

DESCRIPTION:

A HUMANOID SHAPED CREATURE RESEMBLING TWO BROOMS STUCK TOGETHER AT THEIR HEADS. IT IS COVERED WITH

TREEMEON

STRAW-LIKE HAIR, SOME OF WHICH IS REALLY POISONOUS SPINES. THE TREEMEON IS SHY AND TENDS TO BE PEACEFUL, BUT HE WILL DEFEND HIMSELF VIGOROUSLY IF ATTACKED.

THE TREEMEON LOVES SHINEY THINGS, ITS TREASURE MAY CONTAIN GEMS, THOUGH IS OFTEN CONTAINS JUST BITS OF BROKEN GLASS. HE WILL GLADLY TRADE FOR SHINEY ITEMS, VALUING THEM FOR THEIR APPEARANCE RATHER THEN FOR THEIR MONETARY WORTH.

TROLL

TYPE: HUMANOID

CREATED BY: STEVE PERRIN

HIT DICE (1-8)D8	ARMOR CLASS 6	MOVE 6	FLY	SWIM	IQ RANGE 3D6	DEXT. RANGE 3D6
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ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (40%)	NUMBER 3D100	PROBABILITY OF TREASURE AND TYPE 100% A
WANDERING	5D10	50% MAGIC WEAPONS AND ARMOR

ATTACKS:

1 WEAPON, BY WEAPON TYPE PLUS 1D10

DESCRIPTION:

A SQUAT BUT ABOUT MAN-TALL RACE OF CREATURES. THEY ARE ENGAGED IN ALMOST CONSTANT WARFARE WITH THE ELVES. THE TROLLS ARE NATURALLY INVISIBLE TO MEN AND HOBBITS, BUT THEY CAN BE SEEN BY ELVES, DWARVES, AND MOST OTHER EXOTIC RACES AND SENSED BY ALL ANIMALS.

TROLLS ARE ESPECIALLY VULNERABLE TO IRON, WHICH DOES DOUBLE DAMAGE. THEY ARE VERY STRONG (1D6+18) BUT ALL OTHER CHARACTERISTICS ARE AS HUMANS. IF A TROLL'S INTELLIGENCE IS 13 OR BETTER IT CAN ADVANCE AS A MAGE AS WELL AS A FIGHTER. A TROLL WITH A DEXTERITY OF 13 OR BETTER CAN ALSO BE A THIEF.

THE TROLL USUALLY WEARS LEATHER ARMOR WITH METAL PLATES ADDED, BRINGING ITS ARMOR CLASS UP TO 4 (3 WITH SHIELD).

ALL THE WORLDS' MONSTERS

TROLL

ALL TROLLS KNOW SPELLS WHICH CURE LIGHT WOUNDS AND TROLL MAGICIANS KNOW SPELLS WHICH CURE SERIOUS WOUNDS. IF KILLED THE TROLL STAYS DEAD PERMANENTLY (IT HAS NO SOUL TO RESURRECT OR REINCARNATE).

FROM "THE BROKEN SWORD" BY POUL ANDERSON.

TROLL, SHOCK

TYPE: GIANT-TYPE

CREATED BY: JIM PARKER

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE			IQ	DEXT.
9D8	4	15			14			14	RANGE
									10

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (30%)	1D3	20% D
WANDERING	2D4	

ATTACKS:

- 1 VISUAL, FEEBLEMIND (SAVING THROW ALLOWED)
- 1 VISUAL, DEATH RAY (SAVING THROW ALLOWED)
- 2 WEAPONS, 1D12 OR BY WEAPON TYPE
- 1 BITE, 2D12
- 1 BREATH, 5D6 POISON (SEE BELOW)

DESCRIPTION:

A PALE GREEN, EIGHT FOOT TALL TROLL WITH FOUR ARMS. IT FAVORS TWO-HANDED WEAPONS. EACH OF ITS EYES IS A DIFFERENT COLOR AND PROJECTS A DIFFERENT SPELL; ONE EYE IS GREY AND PROJECTS A "DEATH RAY", THE OTHER IS LIGHT GREEN AND PROJECTS "FEEBLE-MIND". IT CAN USE ITS BREATH ATTACK THREE TIMES A DAY, ALL THE OTHER ATTACKS CAN BE USED EACH MELEE ROUND.

THE SHOCK TROLL REGENERATES FIVE POINTS PER MELEE ROUND.

THE TROLL'S BREATH CAUSES DEATH IN 1D20 MELEE ROUNDS. THE BREATH CAN FILL AN AREA OF UP TO 1000 CUBIC FEET WITHOUT DILUTING ITS POTENCY.

TURTLE, FLYING

TYPE: ANIMAL

CREATED BY: STEWART SPADA

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE			IQ	DEXT.
(1-3)D8	4	3	20	14	1D3			1D3	RANGE
									1D8+3

ALIGNMENT: NEUTRAL
FOUND IN: OUTDOORS, WATER, AIR

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (5%)	5D4	
WANDERING	3D6	

ATTACKS:

- 2 CLAWS, 1D3
- 1 BITE, 2D4
- 1 BREATH, 3D4 ACID (THREE TIMES PER DAY)

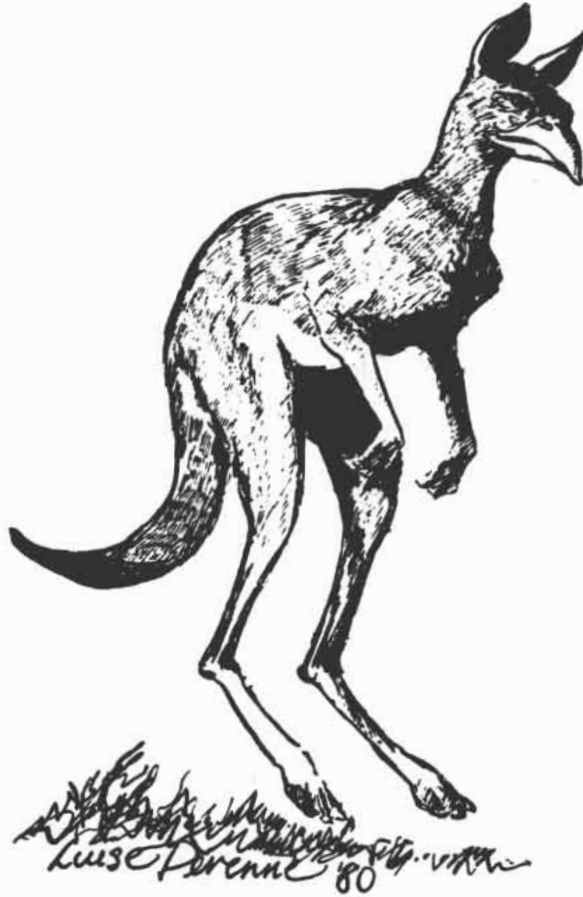
DESCRIPTION:

A MINIATURE VERSION OF GAMMERA. THE TURTLE DOES NOT HAVE WINGS, INSTEAD IT PULLS IN ITS HEAD AND LEGS AND PROJECTS JETS OF FIRE THROUGH THE FIVE OPENINGS. THESE JETS IMPART A SPIN TO THE SHELL OF THE TURTLE WHICH CAN BE ANGLED TO ALLOW IT TO FLY. THE TURTLE IS DARK BROWN TO BLACK IN COLOR AND IS ABOUT FOUR TIMES THE SIZE OF A BOX TURTLE.

SUGGESTED BY THE "GAMMERA" FILM SERIES BY TOEI.

U,V

ALL THE WORLDS' MONSTERS



UNIPEN

TYPE: ANIMAL

CREATED BY: MIKE PACHECO

HIT DICE 4D8+1	ARMOR CLASS 7	MOVE 8	FLY	SWIM	IQ RANGE 1D6+10	DEXT. RANGE 3D8
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ALIGNMENT: LAWFUL-GOOD
FOUND IN: OPEN

LAIR (100%) NUMBER PROBABILITY OF TREASURE AND TYPE
1D10+10 25% 1D20+10 GOLD PIECES

ATTACKS:

2 CLAWS, 1D8
OR
1 BEAK, 4D6 (SEE BELOW)

DESCRIPTION:

A CROSS BETWEEN A KANGAROO AND SOME UNKNOWN INTELLIGENT BEING. IT HAS NO PERMANENT HOME, IN FACT IT SELDOM STAYS IN THE SAME AREA FOR MORE THAN A DAY. IT IS SLIGHTLY LARGER THAN A KANGAROO WITH THE SAME GREYISH-BROWN COLOR. THE UNIPEN'S CLAWS AND LEGS ARE PROPORTIONATELY MUCH LARGER THAN A KANGAROO'S AND IT CAN OVER 30 FEET, REACHING A HEIGHT OF 12 FEET AT THE APEX OF ITS LEAP.

THE UNIPEN HAS A SPECIAL WAY OF ATTACKING WITH ITS BEAK-LIKE MOUTH. WHEN THE UNIPEN DECIDES TO USE THIS ATTACK IT GETS A LONG RUNNING START AND THEN LAUNCHES ITSELF AT ITS INTENDED TARGET. IT HITS AS A +3 SPEAR. ITS BEAK WILL BREAK IF IT DOESN'T PENETRATE, SO IT WILL SELDOM ATTACK ANYONE WEARING PLATE OR SCALE ARMOR.

THE UNIPEN WILL ALWAYS ATTACK EVIL CREATURES, THOUGH IT DOES NOT AUTOMATICALLY ATTACK CHAOTIC ONES.

VAMPIRE BAT, GREATER

TYPE: ANIMAL

CREATED BY: KAY SHAPERO

HIT DICE 2D8	ARMOR CLASS 6	MOVE 3	FLY 24	SWIM	IQ RANGE 2D4	DEXT. RANGE 1D4+16
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, SWAMPS

ALL THE WORLDS' MONSTERS

VAMPIRE BAT, GREATER

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	10D10	50% C
	2D10	

ATTACKS:

1 BITE, 1D8 PLUS 1D6 PER TURN BLOOD DRAIN

DESCRIPTION:

A LARGE, RED-BROWN BAT WITH A THREE FOOT WINGSPAN. THEIR SONAR ABILITY GIVES THEM THE LOCATION ABILITY OF A ROBE OF EYES.

DUE TO THEIR AIR SPEED THE VAMPIRE BAT ATTACKS AND DEFENDS AS A FOUR DIE MONSTER. ONCE THE BAT SUCCESSFULLY BITES ITS VICTIM IT WILL REMAIN ATTACHED AND, BEGINNING THE NEXT MELEE TURN, START TO DRAIN THE VICTIM'S BLOOD.

THE BAT IS ONLY FOUND OUTSIDE AFTER DARK.

VAMPLÖCK

TYPE: UNDEAD

CREATED BY: WAYNE SHAW

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
6D8	2	12	18		1D4+14		3D4+12

ALIGNMENT: CHAOTIC, LAWFUL-EVIL
 FOUND IN: DUNGEONS, OUTDOORS, SEAS, AIR

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% G
	1D4	

ATTACKS:

1 BITE, 1D10 PLUS DRAIN TWO LIFE LEVELS

DESCRIPTION:

A VAMPIRE WITH THE ABILITY TO USE MAGIC. BESIDES ALL THE ABILITIES OF A STANDARD VAMPIRE, HE CAN CONTROL WEATHER, POLYMORPH SELF TO WOLF (WHICH CAN MOVE 15 INCHES PER TURN), AND HAS THE SPELL USE OF AN EIGHTH LEVEL MAGIC USER. A VAMPLÖCK CAN SURVIVE IN SUNLIGHT, BUT HE LOSES ALL HIS POWERS AS LONG AS HE IS EXPOSED TO IT.

VRÖAT

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE (AG 1)

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.
(4-7)D8+1	4	12			1D6		1D6+8

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, RIVERS, SWAMPS

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D8	50% C
	1D6	

ATTACKS:

1 BITE, 3D6-3D12 DEPENDING ON SIZE

DESCRIPTION:

TOAD CROCODILE. IT CAN LEAP UP TO TEN FEET VERTICALLY AND TWENTY FEET HORIZONTALLY FOR EVERY HIT DIE, THEN MAKE ITS NORMAL MOVE.

IT IS 100% FEAR PROOF AND ONLY TAKES HALF DAMAGE DAMAGE FROM ACID, VENOM, AND POISON.

W

ALL THE WORLDS' MONSTERS



WARF-CRU

TYPE: DEMON

CREATED BY: ANTHONY PERROTTET

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
15D8	2+2	8		12	2D6	2D6+3

ALIGNMENT: CHAOTIC
FOUND IN: WATER

LAIR (80%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D2	100% I
	1D2	

ATTACKS:

2 CLAWS, 2D6
1 BITE, 4D4

DESCRIPTION:

THIS DREADED EGYPTIAN WATER DEMON IS LARGE AND BULBOUS, WITH AN EXCESSIVELY LARGE MOUTH AND EYES. THE WARF-CRU IS GENERALLY FOUND IN PONDS OR SCUMMY STAGNANT WATER LURKING BENEATH THE SURFACE. IT HAS A 50% CHANCE OF SURPRISING ITS INTENDED VICTIMS AND IS ITSELF SURPRISED ONLY ONE SIXTH OF THE TIME.

THE WARF-CRU CAN SUMMON ONE EIGHT-DICE WATER ELEMENTAL WITHOUT NEEDING TO CONTROL IT.

WAZOON

TYPE: HUMANOID

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-8)D8	2	12		6	1D8	2D8+4

ALIGNMENT: NEUTRAL
FOUND IN: OPEN, WOODS

LAIR (80%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	4D100	100% GEW-GAWS AND BRIGHT STUFF
	1D20	30% GEW-GAWS AND BRIGHT STUFF

ATTACKS:

1 WEAPON, BY WEAPON TYPE
PLUS (1-4)D6 DEPENDING ON SIZE

ALL THE WORLDS' MONSTERS

WAZOON

DESCRIPTION:

A SEVEN TO NINE FOOT TALL, BRIGHT YELLOW HUMANOID WITH PURPLE HAIR, GREEN TEETH AND NAILS, AND SAUCER SIZED PINK, PUPiless EYES. THE HAIR IS USUALLY WORN IN THREE WAIST LENGTH BRAIDS. THE WAZOON NEVER WEARS ARMOR OR CARRIES A SHIELD. HIS FAVORITE WEAPON IS A TWO-HANDED SWORD WITH A BLADE FROM FIVE TO EIGHT FEET LONG.

THE WAZOON IS EASY GOING AND FRIENDLY, BUT HE IS EASILY ANGERED INTO A BESERKER'S RAGE. HE DIS-TRUSTS MAGES, DISLIKES CLERICS, AND ABSOLUTELY HATES ALL ELVES. HOWEVER, HE LOVES HOBBITS AND HIS FAVORITE SPORT IS "RASSLING" OGRES, GIANTS, TROLLS, AND THE LIKE. THE WAZOON CAN DRINK PRO-DIGEIOUS AMOUNTS OF FERMENTED BUNGLEBERRY JUICE AND IS APT TO BE DRUNK (75%) WHEN ENCOUNTERED

THE WAZOON IS IMMUNE TO FEAR BUT IS EASILY CON-FUSED.

WEASEL, GIANT

TYPE: ANIMAL

CREATED BY: DENNIS O'BRIEN

HIT	ARMOR							
DICE	CLASS	MOVE	FLY	SWIM	RANGE		DEXT.	
3D8	5	12			1		RANGE	3D6

ALIGNMENT: HUNGRY
FOUND IN: WOODS, MOUNTAINS

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D10	50% D
	1D8	

ATTACKS:

1 BITE, 2D4 PLUS BLOOD DRAIN

DESCRIPTION:

A TEN FOOT LONG WEASEL. IF IT BITES, THEN STARTING ON THE NEXT MELEE TURN IT DRAINS ITS VICTIM'S BLOOD, SUBTRACTING 1D4 POINTS FROM HIS STRENGTH PER TURN. IF HIS STRENGTH GOES TO ZERO, THE VIC-TIM DIES.

THE VICTIM REGAINS HIS STRENGTH AT A RATE OF ONE POINT PER DAY OF COMPLETE REST.

WERE GRIFFIN

TYPE: LYCANTHROPE

CREATED BY: CHARLIE LUCE

HIT	ARMOR							
DICE	CLASS	MOVE	FLY	SWIM	RANGE		IQ	DEXT.
9D8	1	12	30		3D6		RANGE	2D6+9

ALIGNMENT: ANY, HUNGRY
FOUND IN: OPEN, MOUNTAINS, AIR

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D6	85% A
	2D4	30% C

ATTACKS:

1 BITE, 3D6
2 TALONS, 2D4

DESCRIPTION:

THE RESULT OF THE CROSSBREEDING OF WEREAGLES AND WERELIONS. ITS ANIMAL SHAPE IS THAT OF A MEDIUM SIZED GRIFFIN. IN OTHER RESPECTS IT IS A TYPICAL WERE CREATURE.

WERE PARD

TYPE: LYCANTHROPE

CREATED BY: CHARLIE LUCE

HIT	ARMOR							
DICE	CLASS	MOVE	FLY	SWIM	RANGE		IQ	DEXT.
4D8+2	4	12			3D6		RANGE	2D6+10

ALIGNMENT: ANY, HUNGRY
FOUND IN: DUNGEONS, WOODS, MOUNTAINS, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D12	80% C
	1D20	25% C

ATTACKS:

1 BITE, 1D8
2 CLAWS, 1D3

DESCRIPTION:

A LYCANTHROPE WHOSE ANIMAL SHAPE IS THAT OF A LARGE FELINE, SIMILAR TO AN OVERSIZED COUGAR BUT SPOTTED LIKE A JAGUAR. IT HAS THE GENERAL PRO-PERTIES OF ALL LYCANTHROPES.

ALL THE WORLDS' MONSTERS

WERE PARD

FROM "THE JARGOON PARD" BY ANDRE NORTON.

WERE PLATYPUS

TYPE: LYCANTHROPE

CREATED BY: R. CLIFFORD (A&E 16)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
2D8	8	2		12	2D6+6	1D6+6

ALIGNMENT: ANY, HUNGRY
 FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, WATER

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

2 SPURS, 1 POINT
 1 VISUAL (SEE BELOW)

DESCRIPTION:

THE WERE PLATYPUS IS AN INNOCUOUS BEAST. HOWEVER ALL THOSE WHO SEE IT MUST MAKE A SAVE VS. MAGIC OR SUFFER CONVULSIONS OF LAUGHTER FOR 1D3 TURNS.

WERE SKUNK

TYPE: LYCANTHROPE

CREATED BY: R. P. SMITH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	4	15			2D4	2D6+6

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, WOODS

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D10	25% C
	2D10	

ATTACKS:

2 CLAWS, 1D6
 1 BITE, 1D8
 1 SPRAY, UNCONSCIOUSNESS

WERE SKUNK

DESCRIPTION:

THE WERESKUNK LOOKS LIKE AN ORDINARY SKUNK, BUT ITS SPRAY IS VERY VIRULENT, THOSE CAUGHT IN ITS 15 BY 40 FOOT CONE MUST MAKE A SAVE VS. POISON OR PASS OUT. THE REMNANTS OF THE SPRAY WILL NOT WASH OFF AND IT TAKES SIX MONTHS TO WEAR OFF NATURALLY. UNTIL IT WEARS OFF, THOSE SPRAYED WILL ATTRACT WANDERING MONSTERS AT TWICE THE NORMAL RATE. THE ONLY RELIEF IS THE JUICE OF MAGIC TOMATOES USED AS A BATH. UNTIL THE ODOR GOES AWAY, THE CHARISMA OF THOSE SPRAYED IS DECREASED BY 1D6.

THOUGH OSTENSIVELY NEUTRAL, THE WERESKUNK BELIEVES IN LAW AND ORDER.

WERE WALRUS

TYPE: LYCANTHROPE

CREATED BY: R. CLIFFORD (A&E 16)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
5D8	5	1		12	2D6+6	2D6+6

ALIGNMENT: ANY, HUNGRY
 FOUND IN: DUNGEONS, RIVERS, SEAS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D2	

ATTACKS:

2 TUSKS, 1D8 (FOR BOTH, NOT INDIVIDUALLY)

DESCRIPTION:

THE WERE FORM OF THE WALRUS. VERY LARGE AND SLOW MOVING SINCE IT HAS FLIPPERS INSTEAD OF FEET, HOWEVER IT IS VERY FAST WHEN ATTACKING ANYONE WITHIN RANGE OF ITS TUSKS.

WERE WOLVERINE

TYPE: LYCANTHROPE

CREATED BY: CHARLIE LUCE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
7D8	3	9			3D6	2D6+8

ALL THE WORLDS' MONSTERS

WERE WOLVERINE

ALIGNMENT: ANY, HUNGRY
 FOUND IN: DUNGEONS, WOODS, MOUNTAINS, CITIES

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D6	80% C
	2D4	30% C

ATTACKS:

1 BITE, 1D8
 2 CLAWS, 1D6

DESCRIPTION:

A LYCANTHROPE WHOSE ANIMAL SHAPE IS THAT OF A LARGE WOLVERINE. IT IS USUALLY VERY SHORT TEMPERED, BUT LAWFUL AND NEUTRAL ONES ARE FIERCELY LOYAL TO FRIENDS.

IN ALL OTHER RESPECTS THE WEREWOLVERINE IS A TYPICAL WERE CREATURE.

WHERE-THERE TREE

TYPE: PLANT

CREATED BY: GEOFFREY TÖLLE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
13D6	2	0			2D6+1	0

ALIGNMENT: LAWFUL
 FOUND IN: WOODS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D6	30% 2 * A

ATTACKS:

1 TELEKINESIS, 1D12+5 (SEE BELOW)

DESCRIPTION:

AN INTELLIGENT TREE WITH THE POWERS OF TELEKINESIS AND INVISIBILITY. IT ALSO HAS PSIONIC ABILITIES, THOUGH IT RARELY USES THEM. THERE IS A 60% CHANCE THAT IT WILL BE INVISIBLE WHEN ENCOUNTERED.

THE TREE IS NOT NATURALLY HOSTILE, BUT IF IT FEELS THREATENED IT WILL ATTACK BY TELEKINESIS. THE VICTIM WILL BE LIFTED BY THE TREE AND EITHER SLAMMED DOWN ONTO THE GROUND OR INTO SOME OTHER HARD OBJECT.

WHITE FANG

TYPE: ANIMAL

CREATED BY: PAVEL CURTIS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(4-7)D8	5	15			2D6	1D8+10

ALIGNMENT: HUNGRY
 FOUND IN: ANYWHERE

LAIR (70%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	5D8	50% C
	3D10	

ATTACKS:

1 BITE, 1D(6-8) DEPENDING ON SIZE PLUS SEE BELOW

DESCRIPTION:

A GREAT DANE SIZED DOG WITH LIGHT, SCALY SKIN AND TWO PEARL-WHITE FANGS. UPON EACH BITE, A WHITE CREAMY FLUID IS INJECTED INTO THE VICTIM. ON EVERY SUBSEQUENT ROUND, A SAVE VS. POISON MUST BE MADE, OR THE VICTIM FALLS ASLEEP. THERE IS A 2% CHANCE THAT ANY PARTICULAR VICTIM WILL BE:

(A) IMMUNE TO THAT DOG, OR
 (B) CRITICALLY SUSCEPTIBLE TO THAT DOG AND DIE DUE TO HEART MUSCLE RELAXATION. THE VENOM WILL WEAR OFF IN EIGHT HOURS.

IN MELEE, IT WILL IGNORE ANYONE WHO APPEARS TO BE ASLEEP IN AN ATTEMPT TO OVERCOME THE ENTIRE PARTY.

THE WHITE FANG WILL NOT SCAVENGE UNLESS IT IS VERY HUNGRY.

WHOLEFLAFFER

TYPE: MISCELLANEOUS

CREATED BY: C. ULRICH (A&E 16)

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	8	3			1D6+6	2D6+6

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, WATER

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	100% C
	1D6	

ALL THE WORLDS' MONSTERS

WHOLEFLAFFER

ATTACKS:

1 BITE, 1D6

DESCRIPTION:

A GROSS LOOKING LITTLE CREATURE WITH A MOLLUSK-LIKE BODY, VAGUELY SHAPED LIKE A MARSHMELLOW. IT IS ABOUT THREE FEET TALL. IT HAS TWO 2-FOOT LONG ARMS WITH BRUSH-LIKE ENDS WHICH IT USES TO WHISK EDIBLE MATERIAL INTO ITS MOUTH, WHICH IS LOCATED NEAR THE GROUND. IT WILL EAT ANYTHING ORGANIC.

WINDOWDEN

TYPE: HUMANOID

CREATED BY: VIRGINIA TAYLOR

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	
(2-5)D8	6	9	21		RANGE	RANGE	
					2D6-1	2D6+8	

ALIGNMENT: CHAOTIC-EVIL, NEUTRAL
 FOUND IN: OUTDOORS, RIVERS, SWAMPS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (20%)	4D6	90% D
WANDERING	2D4+2	15% D

ATTACKS:

1 BITE, 1D8
 2 CLAWS, 1D4

DESCRIPTION:

A WINGED HUMANOID WITH YELLOWISH SKIN, LONG LIMBS, AND INCREDIBLY FILTHY PERSONAL HABITS. IT IS CANNIBALISTIC, EATING ALL OF ITS VICTIMS (ITS FAVORITE FOOD IS DWARVEN FLESH). IT WILL ONLY EAT ITS OWN KIND IF OF A DIFFERENT TRIBE.

THE WINDOWDEN USUALLY APPEARS IN FAMILY GROUPS OF 1D5+2 ADULTS WITH SEVERAL CHILDREN (WHO ARE JUST AS VICIOUS AS THE ADULTS). A FULL GROWN WINDOWDEN AVERAGES ABOUT FIVE FEET TALL.

WINDWALKER

TYPE: ANIMAL

CREATED BY: CHRIS ROLLS

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	
(6-9)D8	4+3	10			RANGE	RANGE	
					4D6	5D6	

ALIGNMENT: ANY, HUNGRY
 FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (5%)	3D10	80% E
WANDERING	2D6	

ATTACKS:

1 BITE, 1D8
 2 CLAWS, 2D6 PLUS SLEEP
 1 GAZE, CONFUSION

DESCRIPTION:

A BROWN FURRY DOG, THREE FEET TALL AT THE SHOULDERS. IT CAN "WIND WALK" AT WILL AND USUALLY DOES SO IN A PACK. THE WINDWALKER WILL ALMOST ALWAYS ATTACK BY SURPRISE.

WOBRA

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT	ARMOR						
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.	
(1-5)D8+1	6	4	24		RANGE	RANGE	
					1D6	1D6+12	

ALIGNMENT: HUNGRY
 FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (30%)	2D10	75% C + 2*GEMS
WANDERING	1D8	

ATTACKS:

1 BITE, 1D3 PLUS 1D6+1 SNAKE POISON FOR EACH HIT DIE

DESCRIPTION:

WINGED COBRA.

ALL THE WORLDS' MONSTERS

WORM, FIRE

TYPE: ANIMAL

CREATED BY: JEFF MARTIS

HIT DICE (1-4)D6	ARMOR CLASS 3	MOVE 9	FLY 3	SWIM 3	IQ RANGE 1D6	DEXT. RANGE 2D6
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, DESERTS, CITIES

LAIR (75%) WANDERING	NUMBER 3D12 1D10	PROBABILITY OF TREASURE AND TYPE 40% 1D20 * 1000 GOLD PIECES
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ATTACKS:

1 BREATH, (HIT DICE)D8 PLUS 2D8 FIRE
1 CONSTRICTION, (HIT DICE)D4

DESCRIPTION:

A TEN FOOT LONG WORM WHICH PRODUCES HEAT DUE TO A CHEMICAL REACTION IN ITS GULLET. THIS REACTION NEEDS GOLD TO SUPPORT IT, SO THE WORMS SPEND MOST OF THEIR TIME SEARCHING AND CONSUMING GOLD IN ANY FORM.

BLUNT WEAPONS HIT THE WORMS AT -2. THE WORM IS ALSO IMMUNE TO FIRE, LIGHTNING, AND ACID. COLD DOES DOUBLE DAMAGE.

*XXXX

WRAITH, GREAT

TYPE: UNDEAD

CREATED BY: CHRIS ROLLS

HIT DICE (18-30)D8	ARMOR CLASS -4-0	MOVE 15	FLY 32	SWIM	IQ RANGE 2D6+12	DEXT. RANGE 3D6+18
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ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (30%) WANDERING	NUMBER 1 1	PROBABILITY OF TREASURE AND TYPE 80% G 30% E
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ATTACKS:

2 CLAWS, 3D10 PLUS 1D4+1 LIFE LEVELS

WRAITH, GREAT

DESCRIPTION:

A TWELVE FOOT TALL WRAITH OF EXCEPTIONAL HIDEOUSNESS. IT IS EXTREMELY INTELLIGENT AND IS NATURALLY TELEPATHIC.

THE GREAT WRAITH IS TOTALLY SILENT, IT CAN "DIMENSION DOOR", SENSE AS A "ROBE OF EYES", AND REGENERATE AS A VAMPIRE. IT IS ALSO 50% MAGIC RESISTANT.

WURM EATER

TYPE: DRAGONKIND

CREATED BY: STEVE PERRIN

HIT DICE 11D8	ARMOR CLASS 2+1	MOVE 15	FLY 18	SWIM	IQ RANGE 1D6+8	DEXT. RANGE 2D6+6
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ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, WOODS, MOUNTAINS, RIVERS, SWAMPS

LAIR (50%) WANDERING	NUMBER 1D4 1	PROBABILITY OF TREASURE AND TYPE 100% H 10% H
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ATTACKS:

1 BREATH, 11D6 ACID
3 PINNERS, 4D6
1 "CURSE" SPELL

DESCRIPTION:

A SORT OF FLYING, THREE-CORNERED CRAB. THIS BEAST LOVES TO EAT DRAGONS. IT USES "CURSE" AUTOMATICALLY IN A FIGHT, BUT WILL USE ACID ONLY IN EXTREMES OR WHEN FIGHTING DRAGONS ALMOST ITS OWN SIZE. IT HAS THE SAME AGE/DICE RANGES OF THE REGULAR DRAGONS. THE WURM EATER IS IMMUNE TO PSIONICS.

X, Y



XAKARDU

TYPE: MISCELLANEOUS

CREATED BY: ANTHONY PERROTTET

HIT	ARMOR			IQ	DEXT.
DICE	CLASS	MOVE	FLY	RANGE	RANGE
12D8	2	12		1D6+6	1D8+10

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: WOODS, SWAMPS

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D4	100%	B
	1D3		

ATTACKS:

2 CLAWS, 1D10
 1 HORN, 1D6

DESCRIPTION:

FIVE FEET TALL, THE XAKARDU IS A POWERFUL BROWN HULK COVERED BY LARGE WICKED THORNS. IT CAN HIDE ITSELF BY ROLLING INTO A ROUND THORN-BALL, FROM WHICH IT CAN SPRING UPON ITS UNSUSPECTING VICTIMS. IT CAN LEAP TWENTY TO EIGHTY FEET, DOING +3 HIT AND DAMAGE ON THE FIRST ROUND OF MELEE.

THE XAKARDU PRIZES HORSE- AND MAN-FLESH ABOVE ALL OTHERS. IT CAN SOMETIMES BE BARGINED WITH FOR TRADE GOODS.

DUE TO ITS UNUSUAL CAMOUFLAGE THE XAKARDU HAS A 50% CHANCE OF SURPRISING ITS VICTIMS.

YALE

TYPE: ANIMAL

CREATED BY: SKIP DAVIS

HIT	ARMOR			IQ	DEXT.
DICE	CLASS	MOVE	FLY	RANGE	RANGE
7D8	7	16		1D4+2	1D5+15

ALIGNMENT: NEUTRAL
 FOUND IN: OPEN

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE	
	1D6		

ATTACKS:

2 HORNS, 3D6
 1 BITE, 2D6

ALL THE WORLDS' MONSTERS

YALE

DESCRIPTION:

VERY SIMILIAR TO A HORSE, BUT WITH TWO HORNS IN BALL SOCKETS WHICH IT CAN TURN IN ANY DIRECTION. THE YALE CAN ATTACK IN THREE DIRECTIONS WITH ONE SWEEP OF ITS HEAD; TO THE SIDE WITH A HORN, FORWARD WITH A BITE, AND THEN TO THE OTHER SIDE WITH THE OTHER HORN. ITS MOUTH IS FILLED WITH SHARP TUSKS WHICH CAUSES THE RATHER HEAVY DAMAGE DONE BY ITS BITE.

YARZOON

TYPE: TRUE GIANT

CREATED BY: KEN MURPHY

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.
10D8+3	-5-0	24			RANGE	RANGE
					3D6	3D6+6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (50%)	1	75%	G + 1D8*100 GOLD PIECES
WANDERING	1	45%	D + 1D4*100 GOLD PIECES

ATTACKS:

6 SWORDS, 2D8
OR
1 TWO-HANDED +3 SWORD, 3D12+3

DESCRIPTION:

A VERY LARGE, GOLDEN SKINNED HUMANOID WITH SIX ARMS. HE IS OVER TWELVE FEET TALL. THE YARZOON HAS TRUE SIGHT AND THE ABILITY TO SEE INVISIBLE. HIS HEAD HAS A FACE ON ALL FOUR SIDES SO HE CANNOT BE SURPRISED.

THE YARZOON REGENERATES SIX HIT POINTS OF DAMAGE PER MELEE TURN.

THERE IS A 35% CHANCE THAT THE YARZOON CAN BE BRIBED WITH GOLD OR GEMS TO LEAVE A PARTY ALONE.

YELLOW OCHRE JELLY

TYPE: CLEAN-UP CREW

CREATED BY: ROGER M. W. MUSSON

HIT	ARMOR					
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.
5D8	8	3			RANGE	RANGE
					1	1D3

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (80%)	1	
WANDERING	1	

ATTACKS:

1 TOUCH, 2D6
1 EXPLOSION, 5D8

DESCRIPTION:

VERY SIMILIAR TO OCHRE JELLY, BUT COLORED YELLOW. THE MAIN DIFFERENCE BETWEEN THIS AND OTHER JELLIES IS THAT THE YELLOW OCHRE JELLY IS HIGHLY FLAMMABLE AND EASILY IGNITED. ANY SPARK CAUSED BY A WEAPON STRIKE OR BY FIRE CAUSES THE JELLY TO EXPLODE. IT CAN EASILY BE KILLED BY ANY FORM OF COLD.

THE YELLOW OCHRE JELLY IS OFTEN USED TO GUARD FRAGILE TREASURES SINCE IF IT IS DESTROYED IN AN EXPLOSION, THE TREASURE GOES TOO.

Z

ALL THE WORLDS' MONSTERS



ZANDIOUM

TYPE: HUMANOID

CREATED BY: JOHN SKAGGS

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
12D6+1	-3+2	15	24	14	4D8	5D8

ALIGNMENT: LAWFUL, NEUTRAL
FOUND IN: ANYWHERE

LAIR (95%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	3D6	80%	H
	2D4	20%	F

ATTACKS:

1 WEAPON, BY WEAPON TYPE
2 SPELLS, 1 MAGIC AND 1 CLERICAL

DESCRIPTION:

A MEDIUM SIZED MAN WITH WEBBED HANDS AND FEET AND STRONG WINGS. HE IS ABLE TO SWIM IN ARMOR, EVEN CARRYING A WEAPON, BUT ONLY SLOWLY AND WITH NO OTHER ENCUMBERANCES. HE HAS THE ABILITY TO BREATHE UNDER WATER, SO INSTEAD OF SWIMMING HE WILL USUALLY WALK ON THE BOTTOM. THE ZANDIOUM MAY EVEN THROW SPELLS WHILE UNDER WATER, THOUGH THE TARGET GETS +2 TO ITS SAVING THROW.

THE ZANDIOUM ADVANCES AS A FIGHTER, A MAGE, AND A CLERIC AT THE SAME TIME. HE BEGINS HIS TRAINING AT A VERY EARLY AGE AND DOES NOT ENTER THE OUTSIDE WORLD UNTIL HE HAS REACHED THIRD LEVEL IN ALL THREE CLASSES.

THE ZANDIOUM IS IMMUNE TO "POLYMORPH", "FEAR", POISON, CURSED ITEMS, "SLEEP", FIRE, AND COLD. ALL OTHER MAGICAL ATTACKS DO ONLY HALF DAMAGE.

ZANLUK

TYPE: ANIMAL

CREATED BY: ANDY VON GOTTFRIED

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
5D8	6	15	30		2D6	2D6+6

ALIGNMENT: LAWFUL
FOUND IN: OUTDOORS, RIVERS, SWAMPS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE	
	7D6		

ALL THE WORLDS' MONSTERS

ZANLUK

ATTACKS:

1 CHARGE, 3D4
 2 HOOVES, 1D6
 2 REAR HOOVES, 1D8
 2 HORNS, 2D4

DESCRIPTION:

A WINGED BULL. THERE IS ONLY A 5% CHANCE THAT THE ZANLUK WILL BE SURPRISED. THE ZANLUK IS ALWAYS FOUND AS PART OF A HERD, THE HERD WILL CONSIST OF 50% COWS, 25% BULLS, AND 25% CALVES. WHEN THE HERD IS THREATENED, IT WILL FORM A CIRCULAR MASS WITH THE BULLS ON THE OUTER CIRCUMFERENCE.

ZANMAK

TYPE: ANIMAL

CREATED BY: ANDY VON GOTTFRIED

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
5D8	4	14	30		2D6	3D6+6

ALIGNMENT: LAWFUL
 FOUND IN: ANYWHERE

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	30% SEE BELOW
	1D6	

ATTACKS:

2 CLAWS (FRONT), 2D4
 2 CLAWS (REAR), 2D6
 1 BITE, 1D12

DESCRIPTION:

A WINGED LION. IT HAS SUCH ACUTE SENSES THAT IT CANNOT BE SURPRISED. IT USUALLY LAIRS IN CAVES. ITS TREASURE HORDE HAS A 80% CHANCE FOR 2D6 GEMS AND AN 80% CHANCE FOR MISCELLANEOUS MAGIC.

THE ZANMAK DOES NOT REALLY FLY, IT FLUTTERS ITS WINGS WHEN IT LEAPS, ALLOWING IT TO LEAP AS MUCH AS THIRTY FEET.

ZANUDE

TYPE: HUMANOID

CREATED BY: ROB NARBERES

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
20D8	1	18	12	10	3D8+10	3D8+10

ALIGNMENT: ANY, HUNGRY
 FOUND IN: ANYWHERE

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	10D5+10	90% G + TECHNO
	1D6	25% G

ATTACKS:

2 HANDS, 2D6
 OR
 1 PSIONIC
 OR
 1 VISUAL (SEE BELOW)
 OR
 1 WEAPON, BY WEAPON TYPE

DESCRIPTION:

A MEMBER OF A GENETICALLY AND CYBERNETICALLY ALTERED RACE OF HUMANS CREATED BY A GROUP OF LONG DEAD SCIENTISTS SEEKING TO PERFECT THE HUMAN RACE. HE IS AROUND SEVEN FEET TALL, WITH TWO ARMS AND LEGS AND WITH SMALL WINGS THAT FOLD INTO SLOTS IN HIS BACK. HIS SKIN HAS A SILVER SHEEN WHICH IS DUE TO THE PRESENCE OF CHROMALLOY MOLECULES IMBEDDED BELOW THE SURFACE, THESE MOLECULES ALSO GIVE HIM HIS HIGH ARMOR CLASS. THE SAME MOLECULES ARE ALSO IN HIS MUSCLE TISSUE, GIVING HIM HIS HIGH DEXTERITY AND STRENGTH (3D8+10).

A PRIMARY DESIGN CONSIDERATION FOR THE ZANUDE WAS HEIGHTENED INTELLIGENCE AND PSIONIC STRENGTH. HIS PSIONIC STRENGTH IS 400 AND, AS A SPECIAL BENEFIT OF HIS HIGH INTELLIGENCE, IF HE CONCENTRATES ON A SINGLE ORGANIC TARGET HE CAN KILL IT (IF IT DOES NOT MAKE ITS SAVE); AN INORGANIC TARGET WILL BE FUSED (NO SAVE). EVEN IF THE ORGANIC TARGET MAKES ITS SAVE IT WILL STILL BE PARALYZED FOR 1D20 MELEE TURNS.

THE ZANUDE CAN ONLY USE ONE FORM OF ATTACK PER TURN, BUT HE CAN FREELY CHANGE FROM ONE MELEE ROUND TO ANOTHER. ANY WEAPON HE USES WILL BE SOME FORM OF TWO-HANDED WEAPON.

ALL THE WORLDS' MONSTERS

ZANUDE

THE ZANUDE CAN BE ANY CLASS, THOUGH DUE TO HIS HATRED OF THE SCIENTISTS WHO CREATED HIM, HE WILL NEVER BE A TECHNO.

THE ZANUDE CANNOT BE CHARMED OR HYPNOTIZED AND HE WILL DISBELIEVE ANY ILLUSIONS. HE CAN BE EMPLOYED BY PLAYER CHARACTERS AND WILL SERVE LOYALLY UNTIL DEATH, BUT DUE TO HIS INATE FEELINGS OF SUPERIORITY TOWARD HUMANS, HIS REACTION DICE ROLL AT -2.

ZEND-AVESTA

TYPE: MISCELLANEOUS

CREATED BY: CARL BATHGATE

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
3D8	6	8	7		3D6+1	2D6+3

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (60%)	1D6	100%	1 GEM PER CREATURE
WANDERING	1D2	100%	1 GEM PER CREATURE

ATTACKS:

1 BUTT, 1D2
OR
1 BOLT, 3D6 ELECTRIC

DESCRIPTION:

THE ZEND-AVESTA IS A SILICON BASED LIFE FORM WHICH APPEARS AS A PERFECT SPHERICAL, MILKY-WHITE GLOBE USUALLY HOVERING IN THE AIR. IT IS USUALLY FOUND IN SUNNY AREAS SINCE IT GETS ITS ENERGY FROM SUNLIGHT.

NORMALLY PEACEFUL, THE ZEND WILL ONLY ATTACK IF IT SENSES HOSTILITY (IT IS TELEPATHIC). IT WILL OFTEN RUN RATHER THAN FIGHT, ESPECIALLY IF IT FEELS THAT IT CANNOT WIN.

IN THE CENTER OF ITS HARD, CRYSTALLINE BODY IS ITS BRAIN, WHICH IS ABOUT SIX INCHES IN DIAMETER AND IS WORTH 1D10*1000 GOLD PIECES SINCE IT CAN BE USED AS A CRYSTAL BALL (ALSO USED AS A GEM).

IT CAN USE ITS ELECTRICAL BOLT FIVE TIMES A DAY.

ZIP

TYPE: INSECT

CREATED BY: DAVE HARGRAVE

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
POINTS	CLASS				RANGE	RANGE
1	3	2	36		0	1D12+20

ALIGNMENT: HUNGRY
FOUND IN: OUTDOORS, WATER, AIR

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (90%)	100D100	5%	VARIABLE
WANDERING	10D10		

ATTACKS:

1 HEAD ON CRASH, 1 POINT PLUS SEE BELOW

DESCRIPTION:

A PEA-SIZED BEE-LIKE INSECT WITH A DAY-GLOW ORANGE COLOR. THE ZIP IS ONLY FOUND AS PART OF A SWARM WHICH ACTS AS A SINGLE ENTITY. THE SOUND OF THE SWARM IN FLIGHT RESEMBLES THAT OF AN OUT OF TUNE PIPE ORGAN. ALTHOUGH USUALLY NOT LETHAL, MOST SENTIENT CREATURES FLEE THESE INSECTS IN COMPLETE TERROR.

WHILE THE ZIP'S CRASH ONLY CAUSES ONE POINT OF DAMAGE, ITS INTERNAL JUICES (WHICH ENTER THE VICTIM'S BODY WHEN THE ZIP HITS) CAUSE ACUTE PAIN AND NAUSEA FOR ONE MINUTE PER ZIP HIT. DURING THIS TIME THE VICTIM'S ARMOR CLASS AND HIT PROBABILITY ARE REDUCED BY ONE.

THE ZIP SWARM IS COMPLETELY IMMUNE TO FEAR, POISON, AND VENOM. HOWEVER THE ZIPS ARE EASILY CONFUSED AND EVEN EASIER TO ANGER. THE ZIPS LOVE WINE; AN OPEN JUG OF WINE WILL ATTRACT THE ENTIRE SWARM WHICH WILL PROCEED TO GET VERY DRUNK.

ALSO CALLED "OUCHERS".

MONSTERS BY TYPE

ALIENS

Four-eyed Hig
Morq
Possessor
Tantalan

ANIMALS

Amphisbaena
Baggol
Bahamut
Bantok Bird
Boraddis
Butcherbird
Chandelier Beast
Cougar
Cougarala
Crab, Shocker
Curl Up
Dingo
Elephant, Pink
Fangmonster
Here-There Menace
Hog, Giant
Hopper
Hush Puppy
Jushkaparik
Kaila
Karkaden
Lamagriff
Leopard, Flying
Lion
Mantigon
Nasnas
Octapussy
Odders
Poisonfang
Prowler
Rat, Giant
Reforcer
Skorpadillo
Skyray
Slizzard
Snake, Giant
Snake, Hoop
Ster
Tarn
Tarrahook Bat
Tiger, Flying
Tiger, Horned
Tiger, Stone
Tiger, Tyrsisian
Toad, Giant
Turtle, Flying
Unipen
Vampire Bat, Greater

Vroat
Weasel, Giant
White Fang
Windwalker
Wobra
Yale
Zanluk
Zanmak

CLEAN-UP CREW

Blob, Blink
Maggoth
Mold, Pink
Purifier
Yellow Ochre Jelly

DEMONS

Banshee
Demon of Love and Madness
Demon Spider
Demon, Basic 1st Level
Demon, Basic 2nd Level
Demon, Basic 3rd Level
Demon, Basic 4th Level
Demon, Basic 5th Level
Demon, Basic 6th Level
Demon, Basic 7th Level
Demon, Basic 8th Level
Demon, Basic 9th Level
Demon, Basic 10th Level
Demon, Basic 11th Level
Demon, Basic 12th Level
Demon, Light
Demon, Rainbow
Eternity Stalker
Flame Devil
Grey Summoner
Hell Sprite
Marsan
Warf-Cru

DEMONS, GREATER

Demon Spider Lord, Ishral
Durga
Klithgor, The Destroyer

DEMONS, MINOR

Demon Snake, Simplistic
Demon Succubus, Simplistic
Demon, Basic 0th Level
Flame Child
Peditar
Succubus

DRAGONS

Dragon, Amber/Topaz
Dragon, Chestnut/Hazel
Dragon, Hazel/Jade
Dragon, Tan/Turquoise
Frost Horror
Sacnoth

DRAGONKIND

Arkle
Duocanth
Mandadon
Perneese Fire Lizards
Wurm Eater

ELEMENTALS

Balitorr, Lord of the Earth
Chakara, Lord of Fire
Elemental, Lightning
Etheran, Lord of the Air
Nunoria, Lord of Water

ENCHANTED MONSTERS

Basilcock
Dukhav
Fire Lion
Flamefiend
Golem, Cloth
Golem, Dust
Golem, Mud
Golem, Steel
Green Horror
Henderson Horror
Lavoid
Mithi
Mouse, Ice
None Such
Protean
Robot
Shimmer Sifter

ENERGY BEINGS

Leicht Geiste I
Leicht Geiste II
Leicht Geiste III
Soggi
Sun Son

FISH

Green Eel

FLYERS

Absorber
Baggol
Balitorr, Lord of the Earth

Bander Snatch

Banshee
Bantok Bird
Basilcock
Beetle, Diving
Beetle, Ice
Biakald
Bubble Man
Bug, Lightning
But, Stink
Butcherbird
Chakara, Lord of Fire
Corpse-Candle
Davis Baby
Death Seed
Death Sprite
Demon Snake, Simplistic
Demon Succubus, Simplistic
Demon, Basic 1st Level
Demon, Basic 2nd Level
Demon, Basic 3rd Level
Demon, Basic 4th Level
Demon, Basic 5th Level
Demon, Basic 6th Level
Demon, Basic 7th Level
Demon, Basic 8th Level
Demon, Basic 9th Level
Demon, Basic 10th Level
Demon, Basic 11th Level
Demon, Basic 12th Level
Demon, Light
Demon, Rainbow
Dragon, Amber/Topaz
Dragon, Chestnut/Pearl
Dragon, Haze/Jade
Dragon, Tan/Turquoise
Dread
Duocanth
Eagle Lord
Eel Bird
Electrogoyle
Elemental, Lightning
Energy Sink
Etheran, Lord of the Air
Fire Fly
Four-Eyed Pig
Frost Horror
Gorlang
Klithgor, The Destroyer
Lamagriff
Leicht Geiste I
Leicht Geiste II
Leicht Geiste III
Leopard, Flying
Lifesucker

Lightning Mound

Mandadon
Mantigon
Mosquito
None Such
Ochizauma
Odders
Peditar
Perneese Fire Lizards
Poisonfang
Robotic Vulture
Skyray
Sluggoc
Soggi
Spiderbat
Spirit of Vengeance
Succubus
Sun Son
Tarn
Tarrahook Bat
Tiger, Flying
Tiger, Tyrsisian
Toad, Giant
Turtle, Flying
Vampire Bat, Greater
Vamplock
Were Griffin
Windowden
Wobra
Wraith, Great
Wurm Eater
Zandoum
Zanluk
Zanmak
Zanude
Zend-Avesta
Zip

GIANT ANIMALS

Clam, Giant Air Breathing
Eel Bird
Quarang Slasher
Slinger
Squig

GIANT ARTHOPODS

Gorlang
Red Runner
Scorpion, Black
Scorpion, Tan
Spider, Black Widow, Giant
Spider, Fiddle
Spider, Giant
Spider, Red
Spider, Trap Door

GIANT INSECTS

Lifesucker
Murkwurm
Spiderbat

GIANT-TYPES

Elf, Dark
Troll, Shock

HUMANOIDS

Amazon, Sea
Bander Snatch
Biakald
Bubble Man
Crystal Creature
Davis Baby
Death Sprite
Eagle Lord
Glamdar
Gnome of Yipuari
Greased Lightning
Gremlin, Fire
Haggorrym
Kendry's Night Demon
Mantapus
Pitorcs
Shudu
Titterer
Treemeon
Troll
Wazoon
Windowden
Sandioum
Zanude

INSECTS

Beetle, Diving
Beetle, Ice
Bug, Lightning
Bug, Stink
Fire Fly
Mosquito
Zip

LYCANTHROPES

Osta Beast
Were Griffin
Were Pard
Were Platypus
Were Skunk
Were Walrus
Were Wolverine

MONSTER TYPES (CONT.)

MISCELLANEOUS

Absorber
Electrogoyle
Energy Sink
Fachan
Fir Darrig
Khirra
Lightning Mound
Mud Creature
Muncher
Nagedua
Ochizauma
Plaguebringer
Scarlet Stalker
Scorpan
Sluggoc
Smik Lat
Space Bender
Spinded Pincher
Stavanger
Stirge Bear
Surface Tension Monster
Tarkus
Wholeflaffer
Xakardu
Zend-Avesta

PLANTS

Cuddle
Death Seed
Dream Beast
Harpooner
Snap Dragon
Where-There Tree

ROBOTS

Kenbazi
Robotic Vulture

SWIMMERS

Amazon, Sea
Baggol
Bahamut
Demon, Basic 2nd Level
Demon, Basic 3rd Level
Demon, Basic 10th Level
Demon, Basic 12th Level
Demon, Rainbow
Fangmonster
Gorlang
Green Eel
Grey Summoner
Kailla
Karkaden
Leopard, Flying

Mithi
Murkwurm
Nasnas
None Such
Nunoria, Lord of Water
Odders
Shimmer Shifter
Shudu
Smik Lat
Spined Pincher
Tiger, Horned
Tiger, Tyrsisian
Turtle, Flying
Warf-Cru
Wazoon
Were Platypus
Were Walrus
Worm, Fire
Zandioum
Zanude
Zend-Avesta

TRUE GIANTS

Ogron
Yarzooyn

UNDEAD

Corpse-Candle
Dread
Eye of Feat and Flame
Hell Worm
Hound, Wish
Soul Stealer
Spirit of Vengeance
Vamplock
Wraith, Great

MONSTER LEVEL CHART

LEVEL 1

Cuddle
Death Seed
Demon Succubus, Simplistic
Demon, Basic 0th Level
Demon, Basic 1st Level
Dingo
Four-Eyed Hig
Golem, Mud
Hell Sprite
Hush Puppy
Khirra
Possessor
Titterer

LEVEL 2

Beetle, Diving
Bubble Man
Chandelier Beast
Cuddle
Demon Snake, Simplistic
Demon Succubus, Simplistic
Demon, Basic 2nd Level
Dukhav
Flame Devil
Golem, Dust
Gremlin, Fire
Mouse, Ice
Snake, Hoop
Succubus
Troll
Were Platypus
Wobra

LEVEL 3

Bubble Man
Cuddle
Demon Succubus, Simplistic
Dread
Flame Child
Gnome of Yipuuri
Golem, Cloth
Hog, Giant
Kenbazi
Perneese Fire Lizards
Pitorcs
Rat, Giant
Red Runner
Shudu
Spider, Giant
Succubus
Troll
Vampire Bat, Greater
Wholeflaffer
Wobra
Worm, Fire

HOW TO USE THE MONSTER LEVEL TABLE

Determining where a monster appears in a dungeon is up to the individual Dungeon Master. However, the following table can be used as a rule of thumb for those who insist that high level monsters should be on low levels of dungeons.

THE MONSTER LEVEL TABLE

Dungeon Level	Die Roll									
	1	2	3	4	5	6	7	8	9	10
1	1	1	1	2	2	3	3	4	4	5
2	1	1	2	2	3	3	4	4	5	5
3	1	2	2	3	3	4	4	5	5	6
4	2	2	3	3	4	4	5	5	6	6
5	2	3	3	4	4	5	5	6	6	7
6	3	3	4	4	5	5	6	6	7	7
7	3	4	4	5	5	6	6	7	7	8
8	4	4	5	5	6	6	7	7	8	8
9	4	5	5	6	6	7	7	8	8	9
10	5	5	6	6	7	7	8	8	9	9
11	5	6	6	7	7	8	8	9	9	10
12	6	6	7	7	8	8	9	9	10	10
13	6	7	7	8	8	9	9	10	10	11
14	7	7	8	8	9	9	10	10	11	11
15	7	8	8	9	9	10	10	11	11	12
16	8	8	9	9	10	10	11	11	12	12
17	8	9	9	10	10	11	11	12	12	13
18	9	9	10	10	11	11	12	12	13	13

Once you find the correct level, simply establish how many monsters are in the level and roll dice or use other random determinations to decide which monster actually appears.

Note that several monsters appear more than once on the Monster Level Chart. Use the lower range of hit dice for those monsters appearing on the higher (closer to the surface) levels of the dungeon.

MONSTER LEVELS (CONT.)

LEVEL 4

Banshee
Cougar
Cuddle
Davis Baby
Demon Succubus, Simplistic
Gnome of Yipuuri
Greased Lightning
Hog, Giant
Hound, Wish
Jushkaparik
Mithi
Peditar
Pitorcs
Rat, Giant
Red Runner
Skorpadillo
Skyray
Stirge Bear
Succubus
Tarahook Bat
Tiger, Stone
Toad, Giant
Troll
Wobra
Worm, Fire
Zend-Avesta

LEVEL 5

Crab, Shocker
Cuddle
Demon, Basic 3rd Level
Gnome of Yipuuri
Greased Lightning
Hog, Giant
Morq
Pitorcs
Protean
Red Runner
Skorpadillo
Snake, Giant
Space Bender
Stirge Bear
Succubus
Surface Tension Monster
Tantalan
Tiger, Stone
Troll
Vroat
Were Pard
Were Skunk
White Fang
Wobra
Worm, Fire
Yellow Ochre Jelly

LEVEL 6

Bander Snatch
Crab, Shocker
Cuddle
Curl Up
Death Sprite
Demon Spider
Demon, Basic 4th Level
Dream Beast
Eagle Lord
Gnome of Yipuuri
Green Horror
Hog, Giant
Lion
Ochizauma
Pitorcs
Prowler
Quarang Slasher
Rat, Giant
Red Runner
Skorpadillo
Skyray
Squig
Stirge Bear
Succubus
Sun Son
Tantalan
Tiger, Stone
Troll
Vroat
Were Walrus
White Fang
Wobra
Zanmak

LEVEL 7

Crab, Shocker
Cuddle
Death Sprite
Demon Spider
Demon, Basic 5th Level
Dragon, Tan/Turquoise
Elf, Dark
Gnome of Yipuuri
Hog, Giant
Octapussy
Osta Beast
Pitorcs
Poisonfang
Quarang Slasher
Rat, Giant
Red Runner
Scorpion, Black
Shimmer Shifter
Skorpadillo

Soggi

Spider, Fiddle
Spider, Red
Spiderbat
Spirit of Vengeance
Squig
Ster
Succubus
Tantalan
Tarn
Tiger, Stone
Troll
Vroat
White Fang

LEVEL 8

Corpse-Candle
Crab, Shocker
Cuddle
Death Sprite
Demon Spider
Dragon, Chestnut/Pearl
Dragon, Tan/Turquoise
Gnome of Yipuuri
Hog, Giant
Marsan
Ogron
Pitorcs
Poisonfang
Quarang Slasher
Rat, Giant
Robotic Vulture
Skorpadillo
Soggi
Spider, Fiddle
Spirit of Vengeance
Squig
Ster
Succubus
Troll
Vamplock
Vroat
White Fang
Windwalker

LEVEL 9

Cuddle
Death Sprite
Demon, Basic 6th Level
Dragon, Amber/Topaz
Dragon, Chestnut/Pearl
Dragon, Tan/Turquoise
Duocanth
Hog, Giant
Ogron
Pitorcs

Poisonfang

Quarang Slasher
Rat, Giant
Scarlet Stalker
Soggi
Spider, Black Widow, Giant
Spider, Fiddle
Spirit of Vengeance
Ster
Tiger, Horned
Troll
Were Wolverine
Windwalker

LEVEL 10

Arkle
Boraddis
Clam, Giant Air Breathing
Crystal Creature
Cuddle
Death Sprite
Demon Spider
Dragon, Amber/Topaz
Dragon, Chestnut/Pearl
Dragon, Hazel/Jade
Duocanth
Electrogoyle
Elemental, Lightning
Gorlang
Hog, Giant
Mold, Pink
Ogron
Pitorcs
Poisonfang
Quarang Slasher
Rat, Giant
Scorpion, Tan
Soggi
Spider, Black Widow, Giant
Spirit of Vengeance
Troll, Shock
Windwalker

LEVEL 11

Baggol
Boraddis
Clam, Giant Air Breathing
Cuddle
Death Sprite
Demon Spider
Demon, Basic 7th Level
Dragon, Amber/Topaz
Dragon, Hazel/Jade
Duocanth
Elemental, Lightning
Green Eel

Here-There Menace

Hog, Giant
Mantapus
Ogron
Plaguebringer
Poisonfang
Quarang Slasher
Rat, Giant
Scorpan
Soggi
Spider, Black Widow, Giant
Spider, Trap Door
Spirit of Vengeance
Windwalker

LEVEL 12

Boraddis
Clam, Giant Air Breathing
Cuddle
Death Sprite
Demon Spider
Demon, Basic 8th Level
Dragon, Hazel/Jade
Duocanth
Elemental, Lightning
Green Eel
Hog, Giant
Mud Creature
Ogron
Poisonfang
Purifier
Quarang Slasher
Rat, Giant
Reforcer
Scorpan
Soggi
Spirit of Vengeance

LEVEL 13

Absorber
Amphisbaena
Balitor, Lord of the Earth
Bantok Bird
Blob, Blink
Boraddis
Chakara, Lord of Fire
Clam, Giant Air Breathing
Cuddle
Death Sprite
Demon of Love and Madness
Demon Spider
Demon Spider Lord, Ishral
Demon, Basic 9th Level
Demon, Basic 10th Level
Demon, Basic 11th Level
Demon, Basic 12th Level

Demon, Light
Demon, Rainbow
Duocanth
Durga
Elemental, Lightning
Energy Sink
Etheran, Lord of the Air
Eye of Fear and Flame
Fachan
Fire Lion
Frost Horror
Glamdar
Golem, Steel
Green Eel
Grey Summoner
Hell Worm
Hog, Giant
Hopper
Kendry's Night Demon
Klithgor, The Destroyer
Lavoid
Leicht Geiste I
Leicht Geiste II
Leicht Geiste III
Lifesucker
Lightning Mound
Maggoth
Mandadon
Mantigon
Muncher
Nagedua
None Such
Nunoria, Lord of Water
Poisonfang
Quarang Slasher
Rat, Giant
Robot
Sacnoth
Scorpan
Slinger
Sluggoc
Soul Stealer
Spirit of Vengeance
Tarkus
Tiger, Tyrsisian
Wraith, Great
Wurm Eater
Yarzooyun
Zandium
Zanude

MONSTER APPEARANCES BY LOCALE

CITIES

Absorber; Arkle; Baggol; Balitorr, Lord of the Earth; Bander Snatch; Banshee; Bantok Bird; Beetle, Diving; Boraddis; Bubble Man; Chakara, Lord of Fire; Chandelier Beast; Clam, Giant Air Breathing; Cougar; Crab, Shocker; Cuddle; Davis Baby; Death Sprite; Demon of Love and Madness; Demon Snake, Simplistic; Demon Spider; Demon Spider Lord, Ishral; Demon Succubus, Simplistic; Demon, Basic 0th-12th Levels; Demon, Light; Demon, Rainbow; Dingo; Dragon, Amber/Topaz; Dragon, Tan/Turquoise; Dread; Dream Beast; Eel Bird; Electrogoyle; Elemental, Lightning; Elf, Dark; Energy Sink; Eternity Stalker; Etheran, Lord of the Air; Fire Lion; Flame Child; Flame Devil; Four-Eyed Hig; Frost Horror; Golem, Cloth; Golem, Dust; Greased Lightning; Gremlin, Fire; Grey Summoner; Haggorrym; Hell Worm; Here-There Menace; Hopper; Khirra; Klithgor, The Destroyer; Lamagriff; Lavoid; Leicht Geiste I, II, III; Lifesucker; Lightning Mound; Lion; Maggoth; Mantapus; Mantigon; Marsan; Morq; Muncher; None Such; Nunoria, Lord of Water; Ochizauma; Ogron; Peditar; Pitorcs; Plaguebringer; Poisonfang; Possessor; Protean; Prowler; Rat, Giant; Red Runner; Robot; Robotic Vulture; Sacnoth; Scarlet Stalker; Scorpan; Scorpion, Tan; Skorpaddillo; Skyray; Slizzard; Sluggoc; Snake, Giant; Soul Stealer; Space Bender; Spider, Black Widow, Giant; Spider, Fiddle; Spider, Red; Spiderbat; Spirit of Vengeance; Stirge Bear; Succubus; Sun Son; Tarkus; Tarn; Tiger, Horned; Tiger, Stone; Tiger, Tyrsisian; Titterer; Troll; Troll, Shock; Were Pard; Were Wolverine; White Fang; Windwalker; Wobra; Worm, Fire; Wraith, Great; Zandionum; Zannak; Zanude; Zend-Avesta.

DESERTS

Absorber; Arkle; Baggol; Balitorr, Lord of the Earth; Banshee; Ban-

tok Bird; Basilcock; Beetle, Diving; Biakald; Boraddis; Bubble Man; Butcherbird; Chakara, Lord of Fire; Clam, Giant Air Breathing; Cougar; Crab, Shocker; Death Sprite; Demon of Love and Madness; Demon Snake, Simplistic; Demon Succubus, Simplistic; Demon, Basic 0th-12th Levels; Demon, Light; Demon, Rainbow; Dingo; Dragon, Amber/Topaz; Dragon, Tan/Turquoise; Dread; Dream Beast; Eel Bird; Electrogoyle; Elemental, Lightning; Elf, Dark; Energy Sink; Eternity Stalker; Etheran, Lord of the Air; Fire Lion; Flame Child; Four-Eyed Hig; Frost Horror; Glamdar; Golem, Cloth; Golem, Dust; Gorlang; Greased Lightning; Grey Summoner; Hell Sprite; Hell Worm; Henderson Horror; Hopper; Khirra; Klithgor, The Destroyer; Lavoid; Lifesucker; Lightning Mound; Lion; Maggoth; Mantapus; Mantigon; Marsan; Morq; Muncher; Murkwurm; Magedua; Nunoria, Lord of Water; Perneese Fire Lizards; Pitorcs; Plaguebringer; Poisonfang; Possessor; Protean; Quarang Slasher; Red Runner; Robot; Robotic Vulture; Sacnoth; Scarlet Stalker; Scorpan; Scorpion, Black; Skorpaddillo; Skyray; Slizzard; Sluggoc; Snake, Giant; Soul Stealer; Space Bender; Spider, Black Widow, Giant; Spider, Fiddle; Spider, Red; Spider, Trap Door; Spiderbat; Spirit of Vengeance; Stirge Bear; Succubus; Sun Son; Surface Tension Monster; Tantalum; Tarkus; Tarn; Tiger, Horned; Tiger, Stone; Tiger, Tyrsisian; Troll; Troll, Shock; Turtle, Flying; Vamplock; Were Platypus; White Fang; Windowden; Wobra; Worm, Fire; Wraith, Great; Zandionum; Zannak; Zannak; Zanude; Zend-Avesta; Zip.

DUNGEONS

Absorber; Amphisbaena; Arkle; Baggol; Balitorr, Lord of the Earth; Bander Snatch; Banshee; Bantok Bird; Beetle, Diving; Blob, Blink;

Boraddis; Bubble Man; Chakara, Lord of Fire; Chandelier Beast; Clam, Giant Air Breathing; Corpse-Candle; Cougar; Crab, Shocker; Crystal Creature; Cuddle; Curl Up; Davis Baby; Death Seed; Death Sprite; Demon of Love and Madness; Demon Snake, Simplistic; Demon Spider; Demon Spider Lord, Ishral; Demon Succubus, Simplistic; Demon, Basic 0th-12th Levels; Demon, Light; Demon, Rainbow; Dingo; Dragon, Amber/Topaz; Dragon, Chestnut/Pearl; Dragon, Hazel/Jade; Dragon, Tan/Turquoise; Dread; Dream Beast; Dukhav; Duocanth; Durga; Eagle Lord; Electrogoyle; Elemental, Lightning; Elf, Dark; Energy Sink; Etheran, Lord of the Air; Eye of Fear and Flame; Fachan; Fire Lion; Flame Child; Flame Devil; Four-Eyed Hig; Frost Horror; Glamdar; Gnome of Yipuuri; Golem, Cloth; Golem, Steel; Gorlang; Greased Lightning; green Eel; Green Horror; Gremlin, Fire; Grey Summoner; Hell Sprite; Hell Worm; Henderson Horror; Here-There Menace; Hog, Giant; Hopper; Hound, Wish; Hush Puppy; Jushkapparik; Kenbazi; Kendry's Night Demon; Khirra; Klithgor, The Destroyer; Lavoid; Leicht Geiste I/II/III; Lifesucker; Lightning Mound; Lion; Maggoth; Mandadon; Mantapus; Mantigon; Marsan; Mithi; Mold, Pink; Morq; Mouse, Ice; Mud Creature; Muncher; Magedua; None Such; Nunoria, Lord of Water; Ochizauma; Octapussy; Ogron; Osta Beast; Peditar; Perneese Fire Lizards; Pitorcs; Plaguebringer; Poisonfang; Possessor; Protean; Prowler; Purifier; Quarang Slasher; Rat, Giant; Red Runner; Reforcer; Robot; Robotic Vulture; Sacnoth; Scarlet Stalker; Scorpan; Scorpion, Black; Shudu; Skorpaddillo; Skyray; Slinger; Sluggoc; Snake, Giant; Snake, Hoop; Soggi; Soul Stealer; Space Bender; Spider, Black Widow, Gi-

ant; Spider, Fiddle; Spider, Red; Spider, Trap Door; Spiderbat; Spirit of Vengeance; Squig; Ster; Stirge Bear; Succubus; Sun Son; Surface Tension Monster; Tantalum; Tarkus; Tarn; Tarrahook, Bat; Tiger, Horned; Tiger, Stone; Tiger, Tyrsisian; Titterer; Toad, Giant; Troll; Troll, Shock; Vampire Bat, Greater; Vamplock; Vroat; Were Pard; Were Platypus; Were Skunk; Were Walrus; Were Wolverine; White Fang; Wholeflaffer; Windwalker; Wobra; Worm, Fire; Wraith Great; Wurm Eater; Yarzooyin; Yellow Ochre Jelly; Zandionum; Zannak; Zanude; Zend-Avesta.

MOUNTAINS

Absorber; Amphisbaena; Arkle; Baggol; Balitorr, Lord of the Earth; Bander Snatch; Banshee; Bantok Bird; Basilcock; Beetle, Diving; Beetle, Ice; Bubble Man; Butcherbird; Chakara, Lord of Fire; Clam, Giant Air Breathing; Cougar; Cougarala; Cuddle; Death Sprite; Demon of Love and Madness; Demon Snake, Simplistic; Demon Succubus, Simplistic; Demon, Basic 0th-12th Levels; Demon, Light; Demon, Rainbow; Dingo; Dragon, Amber/Topaz; Dragon, Chestnut/Amber; Dread; Dukhav; Duocanth; Durga; Eagle Lord; Eel Bird; Electrogoyle; Elemental, Lightning; Elf, Dark; Energy Sink; Eternity Stalker; Etheran, Lord of the Air; Fachan; Fangmonster; Fir Darrig; Fire Lion; Flame Child; Flamefiend; Four-Eyed Hig; Frost Horror; Glamdar; Golem, Cloth; Golem, Mud; Gorlang; Greased Lightning; Grey Summoner; Haggorrym; Hell Sprite; Hell Worm; Hopper; Jushkapparik; Karkaden; Kendry's Night Demon; Khirra; Klithgor, The Destroyer; Lamagriff; Lavoid; Lifesucker; Lightning Mound; Lion; Maggoth; Mandadon; Mantapus; Mantigon; Marsan; Morq; Mouse, Ice; Muncher; Nasnas; None Such; Nunoria, Lord of Water; Ochizauma; Octapussy; Ogron; Osta Beast; Peditar; Perneese Fire Lizards; Pitorcs; Plaguebringer; Poisonfang; Possessor; Protean; Prowler; Purifier; Quarang Slasher; Rat, Giant; Red Runner; Reforcer; Robot; Robotic Vulture; Sacnoth; Scarlet Stalker; Scorpan; Scorpion, Black; Shudu; Skorpaddillo; Skyray; Slinger; Sluggoc; Snake, Giant; Snake, Hoop; Soggi; Soul Stealer; Space Bender; Spider, Black Widow, Gi-

sauma; Ogron; Perneese Fire Lizards; Pitorcs; Plaguebringer; Poisonfang; Possessor; Protean; Prowler; Red Runner; Reforcer; Robot; Robotic Vulture; Sacnoth; Scarlet Stalker; Scorpan; Scorpion, Tan; Shimmer Shifter; Skorpaddillo; Skyray; Slizzard; Sluggoc; Snake, Giant; Soul Stealer; Space Bender; Spider, Black Widow, Giant; Spider, Fiddle; Spider, Red; Spiderbat; Spirit of Vengeance; Squig; Stavanzer; Ster; Stirge Bear; Succubus; Sun Son; Tantalum; Tarkus; Tarn; Tiger, Horned; Tiger, Stone; Tiger, Tyrsisian; Troll; Troll, Shock; Turtle, Flying; Vampire Bat, Greater; Vamplock; Weasel, Giant; Were Griffin; Were Pard; Were Wolverine; White Fang; Windowden; Windwalker; Wobra; Wraith, Great; Wurm Eater; Zandionum; Zannak; Zannak; Zanude; Zend-Avesta; Zip.

OPEN

Absorber; Arkle; Baggol; Balitorr, Lord of the Earth; Banshee; Bantok Bird; Beetle, Diving; Boraddis; Bubble Man; Bug, Lightning; Butcherbird; Chakara, Lord of Fire; Clam, Giant Air Breathing; Corpse-Candle; Cougar; Cougarala; Cuddle; Curl Up; Death Sprite; Demon of Love and Madness; Demon Snake, Simplistic; Demon, Basic 0th-12th Levels; Demon, Light; Demon, Rainbow; Dingo; Dragon, Amber/Topaz; Dragon, Chestnut/Pearl; Dread; Eagle Lord; Eel Bird; Electrogoyle; Elemental, Lightning; Elf, Dark; Energy Sink; Eternity Stalker; Etheran, Lord of the Air; Fachan; Fir Darrig; Fire Fly; Fire Lion; Flame Child; Four-Eyed Hig; Frost Horror; Glamdar; Golem, Cloth; Golem, Mud; Golem, Steel; Gorlang; Greased Lightning; Grey Summoner; Hell Worm; Hog, Giant; Hopper; Jushkapparik; Kaiila; Khendry's Night Demon; Khirra; Klithgor, The Destroyer; Lavoid; Lifesucker; Lightning Mound; Lion; Maggoth; Mantapus; Mantigon; Marsan; Morq; Munch-

Monster Appearances by Locale (cont.)

er; Nunoria, Lord of Water; Ochizauma; Odders; Ogron; Osta Beast; Perneese Fire Lizards; Pitorcs; Plaguebringer; Poisonfang; Possessor; Protean; Red Runner; Robot; Robotic Vulture; Sacnoth; Scarlet Stalker; Scorpan; Scorpion, Tan; Skorpaddillo; Skyray; Slizzard; Sluggoc; Snake, Giant; Snap Dragon; Soul Stealer; Space Bender; Spider, Black Widow, Giant; Spider, Fiddle; Spider, Red; Spider, Trap Door; Spiderbat; Spirit of Vengeance; Squig; Ster; Stirge Bear; Succubus; Sun Son; Tantal; Tarkus; Tarn; Tiger, Flying; Tiger, Horned; Tiger, Tyrsisian; Troll; Troll, Shock; Turtle, Flying; Unipen; Vampire Bat, Greater; Vamplock; Wazoon; Were Griffin; Were Platypus; White Fang; Windowden; Windwalker; Wobra; Wraith, Great; Yale; Zandioum; Zanluk; Zanamak; Zanude; Zend-Avesta; Zip.

RIVERS

Absorber; Amazon, Sea; Arkle; Baggol; Balitorr, Lord of the Earth; Banshee; Bantok Bird; Beetle, Diving; Boraddis; Bubble Man; Bug, Lightning; Butcherbird; Chakara, Lord of Fire; Clam, Giant Air Breathing; Cougar; Crab, Shocker; Cuddle; Death Sprite; Demon of Love and Madness; Demon Snake, Simplistic; Demon Succubus, Simplistic; Demon, Basic 0th-3rd & 6th-12th Levels; Demon, Light; Demon, Rainbow; Dingo; Dragon, Amber/Topaz; Dragon, Hazel/Jade; Dread; Durga; Eel Bird; Electrogoyle; Elemental, Lightning; Elf, Dark; Energy Sink; Eternity Stalker; Ethern, Lord of the Air; Fire Fly; Fire Lion; Flame Child; Four-Eyed Hig; Frost Horror; Glamdar; Golem, Cloth; Golem, Mud; Gorlang; Greased Lightning; Green Eel; Grey Summoner; Hell Worm; Hog, Giant; Hopper; Kendry's Night Demon; Khirra; Klithgor, The Destroyer; Lifesucker; Lightning Mound; Lion; Maggoth; Mantapus; Mantigon; Mar-

san; Morq; Muncher; Murkwurm; Nunoria, Lord of Water; Ochizauma; Odders; Ogron; Osta Beast; Perneese Fire Lizards; Pitorcs; Plaguebringer; Poisonfang; Possessor; Protean; Prowler; Rat, Giant; Red Runner; Robot; Robotic Vulture; Scanoth; Scarlet Stalker; Scorpan; Scorpion, Black; Skorpaddillo; Skyray; Slizzard; Sluggoc; Snake, Giant; Soul Stealer; Space Bender; Spider, Black Widow, Giant; Spider, Fiddle; Spider, Red; Spiderbat; Spirit of Vengeance; Stirge Bear; Succubus; Tarkus; Tarn; Tiger, Horned; Tiger, Stone; Tiger, Tyrsisian; Toad, Giant; Troll; Troll, Shock; Turtle, Flying; Vroat; Warf-Cru; Were Platypus; Were Walrus; White Fang; Wholeflaffter; Windowden; Windwalker; Wobra; Wraith, Great; Wurm Eater; Zandioum; Zanluk; Zanamak; Zanude; Zend-Avesta; Zip.

SEAS

Absorber; Amazon, Sea; Arkle; Baggol; Bahamut; Balitorr, Lord of the Earth; Banshee; Bantok Bird; Beetle, Diving; Boraddis; Bubble Man; Chakara, Lord of Fire; Clam, Giant Air Breathing; Crab, Shocker; Death Sprite; Demon of Love and Madness; Demon Snake, Simplistic; Demon Succubus, Simplistic; Demon, Basic 1st-3rd & 6th-12th Levels; Demon, Light; Demon, Rainbow; Dragon, Amber/Topaz; Dragon, Tan/Turquoise; Dread; Eel Bird; Electrogoyle; Elemental, Lightning; Elf, Dark; Energy Sink; Eternity Stalker; Ethern, Lord of the Air; Fire Lion; Flame Child; Four-Eyed Hig; Golem, Cloth; Golem, Mud; Greased Lightning; Green Eel; Grey Summoner; Hell Worm; Hopper; Khirra; Klithgor, The Destroyer; Lifesucker; Lightning Mound; Lion; Mantapus; Mantigon; Marsan; Muncher; Nunoria, Lord of Water; Ochizauma; Ogron; Perneese Fire Lizards; Pitorcs; Poisonfang; Possessor; Protean; Quarang Slasher; Robot;

Robotic Vulture; Scorpan; Skyray; Sluggoc; Smik Lat; Soul Stealer; Space Bender; Spiderbat; Spined Pincher; Spirit of Vengeance; Succubus; Tarkus; Tarn; Tiger, Horned; Tiger, Stone; Tiger, Tyrsisian; Troll; Troll, Shock; Turtle, Flying; Vamplock; Warf-Cru; Were Platypus; Were Walrus; White Fang; Wholeflaffter; Windwalker; Wobra; Wraith, Great; Zandioum; Zanamak; Zanude; Zend-Avesta; Zip.

SWAMPS

Absorber; Arkle, Baggol; Balitorr, Lord of the Earth; Banshee; Bantok Bird; Beetle, Diving; Bubble Man; Bug, Lightning; Bug, Stink; Butcherbird; Chakara, Lord of Fire; Clam, Giant Air Breathing; Cougar; Cuddle; Death Seed; Death Sprite; Demon of Love and Madness; Demon Snake, Simplistic; Demon, Basic 0th-12th Levels; Demon, Light; Demon, Rainbow; Dingo; Dragon, Amber/Topaz; Dragon, Hazel/Jade; Dread; Dukhav; Durga; Eel Bird; Electrogoyle; Elemental, Lightning; Elephant, Pink; Elf, Dark; Energy Sink; Eternity Stalker; Ethern, Lord of the Air; Fachan; Fire Fly; Fire Lion; Flame Child; Four-Eyed Hig; Frost Horror; Glamdar; Golem, Cloth; Golem, Mud; Gorlang; Greased Lightning; Green Eel; Grey Summoner; Hell Worm; Here-There Menace; Hog, Giant; Hopper; Hound, Wish; Kendry's Night Demon; Khirra; Klithgor, The Destroyer; Lifesucker; Lightning Mound; Lion; Maggoth; Mantapus; Mantigon; Marsan; Morq; Mosquito; Mud Creature; Muncher; Murkwurm; Nunoria, Lord of Water; Ochizauma; Ogron; Osta Beast; Perneese Fire Lizards; Pitorcs; Plaguebringer; Poisonfang; Possessor; Protean; Prowler; Purifier; Quarang Slasher; Rat, Giant; Red Runner; Robot; Robotic Vulture; Sacnoth; Scarlet Stalker; Scorpan; Scorpion, Black; Scorpion, Tan; Skorpaddillo; Skyray; Slinger; Slizzard; Sluggoc; Snake,

Giant; Snap Dragon; Soul Stealer; Space Bender; Spider, Black Widow, Giant; Spider, Fiddle; Spider, Red; Spider, Trap Door; Spiderbat; Spirit of Vengeance; Squig; Stirge Bear; Succubus; Surface Tension Monster; Tarkus; Tarn; Tiger, Flying; Tiger, Horned; Tiger, Stone; Tiger, Tyrsisian; Toad, Giant; Troll, Troll, Shock; Turtle, Flying; Vampire Bat, Greater; Vroat; Warf-Cru; Were Platypus; White Fang; Wholeflaffter; Windowden; Windwalker; Wobra; Wraith, Great; Wurm Eater; Xakardu; Zandioum; Zanluk; Zanamak; Zanude; Zend-Avesta; Zip.

WOODS

Absorber; Arkle; Baggol; Balitorr, Lord of the Earth; Banshee; Bantok Bird; Beetle, Diving; Boraddis; Bubble Man; Bug, Lightning; Butcherbird; Chakara, Lord of Fire; Clam, Giant Air Breathing; Corpse-Candle; Cougar; Cougarala; Cuddle; Davis Baby; Death Sprite; Demon of Love and Madness; Demon Snake, Simplistic; Demon Succubus, Simplistic; Demon, Basic 0th-12th Levels; Demon, Light; Demon, Rainbow; Dingo; Dragon, Amber/Topaz; Dread; Dukhav; Duocanth; Eagle Lord; Eel Bird; Electrogoyle; Elemental, Lightning; Elephant, Pink; Elf, Dark; Energy Sink; Eternity Stalker; Ethern, Lord of the Air; Fangmonster; Fir Darrig; Fire Fly; Fire Lion; Flame Child; Flame Devil; Four-Eyed Hig; Frost Horror; Glamdar; Golem, Cloth; Golem, Mud; Gorlang; Greased Lightning; Grey Summoner; Haggorrym; Harpooner; Hell Worm; Hog, Giant; Hopper; Jushkparik; Karkaden; Kendry's Night Demon; Khirra; Klithgor, The Destroyer; Lama-Griff; Lavoid; Leopard, Flying; Lifesucker; Lightning Mound; Lion; Maggoth; Mantapus; Mantigon; Marsan; Mithi; Morq; Muncher; Nasnas; Nunoria, Lord of Water; Ochizauma; Octapussy; Odders; Ogron; Osta Beast; Perneese

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