

Chakchak

by Roger E. Moore

CLIMATE/TERRAIN:	Any non-arctic
FREQUENCY:	Very rare
ORGANIZATION:	Military unit
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	5-20
ARMOR CLASS:	4 (10)
MOVEMENT:	9 (18 if <i>hasted</i>)
HIT DICE:	3+3
THACO:	16 (with +1 strength bonus)
NO. OF ATTACKS:	2 (4 if <i>hasted</i>)
DAMAGE/ATTACK:	3-10/3-10
SPECIAL ATTACKS:	<i>Hasted attacks</i>
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	420

The chakchak is a nearly extinct form of hobgoblin, a remnant of the Unhuman Wars, that is taller and more muscular than the common variety. The chakchak is the product of a magical ritual that has converted it into a powerful "hack-and-slash" combatant: Both of the chakchak's forearms have been magically strengthened and end in bony axeheads that are parts of the creature's own skeleton. Chakchaks have ash gray skin, with dull black freckles covering their backs and faces. When met, these humanoids are nearly always wearing armor. Chakchaks speak only the hobgoblin tongue.

Combat: A chakchak's axe-arms are the equivalent of battle axes, each with a reach of about four feet. The bones of its arms and the bone axeheads themselves have been rendered as strong as steel, though they are not truly made of metal.

The chakchak can strike twice per round, once with each arm-axe, in normal combat. As a result of its training, it can *haste* itself for the first 3-12 rounds of combat if allowed to work itself into a berserk fury for one round beforehand, during which time it cannot perform any other action. When *hasted*, the chakchak can strike four times per round and move at double-normal speed (18). Once this *hasted* movement ceases, the chakchak fights normally thereafter. A chakchak can *haste* itself up to three times per day, but requires an hour's rest at some point between each use of its berserking talent.

Additionally, chakchaks are quite strong, each having a strength equal to 18 (nonpercentile), granting them +1 on attack rolls and +2 on damage. Nearly all chakchaks wear the same sort of armor, a form of banded mail, as per religious law; their strength allows them to move swiftly and with ease despite the burden, as if they wore no armor at all.

Habitat/Society: Fragments of humanoid lore and legend have been assembled by elven sages to give a picture of the

chakchaks' origins. Pregnant hobgoblin females were selected by local shamans and witch doctors to have their unborn changed into chakchaks in a ceremony that invoked the names of humanoid gods now unknown. Following the ceremony, the females were separated from normal society until their children were born, after which the females were slain (apparently with their approval, if the legends are to be believed). The young chakchaks were raised by soldiers who gave them intense combat training, food, shelter, armor, and little else. As a result, the chakchaks usually matured into individuals with no emotional feelings except a too-easily triggered rage, as likely to erupt at hobgoblins and other chakchaks as at any enemy. Chakchaks were often controlled by witch doctors using the spell *charm person* on a daily basis. Having no hands, a chakchak was totally dependent upon other hobgoblin soldiers to be fed, dressed, and otherwise cared for; many were kept in prisonlike barracks to separate them from the public. Though feared for their fighting prowess, chakchaks appear to have been given the worst of treatment—worse, said one sage, than even the hobgoblins' prisoners.

The few individuals now found survived the Unhuman War only by being trapped by certain magical spells (e.g., *imprisonment*, *temporal stasis*, *trap the soul*, *wish*). These creatures are sometimes found within ancient dwarven citadels, where they were enspelled during raids, or in similar subterranean or deep-space locations. Some appear to have been hidden underground on certain worlds near the end of the Unhuman War; these "Doomsday warriors" (as one elven admiral christened them) were to be released by later generations of humanoids and used against their foes, but they were instead forgotten. Now they are merely hazards to those who explore ancient dungeons. Even if victorious in the short run, chakchaks invariably starve to death soon after they are set free upon the world again.

A chakchak is sexless (though masculine in general appearance) and is universally referred to as "it"; the creature's brutality and lack of finer feeling, marked even for a humanoid, encourage other races to treat it as genderless in conversation.

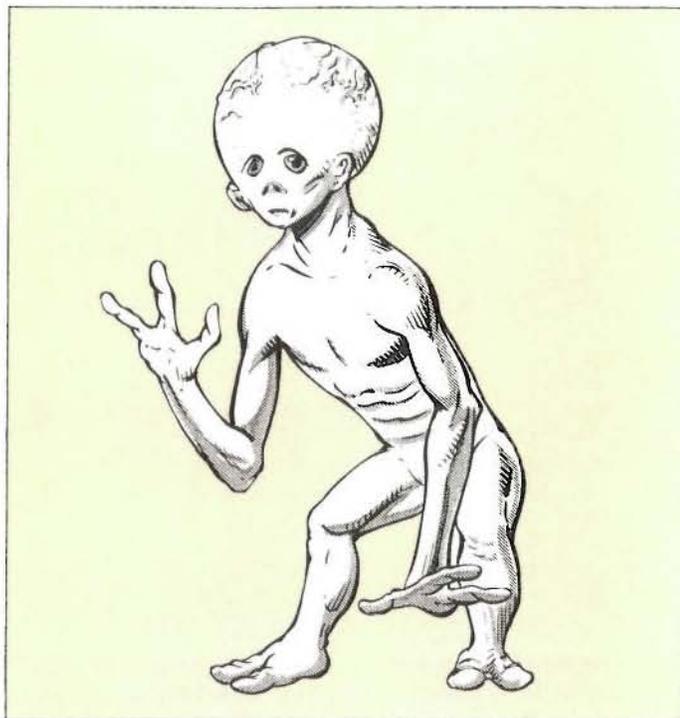
Ecology: Chakchaks never existed in great numbers, and they were created only for purposes of close combat. They held a very limited niche in their armies as assault troops and bodyguards; they were unable to utilize any long-range weaponry or magic, and their combat training was not flexible. Chakchaks were often slaughtered en masse by area-effect spells, pit and fire traps, and common archers. They also became the targets of adventurers who sought pride in defeating the best that the humanoid nations could offer. No known communities of hobgoblins have chakchaks among them. Only old elves and a few adventurers have any real knowledge of them now.

In their prime, chakchaks were greatly feared for their unusual ferocity. But as an experiment in developing an ultimate humanoid warrior, they must be counted as failures, as they could never live on their own without the extensive help of a larger social system. Created to destroy, their very limitations finally destroyed them as a race.

Oortling

by William W. Connors

CLIMATE/TERRAIN:	Comets
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	1 - 1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2 (1d2)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Unreliable (2-4)
XP VALUE:	15



Oortlings are a pathetic race who dwell on the natural comets that exist within the *crystal spheres*. While the oortlings once had a fairly sophisticated culture, they were dominated by the mind flayers early on in their evolution. Since that time, they have been manipulated and controlled by the space faring illithids and kept as cattle.

The typical oortling looks much like a dwarf. They are short, stocky, and noted for their pallor and bloated skulls. Within these skulls are the over-developed brains of the oortlings. Although they are kept from acquiring education or knowledge by their overlords, the oortlings have the potential for great intelligence. As a rule, however, the best any oortling's brain can hope for is to be the main course at a mind flayer feast.

Combat: The oortlings have had all knowledge of combat bred out of them by the mind flayers. They will cringe in fear from even the slightest possibility of violence. In cases where oortlings are in extreme pain or have lost their senses, they have been known to bite and scratch their opponents. While this attack is fairly feeble, it can inflict some minor damage (1d2 points).

Habitat/Society: Oortlings live on the flying mountains of ice and iron that men call comets. They make their homes by tunneling into the frozen surface, eventually into the iron or stone nucleus of the comet. Their communities are usually fairly small by human standards, with only 40-240 (4d6x10) oortlings living on any given comet. Of this number, half will

be females and young.

While the oortling culture was once advanced enough to construct great palaces from the ice of their cometary homes, it has degenerated to a state of primitive tribalism. The main reason for this is the domination and domestication of the oortling people by the mind flayers. Even at the height of their culture, the oortlings had no chance of breaking free from the mental and physical bondage into which they were thrust by the illithids.

Currently, the oortlings are a broken people. All creativity or curiosity has been crushed from their spirits, leaving them a ghastly race of cattle. They are tended and guarded by a group of mind flayer "farmers" and then hauled away to sate the hunger of the illithids.

Ecology: Oortlings feed on the ice that makes up the comets on which they live. Their systems are able to break down the ice, extracting vital nutrients from it and filtering out toxins that would kill other humanoids. Only cometary ice contains the chemicals they need to sustain themselves, however, and a diet of normal water/ice will do nothing to nourish them.

Oortlings produce few useful byproducts or trade goods which other races might be interested in. The sole exception to this, of course, are the mind flayers who breed the oortlings as human races breed cattle. Some other cultures have found that the fluid around an oortling's brain is a useful component in the creation of many potions that deal with *telepathy* and other mental powers.

MagiStar

by Dale A. Donovan

CLIMATE/TERRAIN:	Interior of Crystal Sphere surface
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Genius (18)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	Irrelevant
MOVEMENT:	Nil
HIT DICE:	8 + 8
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By spell
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Immune to physical attacks
MAGIC RESISTANCE:	100% to own school, nil for others
SIZE:	G (size varies)
MORALE:	Fearless (20)
XP VALUE:	6,000

MagiStars are extremely rare residents on the interior of *crystal spheres* which have "stars" present on them. Not every star is a MagiStar. As a rule, there are only eight (one of each school) on any sphere that has MagiStars.

MagiStars are intelligent collections of pure magical energy of any one of the eight schools of magery. They appear as brightly colored fire-bodies with an unusual degree of activity. Flares, swirls, and even small energy whirlpools are not uncommon near them. Care should be taken by all on-deck persons to avoid being caught by one of these magical outbursts.

Most of the time, the greatest danger of being caught in a MagiStar's flare is the possibility of being knocked off the ship. The flares possess a degree of physical force, and this fact can be to the MagiStar's advantage if unwanted guests approach too closely (see "Combat").

Another troublesome aspect of too closely approaching MagiStars is the occurrence of bizarre random magical effects (pertinent to that MagiStar's school) that are noticed by the crew of a passing ship (see below).

The most important fact about MagiStars is that they are also "living gates" through the Sphere to the Phlogiston. Since they are immobile, spacefarers needn't hunt for a gate. Convincing a MagiStar to allow your ship to pass through the gate is another matter entirely.

Combat: When engaged in combat, a MagiStar can use any one spell of its school, at a rate of one per round, once a day. Unharmed by all physical attacks, including magic weapons, only magic spells can harm them. Spells from schools other than its own (and Priest spells) will affect a MagiStar



normally, with appropriate saves. MagiStars save as 10th-level wizards. Spells from their own school are simply absorbed by the MagiStar, and this allows the MagiStar one extra use of any such spell per day.

As mentioned above, MagiStars' flares possess a degree of physical force, similar to a strong wind on a planet. A MagiStar can produce one flare a melee round, but cannot cast a spell on the same round it uses a flare. Under normal circumstances, the effect of a flare is identical to a *gust of wind* spell, although, technically, it is not that spell. When a MagiStar wishes to prevent a ship from approaching too closely, it can, once every 10 rounds, amplify this effect to be equal to a *wind wall* spell. Both of these effects act as if the MagiStar were a 10th-level wizard. Both types of flares have a range of 1,500 yards (three tactical hexes).

In addition to these conscious attacks, any spelljamming ship's approach to a MagiStar can cause unpredictable magical effects to take place on board. Some possible effects include: all magic items onboard that are related to the MagiStar's school begin to glow, and continue to do so until the ship moves away; a sudden drop to tactical speed, or a jump to "normal" speed, via the helm; sudden fainting spells (save vs. spells to avoid) for specialist mages of schools opposing the MagiStar's; or a +1 level to any specialist mages of the MagiStar's school for the duration of the mage's stay within the MagiStar's area of effect. Any of these effects can take place when a ship passes within three tactical hexes (1,500 yards) of a MagiStar. All of these random effects should be relatively harmless, serving more as nuisances than as harmful incidents. The DM may choose from the above examples, or may create his own, original, random effects, keeping in mind the idea that these

Telexian Vine

by Eric Sanko

CLIMATE/TERRAIN:	Any non-arctic or desert
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral Evil

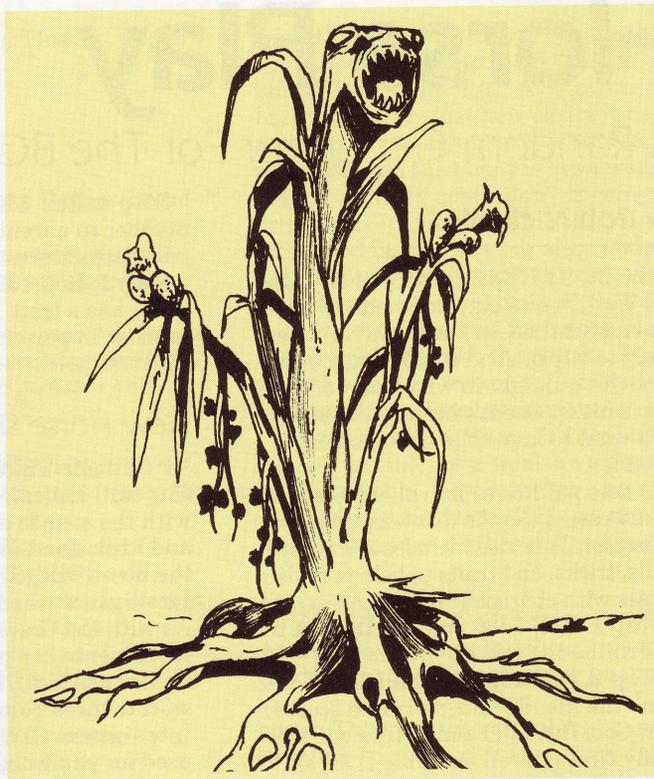
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	0
HIT DICE:	4 + 4 (main stalk) 2 (each root)
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 + 1
SPECIAL ATTACKS:	Entangle, spells
SPECIAL DEFENSES:	Camouflage, spells
MAGIC RESISTANCE:	25%
SIZE:	M (5' tall)
MORALE:	Average (9)
XP VALUE:	385

The telexian vine is a malicious and dangerous plant which is capable of speaking and fighting. It produces an addictive, sweet-smelling fruit and deadly blossoms. The vine has a complex system of 8-24 roots that stretch up to 20' away from the plant, camouflaging themselves against the ground. More roots extend 10' deep into the earth, anchoring the telexian vine.

The plant boasts one large stalk that hosts its mouth and eyes and 2-4 smaller stalks, all dark green and all resembling corn stalks. In addition, each plant has numerous wire-thin vines that snake up to 60' away from the plant to search for water. These feeler vines are typically covered with beautiful black flowers and are very sensitive to vibrations, acting as sensing organs for the plant.

Combat: Telexian vines usually wait for their prey to come to them. The evil vines sense the approach of creatures through the wire-thin feelers and will release a fragrant scent to catch potential victims' attentions. If the vine believes a creature intends to eat its fruit, it will do nothing, waiting for the fruit to take effect. However, if the creature appears suspicious of the plant, the telexian vine will attempt to entangle its target with its feeler vines and strong roots. Any creature within reach of the vine has a 50% chance to become so entangled. Entangled creatures must make a successful bend bars roll to break free or be cut out by another character who is not entangled.

Special Abilities: The fruit of the telexian vine is addictive and contains a special, mild paralytic poison. Any creature eating the fruit must save versus spell or become *charmed* by the plant. Creatures so charmed walk numbly to the vine's main stalk, which usually eats them. Telexian vines do not devour all human and demi-humans who eat the fruit, however. Commoners and non-spell casting adventurers are frequently kept around as slaves, their loyalty insured by their addiction to the fruit. These slaves perform errands for the plant, such as acquiring



food, water, and—if possible—magic items, some of which the plant can employ. Telexian vines can consume potions, and often do so to aid in their capturing other, useful victims. The slaves are also used to lure others to the plant, sometimes in elaborate ploys.

The telexian vine is especially fond of eating spell-using creatures, humans, and demi-humans, as it is able to “absorb” all 1st and 2nd level spells held in those victims' memories. The plant can retain up to 12 spells of each level, losing a spell when it uses one to attack a target or to defend itself. It “casts” these spells as if it were a 5th level wizard.

Habitat/Society: Telexian vines prefer temperate climates, although they can handle some extremes in heat and cold. They are usually found within 10 yards of a constant water source, such as a pond or stream. A few vines are mobile, having charmed slaves who will transplant them to different locations as the plants desire. One vine was reported to be planted in a large wagon, with slaves moving it around from place to place. Telexian vines keep their treasures buried beneath their main stalk. The vines are especially fond of collecting magic items they can use, particularly potions and wands it can wield with its roots.

Ecology: Telexian vines are capable of eating virtually any plant or animal, although they prefer the flesh of demi-humans. They reproduce through the aid of slaves who carry seed pods to other locations, plant them, and tend them until they start to grow.

The vines are sometimes sought by adventurers who use the fruits for spell components.

Moss

by Gregory W. Detwiler

	Bog Moss	Forest Moss	Swamp Moss
CLIMATE/TERRAIN:	Tropical and temperate swamps and forests		
FREQUENCY:	Uncommon	Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Night	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Non-	Animal (1)	Animal (1)
TREASURE:	Incidental	Incidental	Incidental
ALIGNMENT:	Neutral	Neutral Evil	Neutral Evil
NO. APPEARING:	1-4	1-6	1-4
ARMOR CLASS:	9	7	6
MOVEMENT:	1	6	3
HIT DICE:	2	5	8
THACO:	19	15	13
NO. OF ATTACKS:	0	0	0
DAMAGE/ATTACK:	Special	Special	Special
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (10' cube)	L (10' cube)	L (10' cube)
MORALE:	Average (10)	Steady (11)	Steady (11)
XP VALUE:	175	975	2,000

Bog moss appears as a rich green mass of vegetable matter, usually found in approximately 10' cubes. The creature nestles in bowl-like earth and rock formations, making itself appear as a normal patch of moss upon the ground.

Combat: Unwary creatures who trod upon the moss fall into the mass of it, where they will be devoured. The bog moss' digestive juices inflict 10 points of damage per

round until the victim dies and is ingested. The bog moss' body is more unstable than quicksand; creatures which fall into its body cannot gain purchase to climb out. It is difficult to rescue a trapped creature, as the bog moss' digestive juices also consume organic matter, including ropes and wooden poles. Only chains, metal cables, and magic might be employed successfully.

Habitat/Society: A bog moss prefers to locate where rich soil is within easy reach. Every spring, each bog moss produces about a dozen spores which fly off with the wind. Those landing on suitable soil quickly take root and begin to grow. As the bog moss grows beyond a 2' cube, it no longer needs roots, and they dissolve. A bog moss does not collect treasure. However, sometimes coins, armor and weapons can be found beneath a bog moss—remnants of victims.

Ecology: Bog mosses eat dirt, other plants, and any creatures which fall into its mass. When meals become sparse, the plant exists through photosynthesis. The moss is especially fond of ferns.

Bog moss has no natural enemies. However, mages have been known to seek the moss' spores for use in magical elixirs and as spell components.

Forest Moss: Forest moss is similar to bog moss. However, it is more mobile and actively seeks out creatures for food. Forest moss is sensitive to light and is more active in the evenings. It is only found in wooded areas, usually beneath large trees where there is plenty of shade.

Swamp Moss: This more powerful form of bog moss requires a wet environment. Because so much of its body is water, it takes only half-damage from fire-based spells. Cold-based spells put the creature in a form of suspended animation.



Armor Boar

by Gregory W. Detwiler

CLIMATE/TERRAIN:	Arctic to temperate
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-24 (3d8)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall at shoulder)
MORALE:	Average (10)
XP VALUE:	650

The armor boar is a giant-sized animal and is readily identified by its peculiar armor. The armor is actually hair, thick and stiff and similar to the horns of a rhinoceros. From a distance, the creatures appear to be simply large, shaggy boars with hair that sticks out in all directions. Closer, the hair looks like a spiny shell.

The boar is also noted for its elephant-sized tusks that nearly touch the ground. Most boars are 6' high at the shoulder and 10' long. However, some larger specimens have been sighted.

Combat: This ill-tempered and aggressive brute attacks quickly and with no planning. It will charge at creatures wandering through its territories. And when the boar itself is wandering, it will attack creatures it perceives as a threat or as competition for food.

It has one attack—a goring thrust made with its long tusks. In addition, the boar's armor also can inflict damage. Any creature striking, biting, or leaping upon the boar suffers 3-12 (3d4) points of damage because of the boar's penetrating hair-spines.

The boar does not back down from combat, fighting to the death.

Habitat/Society: Armor boars live in small family groups. A boar mates only once every two years, and it is more prolific than other giant boars, having up to 1d10 offspring per litter. If the maximum number of boars are encountered, the family will likely have one boar, one sow, and 10 young. The adult boars are very protective of the young and will fight to the death to defend them.

Armor boars often make their homes in caves or in densely overgrown wooded areas. They can be found in hills, mountains, forests, broken terrain, and occasionally on plains.



Ecology: A voracious omnivore, the armor boar will attempt to eat anything within reach and will go out of its way to catch plump rodents. Although it is fond of flesh, it usually ends up eating more vegetable matter than other boars do because its size does not allow it to chase prey into hollow logs and other hiding spots. A boar which develops a taste for vegetables is quite capable of destroying a garden all by itself. Families of armor boars have been known to destroy entire fields. Thus, armor boars are considered a major nuisance in settled regions—a nuisance typically ill-armed peasants and farmers cannot deal with on their own.

While the armor boar has few natural predators, they are sometimes sought by butchers, as the meat is rich and sweet. However, an armor boar is difficult to butcher because of its hard, spiny shell. Butchers who have developed a technique for removing the armor increase their profits by selling the carapace to armorers who make it into shields and breastplates.

Armor made from the carapace is the equivalent protection of banded mail, plus it has a special property. Creatures striking the armor or shield with their hands or other body parts suffer 1-8 pounds of damage because of the remaining spiny ruffs. The armor is also prized because it will not rust.

Craftsmen value the tusks and lard of armor boar, which they make into art objects and soap, respectively.

Death Ox

by Gregory W. Detwiler

CLIMATE/TERRAIN:	Any temperate
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	2-4
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Death gaze
SPECIAL DEFENSES:	Immune to death magic
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall at shoulder)
MORALE:	Average (8)
XP VALUE:	975

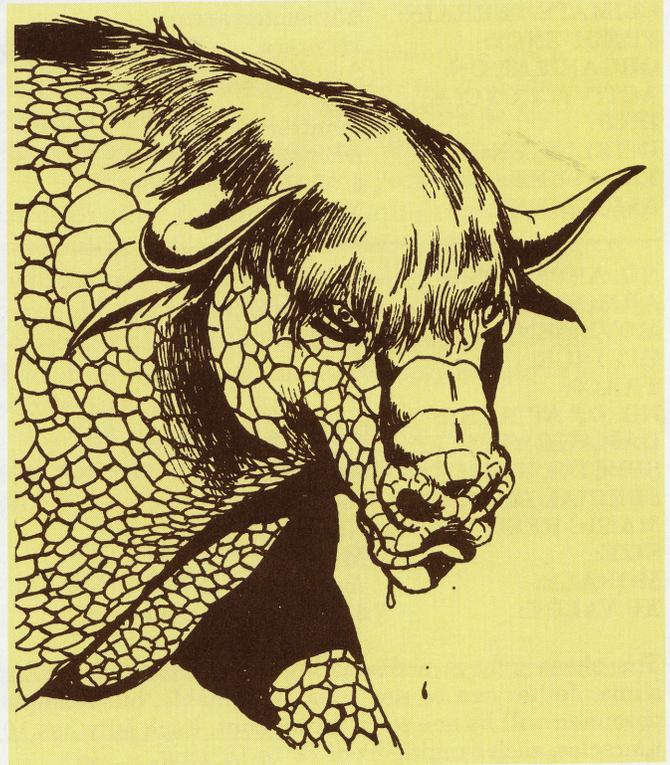
The death ox is a less aggressive relative of the gorgon that lives in small family groups. A rich mahogany in color, a death ox resembles a huge, scaly bull. The scales are not metal, like the gorgon's, but they are just as hard and are made out of a natural carapace. All death oxen have a patch of heavy black hair over their eyes. People who have seen the color of a death ox's eyes have not lived to reveal that information.

Combat: The death ox has one physical attack—a charge ending with a massive goring attack with both horns. More fearsome, however, is the death ox's gaze, which acts as a death ray to any who view the creature (range 50').

The death ox uses its gaze attack at will. The creature is not malicious, and typically uses the gaze in self-defense or when it is hunting for food. Because of its affinity to death magic, it is naturally immune to *death* spells, *power word kill*, and all other types of death magic.

If a death ox surprises a party, there is a 1 in 6 chance that at least once character met the creature's gaze. There is no saving throw versus the death ray. However, anyone in gaze range who closes or averts his eyes gets a saving throw versus death magic. Those who save were able to look away in time. Those who fight the death ox must make such a saving throw each round to avoid the gaze unless they have protective eye covering.

Habitat/Society: The death ox has no lair, simply living by moving from place to place in search of food and water. A death ox family typically consists of one male, three fe-



males, and calves. The calves are raised by all the females in the group until they are old enough to fend for themselves. The young oxen which leave their family quickly find others of their kind to join with.

It is rare to find a single death ox. Such an encounter is almost certainly with a male, a young bull in search of females. When more than one bull is in a group of death ox, there will be battles for dominance over the group. The losing bull either leaves or becomes subservient to the dominant bull.

Ecology: The death ox usually eats plants, supplementing its diet with flesh when animals or hapless individuals wander into its gaze. The ox can sometimes be spotted grazing with other herd animals. When grazing with others, the ox keeps its head low and hair over its eyes so it does not randomly kill the other grazers. Those grazers are usually only in jeopardy in times of drought.

Man is the death ox's only known predator. It is sometimes hunted for its skin. The hide of a death ox is often sought by armorers, as it has the thickness of scale mail, yet the protection of banded or plate depending on how it is cured. The ox's blood is used as a component in *death* spells.

Phase Jelly

by Greg Deckler

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	J, M, Q
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	8 (tentacles 5)
MOVEMENT:	3, Br 1
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1-10
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-7')
MORALE:	Average (10)
XP VALUE:	1,400

The phase jelly is a disgusting blob of sickly-smelling slime. Jellies can be any color imaginable, but a single specimen will be one color throughout. Each jelly has 10 tentacles, each ranging from 12' to 18' long.

Combat: The phase jelly attacks similarly to a marine ooze, its tentacles erupting from the floor, ceiling, or walls of subterranean passages. The jelly has the ability to phase into and out of solid stone, making these attacks possible. Although the tentacles secrete a noxious mixture that only causes 1-2 points of physical damage, creatures coming in contact with the mixture must save versus poison at +2 or become paralyzed.

The phase jelly has a far more insidious attack form. If any animal, human, or demi-human remains relatively stationary for three rounds or more in the vicinity of a hidden phase jelly, the jelly will attempt to slowly envelope its victim and phase back into the stone along with the victim's feet. This form of attack adds +3 to the jelly's attempt to surprise an intended victim. If the victim is surprised, the attack automatically succeeds. If the surprise fails, the victim can avoid the jelly with a successful Dexterity check. A victim who is phased into the floor with the jelly loses 8 hit points per turn he is in contact with the jelly and its acidic digestive juices.

The jelly is immune to acid and attacks from blunt weapons. Edged weapons cause only one-half damage. Fire, cold, and electricity cause full damage. In addition, electricity stuns any tentacles it touches for 1-10 rounds. A *phase door* or *passwall* spell will kill the jelly instantly if it is phased with the stone. Spells such as *earthquake*, *move earth*, *rock to mud*, or *stone to flesh* will force a jelly to the surface.

Habitat/Society: Phase jelly inhabits the darkest dungeons, usually lurking within the stonework and using its tentacles to sense the vibrations of passing creatures. Metal armor, weapons, and coins can be found in the vicinity of a jelly, as its digestive juices cannot handle these materials. These expelled materials often inadver-



tently create a trap for adventurers who attempt to greedily gather up the items.

It is a solitary creature and will not tolerate the presence of other phase jellies in its territory.

Ecology: Although the phase jelly can eat virtually any type of organic material, it is especially fond of drow. Phase jelly has no natural predators. Wizards have experimented with the jelly and its tentacles, but have found no useful spell components.



Hearth Fiend

by William Connors

CLIMATE/TERRAIN:	Any open fire
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1

ARMOR CLASS:	0
MOVEMENT:	See below
HIT DICE:	Varies
THACO:	Varies
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Varies
SPECIAL ATTACKS:	Firebolt
SPECIAL DEFENSES:	Hit only by magic weapons
MAGIC RESISTANCE:	Nil
SIZE:	Varies
MORALE:	Elite (13-14)
XP VALUE:	Varies

Since the dawn of time, mankind has looked upon fire as a mixed blessing. It drives away the night and holds back the cold. Wild animals will not approach it, and much of civilization depends upon it. Still, there are times when the flames that have nurtured mankind from the stone age into an era of steel and magic turn upon him. Fires escape the confines of lanterns, and houses are burned to the ground. Someone reaching into a warm hearth stumbles and scorches his hand on the dancing flames within it. Often, this is just chance. Sometimes, however, a more sinister force is at work.

The hearth fiend is an evil creature from the elemental plane of fire. Similar in many ways to the water weird, it is brought into Ravenloft as an accidental side effect of certain magical spells. As soon as they arrive in the demiplane of dread, hearth fiends begin to do evil. Hearth fiends have been encountered on other planes of existence, usually unwittingly carried by adventurers escaping from Ravenloft.

A hearth fiend is found only in a source of open fire: the guttering flame of a candle, the stout radiance of a torch, the warming blaze of a campfire, and so on. Here, it is visible occasionally (5% chance if closely examined) as a malevolent face that flickers menacingly in the fire. If the creature wishes to, it can make its features obvious to all who look upon it, otherwise it can be seen only with a *detect magic*, *detect invisibility*, or similar spell.

Hearth fiends communicate with others of their kind through the flickering of their flames and the pops and crackles they emit. When they wish to, which is seldom, they can speak to those near them in the Common tongue of men. In such cases, their voices are sharp and crackling with hissing whispery overtones. There is a 75% chance that those who hear the voice of the hearth fiend will not recognize it as speech unless they are aware of the creature's presence.

Those who hear the whisperings of the fire and recognize that it is speaking to them can be charmed by the creature, and it is in this way that the creature begins to spread its evil. Those who are aware that the fire is magical or know of its true nature are immune to the enchanting effects of the whispers. Thus, as soon as a party of adventurers learns that a given flame is actually controlled by a hearth fiend, they



become immune to its charm ability. The hearth fiend can charm only one individual at a time, so the usefulness of this power is limited.

Combat: Hearth fiends attack by releasing powerful bolts of flame from their bodies. One bolt can be fired per combat round, and the amount of damage it inflicts is based upon the size of the fire that hosts the creature (see ecology). The bolts have a range of 15 feet. A normal attack roll is made by the fiery monster when it employs this assault. Anyone struck by the flames must make a saving throw versus breath weapons. Success indicates only half damage from the attack. Failure indicates that the creature takes full damage and that some or all possessions must make saving throws versus magical fire or be destroyed. Items stored within other items need not save unless the item holding them is destroyed.

Those wishing to harm the hearth fiend by direct assault must employ magical weapons. Any non-magical item employed against the creature inflicts no damage and must save versus magical fire or be destroyed.

Magical attacks based on lightning, electricity, heat, or flames inflict no damage upon the creature. Spells that rely upon cold or ice to inflict injury cause half damage to the hearth fiend. Those spells that create water in large quantities can be used to smother the hearth fiend, inflicting 1d4 points of damage per gallon of magically created water thrown upon the creature. Non-magical water, including holy water, has no effect on the hearth fiend and may actually be burned and consumed by the creature just like any other material object that it comes into contact with.

Spells like *resist fire* and *flame walk* can be used to protect oneself from the ravages of a hearth fiend, although the creature is assumed to be composed magical fire. Spells that drive creatures back to their native planes or limit their actions (*dismiss fire elemental* or *protection from evil*, for example) affect the hearth fiend normally.

Hearth Fiend

Habitat/Society: Hearth fiends are solitary creatures that delight in causing mischief and evil. Once the monster takes up residence in a given fire, that flame cannot be extinguished by normal means. It continues to burn so long as there is fuel available. Because the magical fires of this creature can consume stone and water as easily as wood or coal, it almost always has something to consume. Hearth fiends have a taste for living flesh as a fuel source, however, and enjoy nothing more than the consumption of thrashing, screaming victims caught in their fiery embrace.

Thrice per day, the hearth fiend can release 2-12 (2d6) ember eyes. These appear as innocent embers, still smoldering from the heat of the fire, that drift out into the air. The eyes remain hot and glowing for 1d6 rounds, during which time they drift about at the speed of a walking man. The hearth fiend is able to see and hear all that comes to pass near the eyes, so it uses them to gather information about its surroundings. Ember eyes can be smothered by anything that would quench normal fire (a cup of water, etc.) or anything that robs them of their enchantment (like *dispel magic*).

In addition to their use as sensory organs, the ember eyes can ignite anything they are directed to land upon. The object in question must make a saving throw versus normal fires or begin to burn. If they land on a person, that individual must make a saving throw versus breath weapons or suffer one point of damage.

Once the embers have ignited a fire, the hearth fiend can instantly transfer itself to these new flames. This takes but one round, during which time attacks on either the new or old location can affect the creature. As a rule, a hearth fiend will be reluctant to jump from a larger fire to a smaller one, for this diminishes its power. This is, however, the only way that a hearth fiend can move about on the Prime Material Plane, so it is often forced to leap into smaller fires to escape destruction at the hands of adventurers.

As soon as a hearth fiend enters a new flame, it is fully healed of damage it might have suffered, and its hit points are rerolled based on its new size. Further, the old fire is no longer considered to be magical fire and can be extinguished normally, while the new fire now becomes enchanted.

Typically, the hearth fiend will wait for several days after entering a new fire before taking any actions that might reveal its presence to those around it. When it begins its evil doings, it typically does so by whispering to those who are not likely to guess at its origins: a young child, a bar maid, or a dim-witted bully.

It begins to promise things to this person in exchange for their help in spreading its evil. At first, the promises are innocent and even helpful "*I will keep your inn warm and brightly lit...*" and the demands minimal "*... if only you will bring me some tasty yew to feed upon.*"

As time goes on, and the creature begins to acquire the trust and friendship of the fire's tender, the promises become more insidious and the demands greater. It might promise never to burn the evening meal, or even the family children, in exchange for a small animal being tossed into it once per month. Further, because the fire can see many things with its ember eyes that the tender cannot, it will begin to offer disturbing news. The intent of its efforts is to goad the person it speaks to into helping the hearth fire do more evil deeds. It might reveal to a housewife whose fireplace it inhabits that her husband has been having an affair with the serving girl. Of course, the fire will be only too happy to burn the girl's face, scaring her for life, the next time she comes near it. Because of the cruel nature of the fire, there may not have been any actual romance between the master of the house and his servant, but the wife may never learn that.

Eventually, the hearth fiend will demand great sacrifices from its host—perhaps intelligent beings lured near to it so that it can lash out at them with its firebolts or the transportation of its ember eyes to places where they will ignite and allow the creature potential refuge. Often, it will cloak these requests in terms that will make them pleasing to the person it has charmed. For example, it might ask to have one of its embers transported to the hearth of a neighbor who has offended its tender. Once there, it vows to destroy the house, driving the inhabitants out and forcing them to seek a new home elsewhere. In actuality, of course, the creature will see to it that the neighbors are unable to escape the flames that engulf their home so that it may delight in the taste of their seared flesh.

Ecology: Whenever a wizard or priest employs a fire-based spell in Ravenloft, there is a 1% chance per level of the spell that the spell will cause a hearth fiend to appear. The creature will instantly be drawn into the nearest source of non-magical fire, which it will enter. The power of the creature is based wholly upon the size of the fire that it inhabits, as indicated on the following chart:

Fire	HD	THAC0	Firebolt	XP Value
Candle or lamp	1	19	1d4	120
Torch or cooking fire	3	17	2d4	270
Campfire or fireplace	5	15	3d4	650
Large hearth	7	13	4d4	1,400
Bonfire	9	11	5d4	3,000
Burning house	11	9	6d4	5,000
Burning mansion	13	7	7d4	7,000
Burning fort	15	5	8d4	9,000
Forest fire	17	3	9d4	11,000

On their native plane, hearth fiends are lesser creatures. They drift about, always at the mercy of even the most minor inhabitants of the elemental plane of fire. The only thing that makes them unique and potent in any way is their ability to sense the use of magic that draws upon the elemental fire of their home dimension. Whenever a hearth fiend senses such a spell, it will latch on to the enchantment and leave behind the elemental plane of fire.

Once on the prime material plane, a hearth fiend is more powerful. Its fiery nature makes it dangerous and its intelligence makes it cunning enough to survive. Thus, hearth fiends are greatly reluctant to return to their plane of origin. If confronted with the possibility of banishment from the prime material plane, they will be more than willing to bargain and haggle for a chance to remain. Of course, they will lie and deceive those they must deal with in any way possible, planning all the while to destroy them at the earliest opportunity.

Just as the hearth fiend is drawn into the prime material plane by magic, so, too, can it be used to foster magic. It is known that Azalin of Darkon once harnessed the power of several of these creatures in a forge that is said to have burned hotter than any known before. Of course, in order to fuel the forge he was forced to cast living people, usually criminals from his dungeons and foolhardy adventurers, into it. However, this effort was rewarded with a device that proved unusually suited to the creation of magical items. There are those who say that each and every one of his dreaded Kargat vampires is armed with a weapon forged in the flames of this evil device. The means by which Azalin built this forge and contained the elemental creatures are unknown, but it is certain that the darkest of dark magics was involved.

Air Fish

by Tim Beach

CLIMATE/TERRAIN:	Shark Humid tropical	Piranha Humid tropical	Ray, sting Humid tropical	Catfish Humid tropical/ temperate	Trout Humid tropical	Goldfish Humid tropical	Neon Humid
FREQUENCY:	Rare	Rare	Rare	Rare	Rare	Rare	Rare
ORGANIZATION:	Pack	Shoal	Group	Group	School	School	School
ACTIVITY CYCLE:	Any	Day	Day	Night	Night	Day	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2-8	5-30	1-3	1-3	2-20	1-20	6-120
ARMOR CLASS:	6	8	7	9	9	8	7
MOVEMENT:	Fl 24 MC: C	Fl 6 MC: C	Fl 9 MC: D	Fl 6 MC: C	Fl 6 MC: C	Fl 6 MC: B	Fl 3 MC: A
HIT DICE:	5-6	1/2	1	1-1	1-1	1/2	1 hp
THACO:	15	20	20	20	20	20	20
NO. OF ATTACKS:	1	1	1	1	1	1	Nil
DAMAGE/ATTACK:	2-8	1-2	1-3	1-2	1-2	1	Nil
SPECIAL ATTACKS:	Nil	Swarm	Paralyzation	Nil	Nil	Nil	Obscurement
SPECIAL DEFENSES:	Nil	Nil	Camouflage	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	M 4'-5'	T 8"-10"	S 5'	T 16"-20"	T 12"-16"	T 6"-8"	T 2"
MORALE:	Fearless (19)	Unsteady (6)	Unsteady (5)	Unsteady (6)	Unsteady (7)	Unsteady (5)	Unreliable (4)
XP VALUE:	5 HD: 270 6 HD: 420	15	175	35	35	15	15

Magically altered for decoration or guard duty, air fish are creatures which can breathe air and fly. They have a natural ability to levitate, and they "swim" through the air by moving their tails and fins.

Habitat/Society: Though air-fish can survive in any damp environment, they prefer forests or other congested areas which offer places to hide. They are comfortable only in humid air, which they need to keep their skins moist. In dry air, they suffer one hit point of damage per hour until dead.

Air sharks, air piranha, and air stingrays make good, if not loyal, guards if captured and confined. Air goldfish and air neons have decorative and pest-killing functions.

Ecology: Air sharks and air piranha are aggressive predators and exist near the top of the food chain, having few natural predators. Other air fish are both predator and prey, although air goldfish and air neons have an impact only on insect populations, cutting down especially on mosquitoes and gnats. Most air fish are edible, though air sharks, air catfish, and air trout are the best tasting.

Air fish reproduce by laying eggs or egg sacs. Most lay their eggs on the ground or on plants, though air trout use their tails to dig holes for their thousands of eggs, and air catfish carry their eggs in their mouths, eating nothing for the two-month incubation period.

Air shark: These killing machines are just as dangerous in their new environment as their cousins are in water. Attracted by movement and noise, they swim toward any clamor, attacking moving or wounded creatures. They are also attracted by blood, which they can smell at a distance of 100 yards. If they smell blood, or if they wound their prey, they go into a berserk frenzy, attacking anything that resembles food. Air sharks are large and strong enough to be used as mounts by tiny humanoids, but must be trained from birth.

Air piranha: Merciless and aggressive, these black fish inflict a painful bite with their large teeth. There is a 75%

chance that at least one of them will attack any creature that moves nearby. Air piranha can smell fresh blood at a distance of 30 feet, and will move rapidly toward any wounded creature. The smell of blood drives them berserk, and they attack twice per melee round (double their normal attack rate).

Air stingray: These creatures stay within three feet of the ground, blending in with the foliage and giving attackers a -2 on surprise rolls. If any creature steps on an air-stingray, it lashes out with its tail spine, inflicting 1-3 points of damage; any creature struck must also save versus poison or be paralyzed for 5-20 turns, suffering points of damage equal to the number of turns of paralysis.

Air catfish: These aggressive air fish possess sharp hearing and a well-developed sense of smell. They prefer to eat other air fish, but have tremendous appetites and will also attack other creatures. Air catfish are territorial.

Air trout: These also prefer to eat other air fish, but will attack other small and tiny creatures. If meat is scarce, air trout eat insects and larvae.

Air goldfish: These pretty creatures are brown when hatched, but when they reach adulthood, they turn red, black, white, orange, or some combination of these colors. They will eat almost anything, but avoid pursuing creatures larger than themselves.

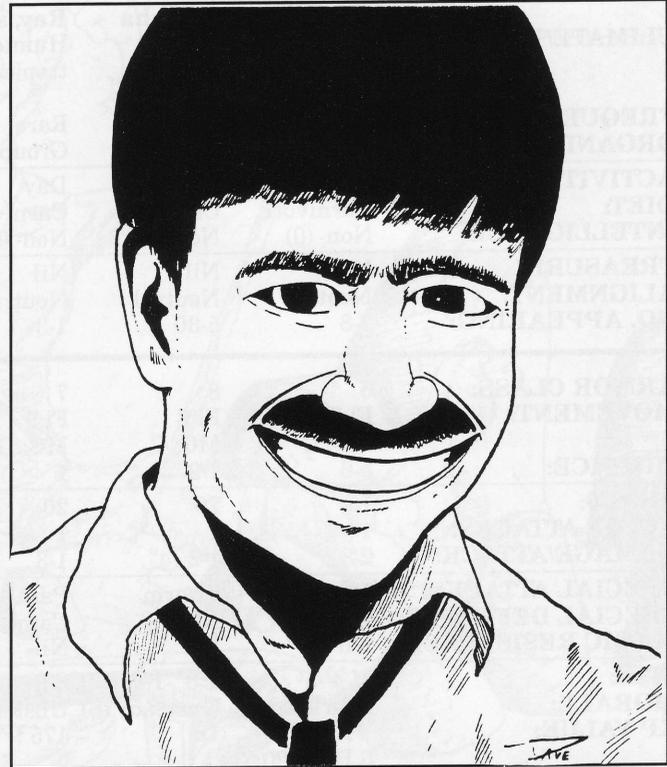
Air neon: The beautiful air neons, with iridescent blue stripes along their red-orange bodies, were created for decoration. They have no effective attack on creatures larger than themselves. They eat insects and seeds. Air neons are skittish, fleeing from loud noises or quick movements, but are not threatened by potential predators which remain still. They may fly about characters, looking for food or fleeing from predators, and may obscure an individual's vision. Individuals whose vision is obscured by air neons have a -1 penalty on attack rolls. □

The Valiant Thirteenth

by John Terra

CLIMATE/TERRAIN:	The Boston Area
FREQUENCY:	Every Other Week
ORGANIZATION:	RPGA™ Network Club
ACTIVITY CYCLE:	Saturday Nights
DIET:	Chinese Food, Pizza, Diet Coke
INTELLIGENCE:	Usually
TREASURE:	Pun Fund & Soda Bottle Deposits
ALIGNMENT:	Just Plain Chaotic
NO. APPEARING:	2-20

ARMOR CLASS:	10 (Convention T-shirts)
MOVEMENT:	Yes
HIT DICE:	Lots, And In Many Nice Colors!
THACO:	Variable
NO. OF ATTACKS:	As Many As They Can Get Away With
DAMAGE/ATTACKS:	Variable
SPECIAL ATTACKS:	Demolish DM's Scenario
SPECIAL DEFENSES:	"Hey, It's Only A Game!"
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Laid Back
XP VALUE:	Regular Member: 500 Vice President: 1,000 Swineherder: 10,000 President: 5



The Valiant Thirteenth Regiment became a Network club in 1989, although some of its members have been gaming together for about 10 years. The youngest member is an upper-classman in high school, while the oldest is in his late 30s. There are currently 13 RPGA™ Network members in the group, and seven non-members.

Combat: The VTR has an annoying tendency to go through adventures in an unconventional way. Oh, sure, they START at the beginning encounter, but only because they have to. Once past that, the group inevitably plays a hunch or puts together some obscure clues and winds up zooming straight to the climax. Then, it works its way backwards through the rest of the adventure. DMs who encounter this are torn between the desire to heap large amounts of praise on the VTR—for a job well done—or large amounts of heavy rocks for bypassing all the neat stuff in the adventure.

VTR members are rare at conventions, since most of them prefer to play in the campaigns at their headquarters. Still, 2d4 VTR members can be found every year at the GEN CON® Game Fair and ConnCon in Danbury, CT.

Despite the VTR's casual approach to conventions and club-organized activities, members really get into role playing their characters. Once in gaming mode, the VTR gets serious and becomes a real challenge for any DM.

In terms of Decathlon events, the creative backbone of the VTR consists of Tim Royappa, Dave Wetzell, and myself. Inevitably, if a spell needs designing, or a business for Ravens Bluff needs building, one or more of us will fill the need.

History: The roots of the VTR can be traced back to 1978 when I began DMing my first AD&D® game campaign. The initial players were five women from the apartment below mine. As word of the group got around, the participants grew to include 15 men and women. Boston, being a college town, has a highly transient student population, and since most of us were students, our turnover was high.

By about 1985, however, the group began to stabilize as

players settled down and made the Bay State their home. Some got married and started families, which further strengthened their ties to the area.

For the longest time, the group played only the AD&D game. GDW's Traveller was introduced, but interest faded. The TOP SECRET® game was tried next, and it took hold. After that, other systems began insinuating themselves in this order: FASA's Star Trek, AD&D game Oriental Adventures, West End Games' Paranoia, GDW's Twilight 2000, Chaosium's Call of Cthulhu, and West End Games' Star Wars. The most recent wave includes Mayfair Games' DC Heroes, I.C.E.'s Space Master, West End Games' Torg, and GDW's 2300 A.D. Some VTR members have threatened violence if any more games are introduced, since the more games we play, the less often we play the favorites.

Several years ago the ads for Network Clubs caught our notice, and in the spirit of unbridled enthusiasm, we shrugged our shoulders, said "what the heck," and became official. Finding a name was tough. After many patently ridiculous suggestions, the Valiant Thirteenth Regiment was decided upon. The name comes from two sources. Star Trek is one of our favorite campaigns. The vessel which the PCs originally commanded was the Constitution Class Heavy Cruiser USS Valiant NCC-1718 (found in FASA's Federation Ship Manual). The Thirteenth part comes from our FORGOTTEN REALMS® campaign. The VTR participated in the AD&D® 2nd Edition game playtesting. We ran through the module *Under Ilfarn*, in which our PCs served in Daggerford's town militia. Since there were 13 PCs, they were called the 13th Regiment.

Habitat/Society: The VTR meets sometimes weekly, sometimes every other week, in the game room of the Terra household. Games are scheduled around 4:30 p.m., which means people usually arrive around 5 p.m. As we wait for everyone to arrive, VTR members chat about the latest science fiction and fantasy books they have read or whether the U.S. should

The Valiant Thirteenth

become involved in the most recent Middle East squabble. At about 5:30 p.m. the kids are put upstairs with a tape in the VCR, and the adults hunker down to some serious role playing.

No, wait! We have to order our takeout food! Okay, after that we start to . . . no, wait again . . . the kids need to be fed. All right, we're at 6 p.m., ready to roll, and—the doorbell rings! Food's arrived. Pay the delivery guy, fill your plates, and let's dig in. Okay, it's 6:30 p.m. and we start playing. Of course, the first hour is spent in the introductory encounter and the obligatory role playing as each PC gets drawn into the adventure. Now, it's time to let out all the stops and get to the meat of the adventure. Wrong. Now it's time to put the kids to bed.

It's 8 p.m. Teeth have been brushed, jammies put on, and stories read. Now, we can finally relax and rip into this adventure, as witnessed by the following exchange:

Hungry Player: "Say, does anyone want to run out and get something for dessert?"

Exasperated DM: "AAARRRRRRRRRRRRRRRRRPHFGGG-GHGGGHH!"

Well, we do actually play, and we usually run until Midnight or 1 a.m.

Organizationally, we have a president (me), and three vice presidents, each with their own neat title. VTR folks like titles:

VP by Divine Right: Kevin Wells

VP and Senior Joint Chief of Staff: Bryan Villarreal

VP, Galactic Overlord, and Exalted Daimyo: Dave Wetzel

The VTR also has two Swineherders. To cut down on extraneous conversations during games, the group started a Pun Fund. Anyone who utters a pun out of character is fined a dime. Two VTR members, Colleen Wetzel and Doris Wells, are in charge of the piggy bank that holds the loot—hence, the swineherders. Member Anne Royappa is a swineherder in training. Don't ask me why all our swineherders are women. However, theories are welcome.

Other infractions receive fines. Tangents cost a quarter; tangents are conversations that have no place once play has started, such as:

Out-Of-It-Player in the middle of a deadly encounter: "Say, speaking of succubi, did anyone read that article about Madonna?"

War stories cost 50 cents. What's a war story? As a rule, it is a role playing story, which, while possibly interesting, has no place in the middle of a game. Take for example:

Boring Player: "Speaking of orcs, did I ever tell you about the semi-final round of the Masters AD&D® game tournament at the Game Fair three years ago?"

Money from our refundable soda bottles also goes into the pig. Since we have a Christmas party, summer kickoff party, 4th of July party, and an end of the summer as we know it party, the pig is used to finance some of the food.

VTR parties are open to all of our gamers and their spouses. And, as a rule, talk of role playing games is discouraged during the cookout/eating part so non-players do not feel left out. We do the traditional volleyball games, and we also have picked up a new tradition: The VTR Invitational Croquet Game. This is not just croquet, but croquet the way orcs would play it. Croquet balls end up getting smacked clear out of the yard and across the street while everyone laughs maniacally. All of our parties end with a game of about 16 players and one very frazzled DM. We are trying to think of more excuses to have parties. There is talk of a post GEN CON® Game Fair briefing party where war stories are legal and accepted; a costume party, come as your favorite

PC; and a mid-winter blahs party.

The VTR is divided into two groups, the RPGA Network section and the non-Network members section. It didn't seem fair to tell a good friend and player who has been around for 10 years that he cannot be part of our club just because he is not a Network member—so we make provisions. Non-Network members do not directly benefit from others' RPGA Network memberships. They cannot help us design things for the Decathlon, nor can they vote on VTR matters.

Many VTR members go to the same church, and consequently there is a strong spiritual side to the group. We're not Bible-bangers, but a there is a definite awareness of the role of faith in our lives. In keeping with that, smoking, swearing, and excessive alcohol use is prohibited. Encounters which feature lots of blood are not dwelt upon, nor are they described in vivid detail. Don't get us wrong, there are some pretty violent encounters and a few sexual innuendos. The latter is usually handled by note passing and knowing smirks.

The VTR values role playing above anything else. Rules are sometimes fudged if they interfere with the game flow. In fact, some of our people hate rules and rolling up characters. We are not impressed by someone's 245th level fighter/mage/priest with +10 plate mail and vorpal teeth. But we are impressed by the first level mage who manages to escape certain death by outwitting a pack of ogres.

Our campaigns tend to have good-vs.-evil themes, with much high fantasy and heroics thrown in. Evil PCs are forbidden by mutual agreement, though it was tried once with disastrous, almost club-breaking results. Teamwork and creativity are emphasized. Players are encouraged to provide a detailed background of their PCs.

For those players in our area who wish to join the VTR, it's tough, but not impossible. Our campaign listing is:

AD&D® game FORGOTTEN REALMS® game, high level—full.

AD&D game "Orphans of Waterdeep"—full.

TOP SECRET/S.I.™ game—open.

Star Trek—full

Call of Cthulhu—very open.

AD&D game Oriental Adventures—full.

Star Wars—on hold, diminished interest.

Paranoia—on hold, GM fatigue.

Twilight 2000—open.

2300 AD—open.

Torg—full.

Space Master—on hold, diminished interest from fatigued GM.

DC Heroes—open.

Bring a bunch of people together, and idiosyncrasies inevitably come forth. The following is a list of terms and phrases often useful in talking to a VTR member:

"Deer hunting with a long sword"—meaning someone is about to embark on an ill-conceived, futile action that has no hope of working.

"DNS"—short for Dumb Name Syndrome, in which a player gives his newly-created character some truly awful name like Nun Sense or Tydee Bowl. To us, this shows an unwillingness to take the game seriously. People with DNS don't role play. Their PCs do whatever dumb, random thing comes to mind. Hence, our DMs go out of their way to slaughter such PCs quickly.

"Demyol!"—Have you ever seen those awful martial arts movies with badly dubbed dialogue? Where the actors' moving mouths don't match the words? Well, it seems that every

The Valiant Thirteenth



other line of script ends up with a commonly-used epithet. These words are said very rapidly and with an oriental accent. Thus, we have shortened it to "demyo" and tacked it on to the most unlikely phrases. "Hand me that last piece of pizza, demyo!"

"Aw, jeez, lookit this!"—People say this phrase in a whiny voice. It is an exclamation of despair at seeing something really bad, as in:

DM: "Okay, you all step out of the swimming pool in time to be surrounded by 100 Kafers with thud guns. Your weapons, equipment, and most of your clothes are in the lockers, 100 feet away.

Player: "Aw, jeez, lookit this!"

"GoBots From Heck"—our name for Battletech, which we hate.

"I want my APC!"—sung to the phrase "I want my MTV" from Dire Straits' Money For Nothing. It is sung when a character loses some well-loved equipment. It stems from a Twilight 2000 incident in which our APC was stolen while we were in Krakow.

"Kevlar Leggings"—This is a catchphrase meaning a character is taking some really ridiculous measures to protect his PC from possible harm.

"Shadoobee!"—Said almost as if part of a litany, it comes from the Rolling Stones' song "Shattered." At various times when the word shattered is mentioned, several players utter in unison "Shadoobee."

"RLH"—An acronym for the best course of action to take when party members are overmatched: Run like... This has been instituted due to the fact that VTR members have not mastered the art of running away when the odds are horrendously against them.

While the VTR is made up of many bright, creative people,

they have a tendency to be rather headstrong. In the past 10 years, we have yet to settle the issue of who leads a party of PCs. This, and the habit that some of our PCs wander off alone while the rest of the group is arguing or sleeping, tends to slow down play. Honestly, sometimes it is like trying to DM a group of kender.

Ecology: Here is where the Monstrous Compendium analogy breaks down. In no way am I going to suggest how VTR members' body parts can be used to make potions. In the food chain, however, the VTR does its part in keeping down the population of Chinese food and pizza. Actually, in terms of serious ecology, the VTR does its share by recycling soda bottles, and it is experimenting with recycling paper products.

Well, that's about it—everything you always wanted to know about the VTR, but were just unaware that you wanted to know it. We would like to know more about other clubs, so we hope that some of you out there will take our lead and write to the POLYHEDRON™ Newszine about your groups. Include photos!

The VTR's biggest goal this year is to become more involved in the Decathlon. We placed very high in the 1991 Games Decathlon, and we won the club skit competition at the GEN CON® Game Fair with our daring musical entry.

By the way, are any clubs out there interested in starting up some kind of (friendly) rivalry. We could do some posturing, challenge each other to see who will perform best in the Decathlon, etc., and have the loser buy the winner lunch, drinks, or dinner at the Game Fair—or something like that. We are most interested in hearing from other New England-based groups, unless of course those groups think they do not stand a chance against us.

Good luck to all the clubs in the Decathlon, and we'll see you at the Game Fair. □

Doppleganger, Uran

CLIMATE/TERRAIN:	Any Urban
FREQUENCY:	Very Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	E
ALIGNMENT:	Lawful Neutral
NO. APPEARING:	3-12
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	6
THACO:	14
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Elite (14)
XP VALUE:	2000

The uran doppleganger is physically indistinguishable from the common doppleganger.

Combat: The principle power that separates the uran doppleganger from the common variety is its superior form of mimicry. Urans can actually imitate some of the abilities of their victims.

The uran doppleganger has a limited *shapechanging* ability. When an uran assumes a form, it gains all the abilities of its new form except for those abilities dependent upon intelligence, innate magical abilities, or magical resistance. Intelligence here is interpreted to mean the character's mind and personality, not just the attribute Intelligence.

Further, an uran doppleganger retains its own hit points and hit dice, including any current wounds. It suffers any natural penalties or vulnerabilities of its new form (e.g. a goblin's penalties in sunlight). However, like its common cousin, it always keeps its own saving throws and does not get those of its mimicked form. The uran doppleganger is limited to assuming living, humanoid forms between 4' and 8' tall. It can't become a spectre or a wolf.

Specifically, an uran that assumes the form of a player character gets that PC's THACO *bonuses* for Strength, number of attacks per round (for natural attacks only), damage and damage bonuses, AC, and attribute scores excluding Intelligence. The uran does not get any of the intelligence-dependent character class abilities, since those are based upon the experience of the character and not his physical form. Abilities dependent upon intelligence include spell casting and many other character class abilities.

For example, the uran doppleganger would not get the fighter's THACO, nor his number of attacks per round. Unlike an animal's number of attacks per round, the fighter earns his as a result of his fighting experience. The doppleganger never gains experience points from adventuring with a party. In contrast, if the uran were to imitate the form of an annis hag, it would get that creature's three attacks per round, since those are a natural attack form of the monster.

The uran doppleganger must touch a person to imitate his abilities. Otherwise, it is only able to imitate the outer



form, just like the common doppleganger. This touch usually happens when the doppleganger kills his victim.

An uran can remember the form of anyone it has previously duplicated, and recall that duplicate form at will. To gain the abilities, it must imitate clothing and equipment the character was wearing at the time of the touch. For example, it could not become a duplicate of Slivkin the Thief wearing the plate mail of Raxas the Ranger. Of course, once the doppleganger has transformed, there is nothing to prevent him from changing his clothes or equipment manually.

A further extension of the uran doppleganger's superior mimicry is what it can do with clothing and equipment. The common doppleganger is restricted to changing like material into like material. Not so with the uran specie. They can change any material into any other material. Like common dopplegangers, the objects only maintain their form so long as they are within five feet of the uran. A typical defensive strategy for many uran dopplegangers is to change into the form of a warrior in plate mail.

Habitat/Society: Among the doppleganger society at large, urans are held in great esteem. They are more powerful and cunning than the common doppleganger. The urans are considered to be closer to the revered form of the ultimate shapechanger.

Ecology: The ecology of the uran doppleganger is no different from that of the common doppleganger. They are a parasitical life form that steals men's lives. Like common dopplegangers, urans prefer the comfortable existence of urban life.

All dopplegangers are genderless. They reproduce by mating with other humanoids of any race or gender. Their young remain in the humanoid form until puberty. At that time they manifest the powers of their true heritage.

Dragon, Bahamut

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary or with gold dragon court
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Godlike (22)
TREASURE:	A, B, C, D, E, F, G, H, I, S, T, U (all × 10)
ALIGNMENT:	Lawful Good
<hr/>	
NO. APPEARING:	1
ARMOR CLASS:	-15
MOVEMENT:	18, Fl 40 (C), Sw 24, Jp 18, Br 18
HIT DICE:	70 (490 hit points)
THACO:	2
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACKS:	6-60/6-60(6d10)/10-100(10d10)
SPECIAL ATTACKS:	Spells, breath weapon
SPECIAL DEFENSES:	+3 or better weapon to hit, spells
MAGIC RESISTANCE:	90%
SIZE:	G (420' long)
MORALE:	Fearless (19-20)
XP VALUE:	72,000



Bahamut, the platinum dragon, is the king of all goodly-aligned dragons. The ancient, wingless serpent is considered a deity among dragons and dragonkind.

Although Bahamut's immense form seems threatening, his benevolent expression displays his kindness and hints at his great wisdom. He is quick to aid the causes of good creatures—usually by assigning other dragons to the tasks. If he feels the threat is great, he will assume a different guise and tend to the matter himself.

The most handsome of all dragons, Bahamut's platinum scales glow with a faint blue sheen. The scales are huge, thick, and virtually indestructible. Only the most magical of weapons can penetrate them. The scales shimmer as the great one walks, creating a mirror-like glare that is difficult to look directly upon. His boulder-size eyes are a pale lavender, in sharp contrast to his glistening, spiral ebony horns. Only a few living beings have ever seen this magnificent form. Bahamut chooses to wear the guises of humans, demihumans, and common creatures so he does not frighten lesser beings.

In Bahamut's lifetime, he has visited every known world and plane at least once. His insatiable curiosity has taken him to many peoples, and he has consequently learned to communicate with nearly every known race. The platinum dragon is aided in this linguistic task by his ever-present receptive form of *telepathy*. However, due to changes in local dialects, Bahamut may have to cast a spell to aid him so he can better converse in up-to-date terminology.

Combat: Bahamut rarely involves himself in struggles, relying on other goodly-aligned dragons and creatures to deal with the situations. However, if a situation is especially threatening or if Bahamut's curiosity is piqued enough to cause his involvement, the platinum dragon and his gold dragon court will enter the fray. When the foes are obviously

evil, the platinum dragon strikes first with his concussive blast, using this breath each round as often as necessary. If the nature of the foes is uncertain, Bahamut uses his vapor breath, which puts affected creatures into a gaseous form. The dragon and his court gather up any weapons and armor, wait for their foes to materialize, and then question them—or finish them off if the targets are unwilling to talk. The platinum dragon prefers to use his spells and spell-like abilities to aid worthy causes rather than in combat. However, if pressed, he will use these spells to fight. Bahamut uses his physical attacks as a last resort, as the great one dislikes dirtying his claws and teeth with the blood of evil creatures.

Bahamut's gold dragon court first rely on their breath weapons in combat, followed by spells. Like the platinum dragon, they prefer not to fight physically. However, they will do so if the platinum dragon seems threatened.

Breath weapon/special abilities: Bahamut has three breath weapons. The most visible breath weapon is a frosty white cone of cold 10' wide at his mouth, 250' long, and 80' wide at the base. All those within the cone suffer 20d20 + 12 hit points of damage, save vs. breath weapons for half. Any creature caught within the cone has a 50% chance to drop anything held in its hands (saving throw not withstanding), as the objects have become too cold to handle. Further, for the next four rounds those creatures suffer half movement rate and are -4 on all attack rolls and Armor Class ratings because of their bodies' uncontrollable shivering. The second breath is a wispy blue cloud of magical vapor that is 120' long, 60' wide, and 60' deep. All those caught within the cloud are reduced to half their current hit points. Those who save are reduced by one-quarter. Further, all creatures which do not save turn gaseous for 3d4 turns. All equipment and items worn do not turn gaseous, but fall to the ground. The third breath is a concussive blast of air which is 10' wide at

Dragon, Bahamut

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Bahamut's mouth, 150' long, and 50' wide at the base. This horrible assault kills all creatures within its range which have 60 hit points or less. There is no saving throw. Creatures possessing more than 60 hit points suffer 60 points of damage, no saving throw. Bahamut can use one breath per round as many times a day as desired. Creatures struck by a breath weapon save at -4 because of Bahamut's awesome power.

Bahamut is able to cast at will any first through seventh level priest spell and first through ninth level wizard spell. Bahamut can cast 100 spell levels per day. For example, Bahamut can cast 20 fifth level spells or any other combination thereof to equal 100.

In addition, he has the permanent abilities of *receptive telepathy* and *shapechange*. He can become astral or ethereal at will, and he is immune to Cold and gaseous attacks.

Bahamut casts spells and uses his abilities at 20th level.

Habitat/Society: While Bahamut has been known to inhabit virtually any clime in the guise of a human or demi-human, he most often resides in an immense crystal palace behind the East Wind. Sages speculate this palace is either on the elemental plane of air or in the Seven Heavens or Tri-Paradises. The wisest of sages believe the palace occupies a pocket dimension between the plane of air and the Seven Heavens and that Bahamut and his gold dragon court are the dimension's only occupants. Legends say the crystal palace is covered with *glyphs* and *wards* and protected by spells humankind has yet to discover.

The platinum dragon journeys to human and demi-human lands out of curiosity. Bahamut has a fondness for the creatures and occasionally travels among them to learn about trends in their cultures, current politics, and new magical or clerical discoveries. During these forays, he is almost always accompanied by the seven gold dragons of his court—who also assume an acceptable guise.

Sages say the platinum dragon is most fond of the form of an elderly man followed by seven yellow canaries. Other recorded forms have included a straggly-appearing urchin and his seven rag-tag friends, a prince and his carriage drawn by seven horses, and a beggar surrounded by yelping dogs. The sages are certain he has other guises, though nothing else has been documented.

Although Bahamut's court is comprised of gold dragons, he enjoys the company of all good dragons, delighting in their differences and varied personalities.

Bahamut's treasure is stored deep inside his crystal palace. Despite the immensity of the piles of gems, gold, and magical items, he considers the wealth inconsequential in the overall scheme of things. However, he uses bits of his treasure—passing out coins and gems to those down on their luck and using magic items to his own advantage.

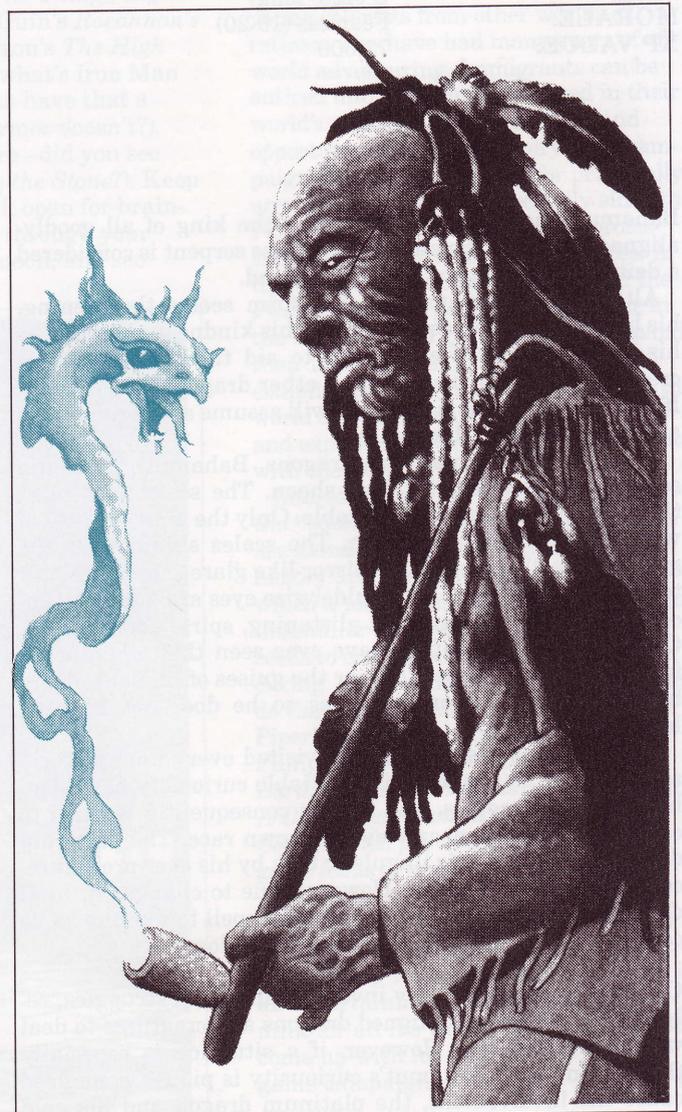
Ecology: Bahamut is capable of eating nearly anything. He only requires sustenance while outside the crystal palace. His favorite meals include the early-morning frost on blades of grass, honey, and daisy petals. His nemesis is Tiamat, the chromatic dragon.

Gold Dragon Court: Bahamut's loyal court is comprised of seven great wyrm gold dragons. Each of these dragons has maximum hit points, is well-versed in the most effective of spells, and is intensely loyal to Bahamut. There is only a 10

percent chance Bahamut will be encountered without his court. When in his presence they appear in a form that complements his own—in their true bodies when he appears as a dragon, as canaries when he is an elderly man, and in other shapes as the situation warrants.

Sitting on Bahamut's gold dragon court is a position of unmatched prestige. Once appointed to the court, a great wyrm gold dragon serves until his or her death or until he or she is too infirm to aid Bahamut. When a replacement gold dragon is needed, Bahamut observes all gold wyrms and great wyrms, secretly testing them. These tests are elaborate, dangerous, and challenges the mettle of the greatest of dragons. Only the most noble and courageous dragons have a chance to be named to the court.

Some sages speculate that Bahamut only chooses gold dragons for his court because a hundred centuries ago the platinum dragon was gold. Sages say Bahamut's great goodness caused him to transcend his golden form and become a unique breed of dragon—the most powerful dragon ever. □



Dragon, Tiamat

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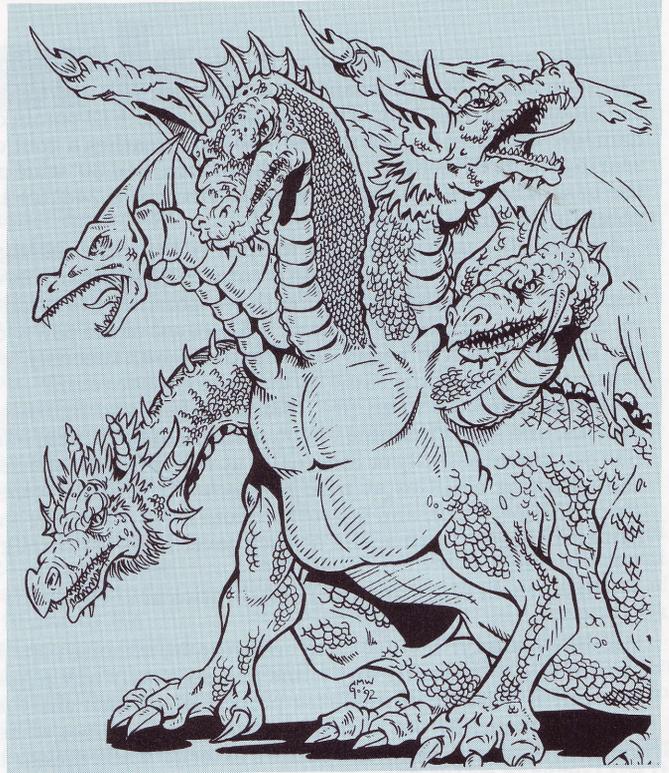
CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Godlike (21)
TREASURE:	A, B, C, D, E, F, G, H, I, S, T, U (all × 15)
ALIGNMENT:	Lawful Evil
NO. APPEARING:	1
ARMOR CLASS:	-15
MOVEMENT:	9, Fl 30 (C), Sw 12, Jp 12
HIT DICE:	60 (420 hit points)
THACO:	2
NO. OF ATTACKS:	Up to 7 + special
DAMAGE/ATTACKS/	
CLAWS/TAIL:	3-30 + 12/3-30 + 12
RED DRAGON	
BITE/BREATH:	3-30 + 12/24d10 + 12
GREEN DRAGON	
BITE/BREATH:	2-20 + 12/24d6 + 12
BLUE DRAGON	
BITE/BREATH:	3-24 + 12/24d8 + 12
BLACK DRAGON	
BITE/BREATH:	3-18 + 12/24d4 + 12
WHITE DRAGON	
BITE/BREATH:	2-16 + 12/12d6 + 12
SPECIAL ATTACKS:	Spells, breath weapon
SPECIAL DEFENSES:	+2 or better weapon to hit, spells
MAGIC RESISTANCE:	80%
SIZE:	G (360' long)
MORALE:	Fearless (19-20)
XP VALUE:	68,000

Tiamat, called the “Queen of Evil Dragons” or the “Bane of Bahamut,” is the most powerful and malicious of the chromatic dragons. Sages say no act is too evil for Tiamat—if it nets her more wealth, influence, and causes harm to the forces of good.

The great dragon looks like a nightmare creation, sporting the necks and heads of white, black, green, blue, and red great wyrms. While the mass of huge heads seem to move independently like a group of writhing snakes, they are directed by one intelligence lodged deeply inside the dragon's massive body. Tiamat's five necks join just above massive, muscular shoulders. The colors of the necks and heads blend at the base in a swirl of colors that quickly turns jet black just below the shoulders. The black scales are small for a dragon of this size, about the size of a man's fist, and gleam like ebony pearls. The great dragon's belly is blue tinged with black, and her long, razor sharp talons are ruby red. Tiamat's great tail—nearly twice as long as her body from chest to haunches—seems to shift in hue as it twitches from emerald green to midnight black to sapphire blue. The queen's legs are as thick as great trees, and her wings—black on the exterior and red as blood on the underside—are huge. Still, they are not powerful enough to lift her great bulk with ease; Tiamat flies magically. The wings simply aid in her maneuverability.

Tiamat's teeth in her five heads are an opal white, sharp and long. And when the queen opens her mouths, the air seems to smell of brimstone and sulphur.

The centuries-old evil dragon has visited many lands in her



many guises, becoming fluent in the languages of all evil creatures and all of dragonkind. She is also able to communicate in the languages of most men and demi-humans—although she is loathe to lower herself to their level and do so.

Combat: Tiamat prefers to have her battles fought by troops of evil creatures loyal to her and by adult and older chromatic dragons. Despite her great power, she is fearful that direct combat with good creatures could cause her injury or death. So she prefers to orchestrate conflicts from the background. Such fights have escalated into full-scale wars between humans and evil creatures, with the humans never knowing who was ultimately behind the struggle.

When Tiamat is forced to fight, she begins her assault using all five breath weapons directed at the strongest targets. As of yet, she has found no mortal creature to survive beyond that first attack. Tiamat uses her spells to discern targets' weaknesses and motivations. She has been known to *charm* potential victims to learn of treasure hordes, then kill them quickly and horribly after the treasure is attained.

In her lair, Tiamat's court of five great wyrm dragons fight for her. The court is comprised of one dragon from each basic chromatic color, and each has maximum hit points.

If Tiamat suffers more than 150 hit points of damage in a combat she will automatically *teleport without error* to *Avernus*.

Breath weapons/special abilities: Tiamat's white great wyrm head breathes a cone of cold 70' long, 5' wide at the mouth, and 25' wide at the base. Creatures caught within the cone suffer 12d6 + 12 points of damage. The black head breathes a stream of acid 5' wide and 60' long. Those in the stream suffer 24d4 + 12 points of damage. The green head breathes a cloud of poisonous chlorine gas that is 50' long,

Dragon, Tiamat

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40' wide, and 30' high. Those in the cloud suffer $24d6 + 12$. The blue head's breath weapon is a lightning bolt 5' wide at the mouth and 100' long. The bolt causes $24d8 + 12$ points of damage. The most fearsome head, the red, breathes a gout of searing flame 90' long, 5' wide at the mouth, and 30' wide at the base. Those caught by the magical fire suffer $24d10 + 12$ points of damage.

A successful save vs. breath weapon reduces the damage from any breath by one half, and creatures must make a saving throw for each individual breath weapon they are caught in. All saving throws are made at -3 because of the power of the attack. The five heads can breathe simultaneously, on separate targets or the same target, every other round.

Tiamat is immune to all fire, cold, acid, gas, and lightning attacks, and she is immune to non-magical and $+1$ weapons. She can travel astrally or ethereally at will. Further, she has the following abilities at will: *pyrotechnics*, *tongues*, *cause fear*, *polymorph self*, and *teleport without error*. Each day she can cast three wizard spells at each level from 1st through 7th.

Tiamat casts spells and uses her abilities at 18th level.

Habitat/society: Tiamat lives on Avernus, although she is able to live in virtually any clime and on nearly any plane. Her lair is a castle of immense proportions which she constructed magically out of molten lava and the bones of her victims. Although solid, the castle's exterior walls appear to flow like lava and cause most creatures to avoid the place.

Tiamat's court dwells in the castle. Sages believe the place is also populated by other guards, such as elementals, fiends, and unnamed creatures. The castle is an extension of the queen's personality—its spires are twisted and grotesque, there are no windows, and the walls are studded with bits of sharp material and jagged bones which can injure all but the most wary. The macabre, yet impressive, structure is avoided by nearly all the inhabitants of Avernus.

The great evil dragon knows what is transpiring within every square inch of her castle and within many square miles beyond. Because of this, it is impossible to surprise her in her lair. Her treasure is vast and litters the castle, in some places it is so thick she has shaped it into walls and uses it to cover the floor. Tiamat has a precise inventory of her wealth—down to each insignificant copper—and she has spent decades mentally cataloging it so she knows what all the magical items can do. She uses some of the items to further her malign gains.

The queen of evil dragons spends nearly all her time within the castle. She remains knowledgeable about what is transpiring on other worlds and planes through magical items, spies, and cults of humans and demi-humans she has bent to her will. On rare occasions when something has sparked her interest enough for personal investigation, she dons a human or demi-human guise and takes one member of her court, also disguised, with her. These instances have included skirmishes between various races, newly-unearthed treasure finds, and political struggles. Tiamat's favorite guises include a comely young elven woman and her escort, a young girl accompanied by her father, and an elderly sage with her grandson in tow. Sages believe she has also assumed the form of goblins, gnolls, lizardmen, and other creatures when attempting to rally others for battle. Some sages speculate that she has acted as various groups' leaders and kings, ordering the subjects to do her bidding.

Ecology: Tiamat is capable of eating anything. On Avernus she requires no sustenance, drawing her energy from the plane itself. However, when she travels to other worlds and planes she feasts upon creatures she defeats, molten objects, and the very ground. Her favorite sustenance, however, is helpless creatures; she feeds upon their abject terror before swallowing them.

Tiamat's enemies are numerous and include Bahamut and all good dragons. However, only Bahamut has been able to stand up to her might—and recorded conflicts with the king of good dragons have ended in stalemates.

Sages speculate Tiamat was born many hundred years ago during a war between evil dragons. The gods threw the combatants together into one body. And this new form demanded that the evil dragons no longer fight amongst themselves.

Tiamat's Court: The queen's court is comprised of five dragons—male great wyrms of red, black, white, green, and blue. The court is handpicked by the queen based on their loyalty and the amount of gifts and service they have provided. When a member of her court becomes too infirm, she takes the dragon to another plane, personally slays him, and immediately selects a replacement. Members of the court store their treasure within Tiamat's castle, in separate chambers which are considered their own territories.



Geran by Dick Smalley

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CLIMATE/TERRAIN:	Deserts
FREQUENCY:	Very Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Exceptional
TREASURE:	A
ALIGNMENT:	Lawful Neutral
NO. APPEARING:	40-160
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	4 + 1
THACO:	17
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	by weapon or 1-8/1-8
SPECIAL ATTACKS:	+3 To Hit with Geran Impaler
SPECIAL DEFENSES:	Invisibility, +2 bonus on all saves
MAGIC RESISTANCE:	10%
SIZE:	M (6')
MORALE:	Elite (13-14)
X.P. Value:	420
Precept	420
Thane	650
Jarl	975
Chieftain	1,400

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
5	2/4/10	EW,II/IF,M-,MB,TW	15	95

Psychokinesis: Sciences—*telekinesis, detonate*; Devotions—*ballistic attack, inertial barrier, molecular agitation, molecular manipulation*

Telepathy: Sciences—*mind link, tower of iron will*; Devotions—*ego whip, contact, id insinuation, intellect fortress, mind bar, mind blank*

Geran are found primarily in the rocky badlands of Athas. Most are hardworking, peaceful beings who strive to overcome the harsh climate of their homeland. Their communities are orderly and law-abiding. Outsiders are viewed with suspicion.

Because of the intense heat, geran wear little clothing, usually just a loin cloth, and upon rare occasions, ornamental jewelry. When preparing for battle, a geran also adorns himself with a belt decorated with the skulls of those he has killed. The skulls are intended to warn away opponents.

Geran speak their own tongue in addition to the language of the Gith and Belgoi. There is a 10% chance a geran will be able to speak the local Common dialect.

Combat: Geran prefer to use their psionic talents to frighten intruders from their domain. However, if the enemy cannot be scared, the geran resort to a harmful exhibition of their psionic powers.

When forced into melee, geran typically attack with a weapon called an impaler. This is a polearm that looks like a javelin on one end; the other end is capped with a large, curved, razor-sharp blade. The blade is used to sever victims' heads to be added to the geran's collection.

If a geran is disarmed, he can attack twice a round with clawed hands. Each attack delivers 1-8 points of damage. The geran view such battle tactics as barbaric, resorting to



them only in extreme situations.

While in their home terrain geran blend in with their surroundings so that they are effectively *invisible*.

Habitat/Society: Geran live in hillside abodes carved out of the badlands rock. The homes are simple and usually house one family consisting of 1-2 adult males, 1-3 adult females, and 2-8 young.

For every 20 geran encountered, there will be a thane of 5 + 2 HD and 100 PSPs. The thane acts as the leader of the geran war units.

If 50 or more geran are encountered, they will be led by a jarl of 6 + 3 HD, 120 PSPs, and a psionic score of 16, plus one additional psionic discipline. The jarl is held in high esteem in geran society and is always guarded by a force of five geran and one thane.

When 120 or more geran are encountered, they will be led by a high chieftain. The high chieftain has 8 + 2 HD, has 150 PSPs, and is psionic level 8. He has a base score of 17 for all psionic checks. In addition to the normal psionic powers held by the gerans, the high chieftain also has the sciences of *disintegrate* and *project force* and the devotions of *animate object* and *soften*. The high chieftain is guarded by a jarl, three thanes, and 15 other gerans. The high chieftain is also assisted by a precept that is treated as a normal geran with the additional psionic talent of *cell adjustment*. The precept serves as the tribal healer and advisor to the chieftain.

Ecology: Geran are miners and hunters relying on themselves for survival.

Geran mines usually are well guarded operations that seldom delve below 50' into the ground. Geran are especially successful in mining various forms of gems. Gerans are frequently sought by traders and treasure hunters.

Ghost Dragon

by John Rateliff

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CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Exceptional
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	20
THACO:	2
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1-10 + 10/1-10 + 10/2-24 + 10, 2-20 + 10
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	Special
SIZE:	G (40' to 100')
MORALE:	Special
XP VALUE:	10,500 (defeat), 21,000 (placate), 32,000 (lay permanently to rest)

A ghost dragon is a sinister looking, semi-transparent figure. It resembles whatever dragon type it was in life. All ghost dragons are a swirling murky gray, and they always speak in quiet whispers.

A ghost dragon is created when an ancient dragon is slain and its hoard looted. In many cases, the dragon died defending its hoard and home. The tie between a dragon and its hoard is not well understood by non-draconian forms; it goes far beyond mere human greed or dwarven avarice. Most dragons know the location and approximate value of the major items in their hoards.

The ghost dragon will haunt its former lair until it manages to accumulate enough treasure to equal the value of its vanished wealth; then it will depart and rest in peace.

Ghost dragons never stir from their lairs. They are less belligerent than their living kin, but more obsessive. In many ways they resemble revenants more than true ghosts, except that they have no interest in revenge. All a ghost dragon thinks about is its treasure. Unfortunately for intruders, in the ghost dragon's mind any and all valuables brought into its lair fall into this category. Since a ghost dragon can only find peace if it succeeds in rebuilding its hoard, it will demand trespassers hand over any treasure they are carrying—gold, jewelry, magical items, etc. The creature will allow polite adventurers to keep 10% of their possessions (a procedure it calls “tithing”), and will also answer questions they might have regarding neighboring monsters or events it knew about in its lifetime. Those who refuse to turn over their valuables are savagely attacked.

Combat: A ghost dragon has several different attack modes, and since it is an exceptionally intelligent creature, it will always choose the combination which will best achieve its goal. Ghost dragons have a *fear* aura far more dangerous than that of their living counterparts. Victims of a ghost dragon's aura must make two saving throws, both at a -4 penalty: one vs. petrification to avoid aging 10-30 years and a second vs. spells to avoid cowering in terror for a full turn (10 minutes). Note that the aura affects all in the dragon's lair at the time it appears, including beings normally immune to fear effects, such as paladins.

A ghost dragon will never ambush intruders; it always uses its aura first to get their attention and give them a chance to hand over their wealth without a fight. If they refuse and attack the ghost dragon, try to leave, or (worst yet!) attempt to steal some of its remaining treasure, it begins its assault. In addition to its aura, a ghost dragon has a claw/claw/tail slap/bite combat sequence daunting to even the toughest warrior. Not only can it inflict up to 104 points of damage in a single round, but each successful hit requires the victim to make a saving throw vs. death magic or lose three levels to energy drain. Further, the struck limb withers (see *staff of withering*). Finally, a ghost dragon has a breath weapon it can use three times before its internal energies must rest 12 rounds (following that rest it can breathe three times again). The breath weapon is a cloud of gray mist which ages any creature caught in it 1-100 years for humans, half-elves, and halflings; 10-1,000 years for elves; 30-300 years for dwarves; and 60-600 years for gnomes.

Ghost dragons are immune to all spells cast by non-ethereal opponents and all weapons of less than a +3 bonus. They cannot be affected by *hold*, *charm*, *sleep*, and other control spells, even when those are cast from the ethereal plane. Like revenants, they cannot be turned or controlled by clerics; they are also immune to the effects of holy water.

Even if a party succeeds in “killing” a ghost dragon, it will simply reform 48 hours later and resume its attempts to rebuild its hoard. Most adventurers who have encountered one have found out that it is generally better to give a ghost dragon what it wants. In fact, the experience point values for dealing with ghost dragons reflect this: characters who realize that their lives are worth more than their possessions receive twice as much experience.

The only way to lay a ghost dragon is by giving it treasure. Once it manages to accumulate enough wealth to equal its lost hoard, it will whisper a quiet “thank you” and disappear forever, leaving the treasure it has accumulated behind for anyone who wants it.

Habitat/Society: Ghost dragons are solitary creatures haunting the desolate ruins of their empty lairs. They can be found anywhere a live dragon would secure its most prized possessions, but always in dark, underground or indoor places. As intelligent creatures, they enjoy the occasional conversation with intruders, but will never allow themselves to be talked out of the treasure they need. Since only ancient dragons can become ghost dragons, and since most ghost dragons spend centuries if not millennia in that state, they can be valuable sources of information about the past—for those willing to pay their price. It is rumored that living dragons sympathize with the anguish ghost dragons feel over their plundered wealth and often help their departed kin by sending potential treasure their way in the form of unwary adventurers.

Ecology: Like most incorporeal undead, ghost dragons play no part in the ecology of the physical world, neither eating nor sleeping. Ferocious predators in life, in death they completely drop out of the food chain. They do, however, play a large part in the *economy* of the regions they inhabit, as their tithing of passing adventurers tends to deplete both cash and surplus magic items in those parts. The ghost dragons are thus highly valued by DMs seeking to curb runaway inflation in their campaign worlds.

Scavenger Spirit

by Gary Watkins

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	None
INTELLIGENCE:	Low
TREASURE:	Z
ALIGNMENT:	Any neutral or evil
NO. APPEARING:	1-4
ARMOR CLASS:	0 or 5
MOVEMENT:	15
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1-4
DAMAGE/ATTACK:	1-6 per attack
SPECIAL ATTACKS:	Paralyzation, suggestion
SPECIAL DEFENSES:	Silver or magical weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6')
MORALE:	Average (10)
XP VALUE:	650

Scavenger spirits are similar to haunts. Their undead forms are ghostlike, shimmering and insubstantial. In this state they have an armor class of 0. They can assume a semi-material form at will, which gives them an armor class of 5. Scavenger spirits frequently take the form of what their living bodies looked like. However, they are able to assume any medium-sized form, such as human, demi-human or various plants or animals. These latter forms often are used to help them hide or to confuse their quarry.

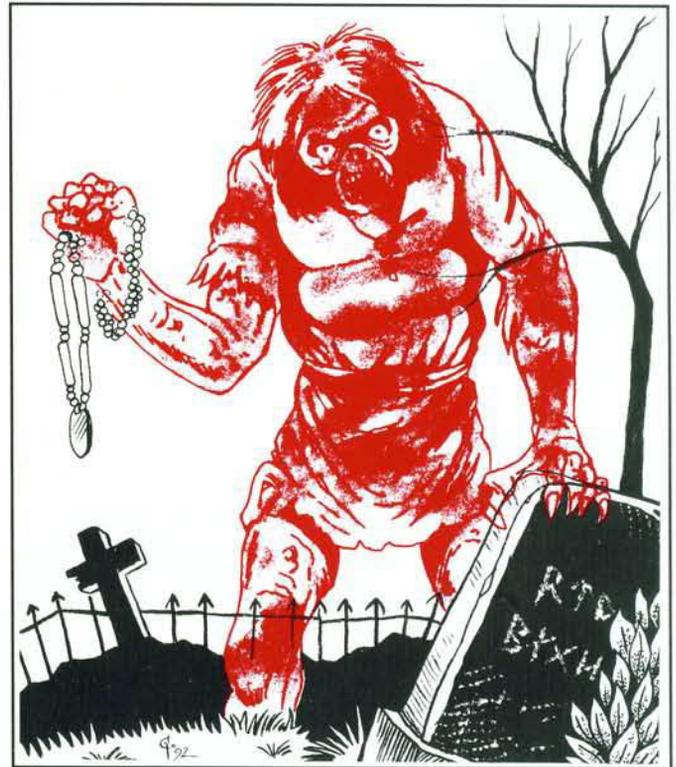
In life, scavenger spirits were humans and demi-humans who profited from the dead. Most of them were grave robbers or camp followers who stripped those who fell in battle. A few were adventurers who ruthlessly and unthinkingly plundered tombs.

Now, in death, scavenger spirits are cursed to steal from the living. Scavenger spirits can pickpocket with a 70% chance of success. To do this, they must assume a semi-material form. When the scavenger spirit has acquired an item of value, the spirit will flee to its lair and add the ill-gotten gains to its hoard. Characters who are successfully pickpocketed do not see the scavenger spirit.

The spirits are often, but not always, encountered in graveyards or ancient battlefields. Some take up residences near tombs filled with riches and over recent battlefields that have not yet been plundered. They long so desperately for the wealth carried by the dead that they will whisper a *suggestion* to passing humans and demi-humans to stop and take the objects left behind. Once a living person has acquired the wealth, the scavenger spirits are free to steal it. The spirits can use their *suggestion* ability once each turn.

When two or more scavenger spirits are together, they can combine their energies to cast a *dig* spell. This can be used up to three times a day. The spirits often unearth coffins or clear the way to buried tombs in the hopes passing adventurers will stop and loot the dead. The spirits will add a *suggestion* or two if necessary. Again, once the living have acquired the treasure, the spirits are free to steal it from them.

Combat: Scavenger spirits avoid fighting if at all possible; the sole purpose in their unlife is to steal. They attack only when they are in danger or if their hoard is threatened. In combat, scavenger spirits attack with their filthy claws—up



to four of them depending on the form chosen. Each claw attack causes 1-6 points of damage. In addition, victims must save vs. spells, at a -2 penalty, or be paralyzed with fear and disgust for 1d6 rounds. If the scavenger spirit is not involved in any other melees, it will loot the paralyzed body and return to its lair. Lawful good priests are immune to the *paralysis* touch.

Scavenger spirits must remain in their semi-material state during combat. The spirits can be harmed only by silver or magical weapons. They are immune to *sleep*, *charm*, *hold*, *death magic*, poisons and cold-based spells.

These spirits are turned as "special" on the priest undead turning table.

Habitat/Society: A scavenger spirit usually remains near the site of its death, though it is not constrained to do so—especially if the location presents few opportunities to steal. Scavenger spirits are found singly or in small groups, each one of them driven by a compulsion to steal.

Ecology: Unlike most other forms of undead, scavenger spirits do not propagate their kind by slaying the living. A victim slain by a scavenger spirit simply dies. Scavenger spirits are only created when a living human or demi-human intentionally steals from burial places or battlefields. These thefts do not include simple acts like picking up a fallen soldier's sword. They usually entail repeated stealing of personal possessions and objects of wealth or importance that were purposefully placed with the dead.

Scavenger spirits hoard treasure and magic, though they have no use for the items. It is simply their curse to repeat the sins they committed in life.

Animals can sense scavenger spirits' unnatural origins and instinctively avoid them.

Grave Watcher

by Cheryl McNally-Frech

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CLIMATE/TERRAIN:	Tombs, crypts, graveyards, burial grounds
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Exceptional
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	18
HIT DICE:	5-16
THACO:	15 (5-6 HD) 13 (7-8 HD) 11 (9-10 HD) 9 (11-12 HD) 7 (13-14 HD) 5 (15-16 HD)
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	1-8 per attack
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Regeneration, immune to electrical attacks, edged weapons cause half damage
MAGIC RESISTANCE:	Immune to mind-affecting spells
SIZE:	M (5'-6')
MORALE:	Fearless (19-20)
XP VALUE:	1,400 (5 HD) 2,000 (6-7 HD) 4,000 (8 HD) 5,000 (9 HD) 6,000 (10-11 HD) 7,000 (12-13 HD) 8,000 (14-15 HD)

A grave watcher looks like hundreds of tiny, pulsating lights—a ballet of fireflies hovering over a grave or about a tomb. At any given time the lights are all the same color. However, the colors do vary from creature to creature, from white to rose to emerald green and shades in between.

The lights are not a part of the creature, but are residual bursts of energy that it constantly gives off. Some sages believe that the colors of the lights correspond to the creature's moods or strength. The lights effectively mask the creature, which is a black, vaguely man-shaped form with tentacles. The lights can also be distracting. Any characters viewing a grave watcher for the first time easily can become mesmerized by the light display. Such characters must make a saving throw vs. petrification at a -2 penalty or stand transfixed by the lights for 2d4 rounds.

The body of a grave watcher is made of thousands of small particles from the negative material plane that are held together by electrical energy. A grave watcher's hit dice determines the number of tentacles it has: $HD - 4 = \#$ of tentacles. For example, a 5 HD grave watcher has one tentacle, a 6 HD, two; a 7 HD, three; and a 15 HD, 11.

Further, grave watchers have maximum hit points. This means a 5 HD grave watcher has 40 hit points, and a 15 HD grave watcher has 120.

Combat: A grave watcher only attacks if someone or something trespasses over a grave it has chosen to watch. A grave watcher has as many attacks as it has appendages. Each successful strike causes 1d8 points of electrical dam-



age. In addition, if a struck victim is wearing or carrying more than 20 pounds of metal, the electricity has a scatter effect. All those standing within 10 feet of him suffer 1d8 points of damage from the electricity bouncing off of him (save vs. breath weapon for half). Please note that most metal armor weighs more than 20 pounds, and treasure often has a lot of metal in it.

For every 8 hit points of damage the grave watcher suffers, it loses one tentacle, and therefore one attack. Tentacles reform and reattach to the main body after four rounds (regenerating 2 hp a round); however, if a grave watcher's hit points ever fall below zero, the creature is slain.

Because a grave watcher is composed of small particles, edged weapons cause only half damage, as they pass between some of the particles. Bludgeoning weapons cause full damage, however. Magical attacks which are mind-affecting, such as *charm person*, *charm monster*, *suggestion*, etc. have no effect on a grave watcher. Electrical attacks harmlessly pass through the creature's body.

Grave watchers which have 10 or more hit dice can split themselves in two. For example, a 10 HD grave watcher can become two 5 HD grave watchers. This process takes four rounds.

Habitat/Society: Each grave watcher guards a specific area and will not allow intruders to disturb the dead or their possessions. It is not known how a grave watcher chooses a home, but it is rumored that one can be summoned to act as a guardian.

Only one grave watcher has been noted at any one time. Sages theorize that when multiple grave watchers come in contact with each other they fuse to form a larger creature.

Ecology: Grave watchers perform a useful task by guarding the resting places of those departed from this world.

Bloodstone Zombie

by David Ballenger

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	None
INTELLIGENCE:	Average
TREASURE:	Special
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1-4
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	3+3
THACO:	15
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	2-7/2-7 or by weapon
SPECIAL ATTACKS:	Death grip, disease
SPECIAL DEFENSES:	Silver or +1 or better weapon to hit, immunity to illusion/phantasm spells
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	20 (fearless)
XP VALUE:	420

Bloodstone zombies are initially difficult to recognize as undead. They appear to be beautiful humans and demi-humans with smooth skin, sparkling eyes, and white teeth. These creatures are often able to approach their victims casually, not revealing their undead nature until they close to melee. Then their intended victims can see the Bloodstone zombies' clawlike fingers and smell the stench of the grave.

This type of undead was created decades ago by an insane necromancer. The necromancer considered undead beautiful creatures, and he devoted his life to creating zombies that were as handsome as stately princes and as comely as the most shapely dancing girl. He succeeded by concocting a disease that killed its victims and brought them back to life as undead. The process also gave them a near-perfect appearance—good looks they did not have while they breathed. Unfortunately for the necromancer, he died at the claws of his lovely minions, realizing, by becoming one of their kind, that the disease he created could be passed on.

Bloodstone zombies hate all life and attack whenever they deem the odds in their favor. They avoid fights with superior numbers or with fighters in heavy armor; the zombies have no desire to return to their graves.

Combat: Bloodstone zombies are very strong, with an effective Strength of 18/50. However, because their movements are not as fluid as living fighters, they cannot fully utilize their strength, hence delivering only 2-7 points of damage per claw attack. When using weapons they receive only a +2 damage bonus.

Because Bloodstone zombies are more intelligent than other zombies, they set traps for their foes. Comely Bloodstone zombies have been known to lure unsuspecting victims into dark alleys. And handsome Bloodstone zombies, sprinkled with colognes to hide their stench, have escorted lone women to their dooms. Of course, the zombies also take the simple approach of a straightforward melee. Unlike other zombies, Bloodstone Zombies do not automatically lose initiative.

In melee, a Bloodstone zombie strikes with its claws. If both claw attacks hit, the zombie has successfully grabbed its victim in a "death grip" and can inflict its special attack. Victims are held for 1d6 + 1 rounds; they can break free ear-



lier with a successful bend bars/lift gates roll. For every round a victim is held, he or she must make a saving throw versus death magic. Failure means the victim has contracted a disease carried by the Bloodstone zombie. The disease causes the victim to lose 2 points of Strength and Constitution per hour. When the victim's Strength and Constitution scores reach zero, he or she dies and will rise as a Bloodstone zombie one hour later.

Any personal items left on the victim will be carried by the newly-risen Bloodstone zombie and will be used to help hide its undead nature. Thus, treasure carried by Bloodstone zombies could range from a few coins to magical weapons.

Victims who are struck by the claws of a Bloodstone zombie, but who are not held in the death grip, also have a chance of contracting the disease, dying and returning as a zombie. These victims also must make a saving throw vs. death magic, but they receive a +4 bonus to their roll.

Burning a victim who dies of the zombie disease will prevent him or her from becoming undead.

Bloodstone zombies are aware that normal weapons will not harm them. Although they are capable of using the weapons they wielded in life, they prefer to attack with their claws.

Bloodstone zombies turn as wights on the priest undead turning table.

Habitat/Society: Bloodstone zombies do not have a social order, nor do they recognize any form of government among their kind. With few exceptions, they are free-willed undead.

Ecology: Their capability to spread the Bloodstone zombie disease is their only means of continuing their species. The ease at which this disease is transmitted seems to insure the survival of their kind.

Evil clerics reportedly seek the zombies to add to their stable of undead.

Groundling

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CLIMATE:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Packs
ACTIVITY CYCLE:	Any (prefer nocturnal)
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	K,M
ALIGNMENT:	Lawful Evil

NO. APPEARING:	2-8
ARMOR CLASS:	4
MOVEMENT:	6, Br 12
HIT DICE:	3+6
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-8
SPECIAL ATTACKS:	Tracking
SPECIAL DEFENSES:	+4 saving throw vs spell, wand, staff, rod, and poison
MAGIC RESISTANCE:	Nil
SIZE:	M (4' and taller)
MORALE:	Elite (13-14)
XP VALUE:	175

Groundlings are a magically altered race of Zhentarim assassins created from dwarves who have been hideously transformed to resemble a cross between dwarves and giant badgers.

Groundlings are typically short and stocky, and they easily can be mistaken for dwarves at a distance. Stunted ears are buried in wild fur, and the eyes reduced to narrow slits. A long, bristled snout replaces the dwarven nose, and large fangs protrude from the extended mouth. A groundling's hands end in powerful talons sharper than swords. Groundlings generally stink of spoiled meat.

Groundlings are not very intelligent, but they are extremely cunning. They serve their Zhentarim masters by tracking down and destroying their enemies.

Groundlings have the magically enhanced ability to track any creature by scent alone, once provided with an object the creature has handled. Groundlings are able to sniff out any clothing previously worn by the intended target—and handled by no one else for more than a few moments.

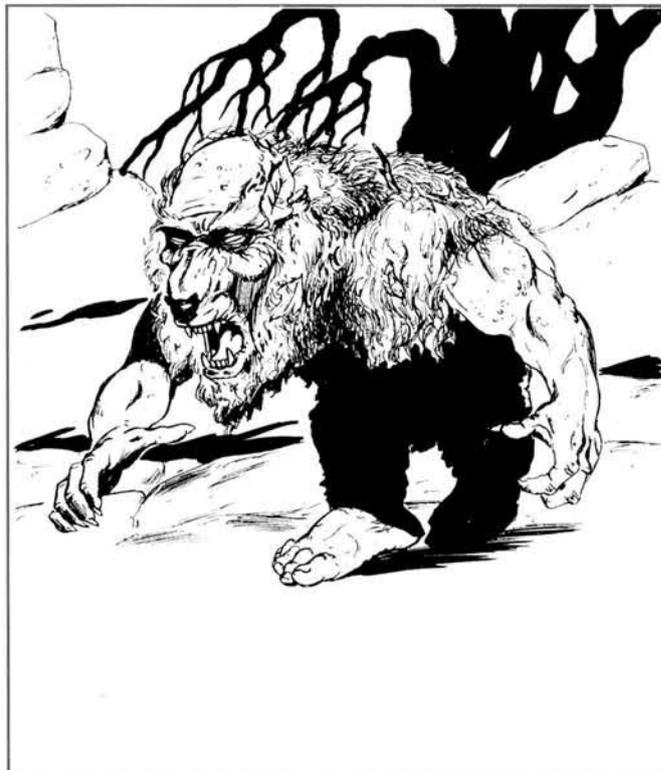
Balancing the keen sense of smell of a groundling is its weak eyesight. Groundlings dislike daylight and are typically encountered only at night.

Groundlings rarely leave their tunnels, and they are capable of burrowing at astounding speeds.

Groundlings are bound by highly structured guild rules and will avoid killing creatures other than their intended targets. If ordered to return their target alive, groundlings will attempt to subdue their victim. Otherwise they will kill and devour the unfortunate creature.

Combat: In combat, groundlings will burrow below their victims and explode upward in a shower of rock and dirt. Any creature attacked by a burrowing groundling receives a -3 adjustment to surprise. Such burrowing attacks are made at +2 to hit.

In combat, a groundling will grab its victim with powerful claws and sharp fangs, then attempt to drag it below the surface. If a groundling successfully hits with any two attacks in one round, it will drag the victim into its burrow at the end of the round. Creatures dragged into a groundling burrow warren can attack only with small or



natural weapons, and those at a -2 penalty. Groundlings attack at +2 to hit and damage while within their tunnels.

Once in the tunnels, a creature can be pulled out only with a combined strength of 23 or greater, counting both the victim and any assistants.

Habitat/Society: Groundlings have no true society, created as they are by the Zhentarim to serve as assassins. Most resent their enslavement, but all follow the orders of their guild except in extreme circumstances.

When not based in the dungeons of the Darkhold, groundlings are almost always found just below the surface of the earth, where they form small warrens in which to rest.

Ecology: Groundlings have voracious appetites; they are willing to eat almost anything, although they prefer meat. Groundlings have an extremely high metabolic rate, so they need tremendous amounts of sustenance to fuel their magically enhanced burrowing.

Source: "The Family Business," by James Lowder, in the *Realms of Valor* anthology.

Deathmirror Beetle

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CLIMATE:	Any (usually subterranean)
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non-(0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1 (rarely 2)
ARMOR CLASS:	4
MOVEMENT:	1
HIT DICE:	1 hp
THACO:	special (20)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1" diameter)
MORALE:	Average (8)
XP VALUE:	35

Deathmirror beetles are small black beetles with bright yellow blotches. These tiny insects have a unique form of magical defense, probably developed through experimentation by some mad wizard, enabling them to magically link creatures in pain via their venomous bites.

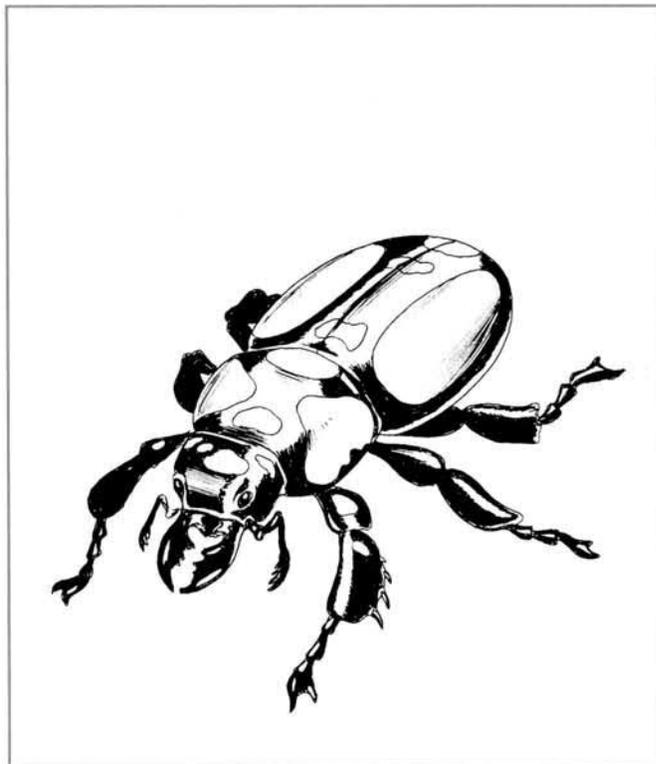
Combat: Deathmirror beetles will avoid combat unless handled by bare flesh. If touched by naked flesh, a deathmirror beetle will immediately attempt to bite its handler.

Deathmirror beetles are hard to catch. Anyone attempting to grab a deathmirror beetle must make a successful Dexterity check and also a successful attack against AC 4 (without strength bonus).

The bite of a deathmirror beetle injects a potent venom, requiring a save versus poison with a -6 penalty to avoid its effects. The beetle's sting creates a magical link between the insect's two most recent victims. The mirror image of any physical damage suffered by either of the linked victims is also suffered by the other. This magical link lasts until a new victim is bitten by the beetle or one of the two most recent victims is slain. If one victim fails a saving throw and suffers damage as a result, the other victim still gets a separate saving throw, but at a -4 penalty.

Each time a deathmirror beetle successfully bites a victim, there is a 5% cumulative chance that the beetle will die.

Anyone casting a *raise dead* or *resurrection* on a dead deathmirror beetle must save versus spell at -10 or die instantly and irrevocably. The beetle will not be brought back to life.



Habitat/Society: Deathmirror beetles are often found in forests and are usually solitary, breeding only once in their lifetimes. Males die immediately after breeding, and females live only long enough to give birth to 10-100 young two weeks later.

Ecology: Deathmirror beetles are magically constructed variants of common beetles and occupy a similar niche in the food chain. Natural predators of beetles soon learn to avoid this species due to their indirectly deadly venom.

Source: "King's Tear," by Mark Anthony, in the *Realms of Valor* anthology.



Shadevar

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CLIMATE:	Any (Western Central Faerun)
FREQUENCY:	Extremely Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic Evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	24
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3-18/3-18
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Special
MAGIC RESISTANCE:	70%
SIZE:	L (7' tall)
MORALE:	Champion (15-16)
XP VALUE:	13,000

The shadevari are ancient creatures, perhaps older than the Realms themselves. There were originally 13 of these creatures, but most have been destroyed.

For thousands of years, the shadevari served Bhaal, Lord of Murder. Ultimately, Azuth banished them from the worlds of humans and gods.

A shadevar appears as a misshapen beast, vaguely humanoid. The body and face of a shadevar is covered with thick, iron-gray scales. Two black tusks jut from its maw, and a single serrated horn curves from its brow. Two faint depressions replace the shadevar's eyes, as it is completely sightless. At will, a shadevar can extend sharp talons from its fingertips.

A shadevar can "see" by using its sense of smell. This sense is so acute that the shadevar's blindness is in no way a hindrance to its perceptions.

Combat: Shadevari are terrible foes who move with lightning quickness (+3 initiative bonus) and fight with their talons for two terrible rending attacks each round.

The very presence of a shadevar causes *fear* (as the wizard spell) in any creature of low or lesser intelligence within 60 feet.

In normal combat, shadevari are unaffected by *light* or *darkness* spells. An opponent can momentarily escape a shadevar by moving more than 60' upwind of the monster, but a shadevar can track by scent using the tracking proficiency rules with a base proficiency score of 16.

Shadevari are hit only by +1 or better magical weapons. They regenerate 3 hit points per round, starting the round after being injured. Fire, cold, water, electrical, and other magical attacks do not prevent the regeneration, but Shadevari avoid water if at all possible. They seek shelter from rain at once, and they will refuse to cross rivers and streams unless they can do so without becoming wet. Water-based attacks cause +1 damage/die to shadevari.

If a shadevar is somehow given the power to see (through a *cure blindness* or *deafness*, *true seeing*, or similar spell) and is then exposed to a bright light (such as that produced by a *lightning bolt*, *light*, or *continual light* spell), it will suffer 3d6 points of damage per round of exposure. Exposure to such light drives shadevari mad (treat as



Intelligence of 1) for 24 hours, after which it recovers.

The only way to kill a shadevar permanently is to pierce its heart. Piercing the heart requires an attack roll of an unmodified 20 with a +4 or better weapon. If the heart of a shadevar is pierced, its body will erupt in a geyser of blood, killing it (without regeneration). Within a few hours, the body will begin to decay rapidly, leaving only cinders.

Habitat/Society: Shadevari are solitary and nearly extinct from the Realms. They do not breed away from their native Plane of Shadows. A shadevar is essentially immortal unless slain by magic.

The last shadevar may or may not have been killed in the Fields of the Dead by the expanded Fellowship of the Dreaming Dragon in the Year of the Wave, 1364 DR. Some sages speculate that another shadevar is imprisoned in the Crypt of Shadows (see FRQ1, *Haunted Halls of Eveningstar*) located somewhere within the Stonelands of northern Cormyr.

Ecology: Shadevari are not native to the Realms and serve no useful function in the ecology, except as predators of human and demi-humankind.

Source: *Crypt of the Shadowking*, by Mark Anthony.

Zebranaur

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CLIMATE/TERRAIN:	Temperate plains
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Average (8-10)
TREASURE:	M, Q (I, Mx10)
ALIGNMENT:	Neutral

NO. APPEARING:	2-16
ARMOR CLASS:	7
MOVEMENT:	20
HIT DICE:	3
THACO:	17 (16)
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	1-4/1-4 or by weapon type
SPECIAL ATTACKS:	+1 with bows
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (6' and taller)
MORALE:	Steady (11-12)
XP VALUE:	Normal: 420 Chief: 650 Druid: 975

Zebranaurs have the upper body of a human and the lower body of a zebra.

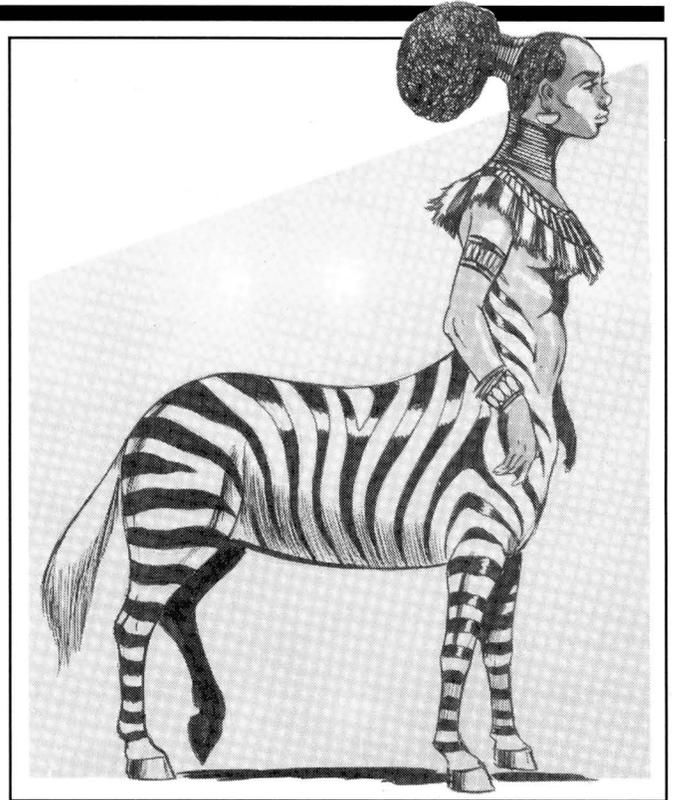
A zebranaur's upper body is normally brown, without the characteristic black on white stripes that cover its lower body. Many have a short mane of coarse black bristles running from the middle of the lower back up to the nape of the neck. Most favor a spiky hairstyle, but others prefer the traditional styles of the local humans.

Zebranaurs usually wear an individually embroidered square of supple leather which covers their chests and is tied around the waist and neck with leather thongs. They adorn themselves with jewelry made of wood and bone, using feathers and bright seeds to color their designs. Zebranaurs prize brass and copper jewelry and will trade well-made fringed garments or feathered spears for these items.

Most zebranaurs paint their upper bodies with dark stripes or patterns, using vegetable dyes to enhance the effect of their camouflaged lower bodies. New markings are added yearly to commemorate achievements, battles, or loves. Some tribes engage in ritual tattooing when foals come of age. One southern tribe has developed this tattooing to a fine art. The soft, downy skin from the upper back of an adolescent foal, resplendent with blue, red, and orange markings in intricate designs and patterns is said to fetch at least 1,000 gp in some Calishite markets.

Combat: Because of their long-standing tradition of bow hunting, all zebranaurs gain a +1 bonus to attack rolls with all bows except crossbows. Not all zebranaurs use bows, however. When a band is encountered, 30% use spears, 20% swords, 20% sword and spear, and 30% sword and bow. If unarmed, zebranaurs attack with their front hooves for 1-4 points of damage each. Zebranaurs never wear armor.

Zebranaur society does not discriminate against its female members, and females will make up 30% of any encountered band. In a group of more than 10 zebranaurs, there is a 50% chance that the group includes a chief and a druid.



Habitat/Society: Zebranaurs are tribal creatures, much like the humans who live nearest them. They are led by a chief of 4 HD and AC 6.

Zebranaurs are nomadic by nature, and their temporary camps are well guarded by 8-12 zebranaurs armed with swords and bows.

An average tribe numbers 50-80 members, including 20% children and 30% females. Males are equally responsible for raising the young, preparing meals, teaching, and performing other traditionally domestic duties.

A tribe usually has one druid of fourth or fifth level and three to four druids of levels one to three. They are armed with quarterstaves or scimitars.

Zebranaurs have an almost photographic memory for abstract designs and shapes. They cannot normally read or write Common, but they paint intricately whorled patterns on tanned leather to record their history. The senior druid keeps these records safe and passes on the knowledge to the next generation.

The typical zebranaur life span is 50-60 years.

Zebranaurs speak the Common tongue and may know another spoken language, usually Goblin, Orc, Gnome, Gnoll, Halfling, Hobgoblin, or Elvish.

Ecology: Zebranaurs hunt most types of small game, supplementing this diet with roots and berries.

Dorvesh

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CLIMATE/TERRAIN:	Temperate hills or mountains
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Average (8-10)
TREASURE:	M, Q (B)
ALIGNMENT:	Neutral

NO. APPEARING:	2-12
ARMOR CLASS:	4 (7)
MOVEMENT:	12
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	1-6/1-6 or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	+4 saving throw vs. spells and poison
MAGIC RESISTANCE:	Nil
SIZE:	L (5' and taller)
MORALE:	Champion (15-16)
XP VALUE:	Normal: 420 Chief: 650

Dorvesh have the upper body of a dwarf and the lower body of a donkey. Their donkey hindquarters are covered with coarse hair which varies from light brown to black. The dwarven upper half is usually well-muscled and earthy brown. Dorvesh retain the full beards of their dwarven cousins.

Dorvesh clans are distrustful of outsiders, but they are not overly aggressive. They will fight only to defend themselves or their homesteads.

When not expecting combat, dorvesh wear simple tunics of tough leather or hide; otherwise, they wear chain mail vests and carry shields. They wear their hair long and braided to keep it out of the way when they work in the mines.

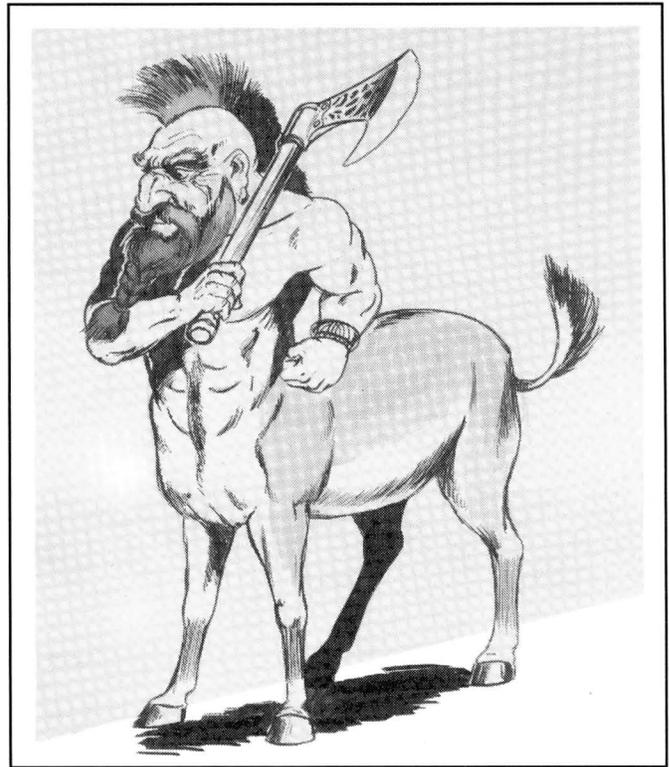
Combat: Dorvesh do not use magic of any kind, and only rarely do they use magical items. Dorvesh have an inherited resistance to spells and poison, and they gain a +4 bonus to saving throws vs. spells and poison.

Dorvesh delight in mining minerals and metals but do not have the same affinity with earth as dwarves, for their mines do not delve deeply into the earth, and they can detect the slope of a passageway (1-3 on 1d6) and new tunnel construction (1-4 on 1d6). They have infravision to a range of 30'.

Although not warlike, dorvesh are well organized and disciplined when forced to fight. They are intuitive strategists. They wear chain mail vests and tough leather barding, and they carry shields.

Dorvesh wield a variety of weapons: hammers (35%), swords and light crossbows (25%), axes (25%), or axes and heavy crossbows (15%). If unarmed, dorvesh attack with their front hooves, inflicting 1d6 damage with each.

In a group of more than eight dorvesh, there is a 60% chance that the clan chief will be with the group. The chief has 5 HD and is AC 4.



Habitat/Society: An average dorvesh clan numbers 80-120, 20% of them children and 20% females. Dorvesh females are skilled fighters who always fight beside the males if the homestead is attacked.

Dorvesh live in towns constructed around their mine entrances. Since dorvesh do not construct deep mines, they sometimes have to move to a new site. Though their settlements are well constructed, they are not permanent. Abandoned dorvesh settlements may occasionally be found in remote valleys, often inhabited by goblins or kobolds.

Dorvesh produce all their own metalwork. These items are sturdy and reliable, but they are less likely to be engraved or decorated than similar dwarven items. Dorvesh prefer the classic lines of an undecorated hammer, chisel, or axe. Dorvesh hoard precious metals and gems, gold being particularly prized.

Dorvesh are a stubborn and tenacious people, often considered deliberately obtuse by outsiders. Unlike their dwarven counterparts, dorvesh do not wage war against orcs, goblins, giants, or drow, preferring to remain detached from the other races.

Since dorvesh avoid contact with other races as much as possible, they speak only their own dialect of Dwarvish. Anyone who speaks Dwarvish has a 75% chance to understand the dorvesh dialect.

Ecology: though dorvesh are skilled miners and metalworkers, they rarely sell the goods they produce. Thus limited in commerce, they hunt for their own food and cultivate mushrooms and tubers to supplement their diets.

Dorvesh usually live from 150-200 years.

Ha'pony

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CLIMATE/TERRAIN: Any temperate
FREQUENCY: Very rare
ORGANIZATION: Community
ACTIVITY CYCLE: Day
DIET: Omnivorous
INTELLIGENCE: Average (8-10)
TREASURE: M, (I)
ALIGNMENT: Neutral good

NO. APPEARING: 2-8
ARMOR CLASS: 7
MOVEMENT: 12
HIT DICE: 2+2
THACO: 19
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-3
SPECIAL ATTACKS: +3 with bows and slings
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
SIZE: M (4 1/2-5')
MORALE: Steady (11-12)
XP VALUE: Normal: 120
Mayor: 175

Ha'ponies have the upper body of a halfling combined with the lower body of a pony.

They have a weather-beaten complexion, with hair varying from sandy to dark brown. Their pony hindquarters are varying shades of brown and chestnut, with some grays. In most tribes, the mayor has a piebald coat.

Ha'ponies wear brightly colored shirts and tunics, and the majority braid their hair and tails with many-colored ribbons.

Combat: Ha'ponies are peace-loving creatures but will fight ferociously in defense of their homes and families. Like halflings, they are very skilled with both the sling and the bow, receiving a +3 bonus to attack rolls. Ha'ponies gain a +2 bonus on their saving throws vs. spells and poison due to the natural resistance shared with their halfling cousins.

Ha'ponies do not normally wear armor, but each village usually has a militia with 20-30 members who wear studded leather armor (jerkins and barding). In their villages, ha'ponies do not normally carry weapons, except for the militia. These stalwarts are usually armed with short swords and slings, or short swords and bows.

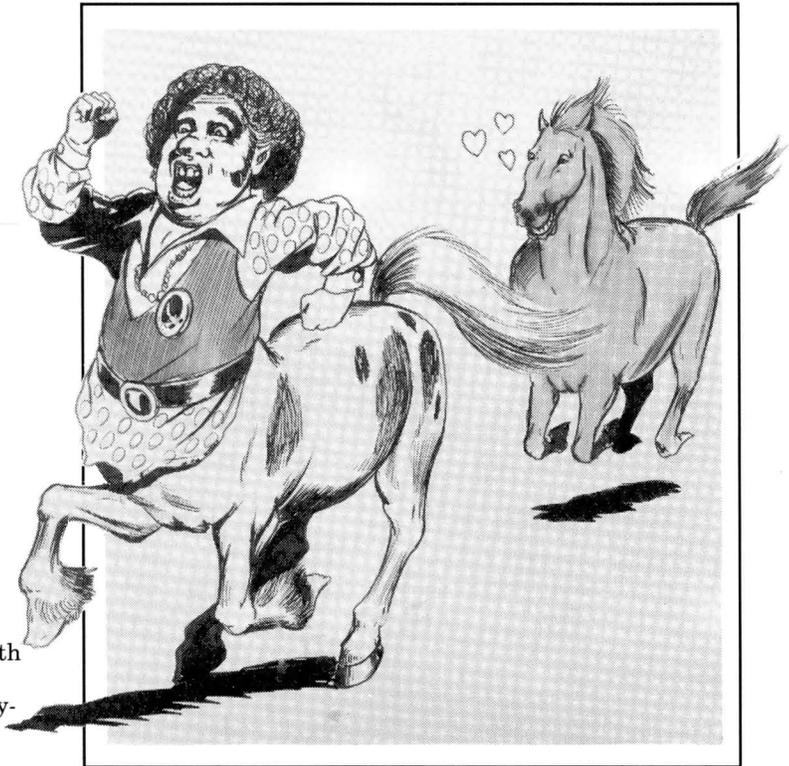
When outside the village, ha'ponies are usually armed with short swords or spears. In addition, 50% of the group is armed with slings or short bows. There is a 30% chance that a group outside a village will be militia on patrol.

The mayor very rarely (5%) leaves the village, but if so he or she will wear a chain mail vest and carry a short sword and short bow. The mayor has 3+2 HD, AC 5, and THACO 17.

Ha'ponies possess infravision with a range of 30'.

Habitat/Society: Ha'pony villages usually number between 80 and 150 individuals. Of this number, 15% are children and 30% females. Ha'pony females do not normally fight, but if the village is threatened they will defend their homes and children with slings and daggers.

The village has a mayor, but most important decisions are made by a council of elders known as "The Circle of



Oak." In extreme cases, the Circle can remove a mayor from office and exile the unfortunate.

Ha'ponies are a cheerful people who are briefly wary of outsiders. They take pleasure in simple crafts and in nature, but they do not have the great love of food which characterizes their halfling cousins.

Ha'ponies speak Halfling and Common.

Ecology: The main fare of a ha'pony is fruit, supplemented by cereals. They make up to 20 different varieties of bread, each village having its own specialty. Ha'ponies occasionally hunt game birds such as pheasant and partridge.

Ha'ponies have a life span of approximately 120 years. They live in small family clusters within the village community. They don't breed often, but once a child is born it is lovingly cared for and spoiled by all its relatives.

Gnoat

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CLIMATE/TERRAIN:	Temperate or tropical hills and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Average (8-10)
TREASURE:	M, Q (I)
ALIGNMENT:	Neutral
NO. APPEARING: 4-12	
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	4 + 1
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	+4 save vs. spells and poison
SIZE:	L (5' + tall')
MORALE:	Steady (12)
XP VALUE:	Normal: 420 Chief: 650 Illusionist: 650

Gnoats have the upper body of a gnome and the lower body of a large mountain goat.

Gnoats usually have brown skin, varying in shade from tan to a deep chestnut. The shaggy coat on their goat hindquarters also varies in color, being brown, black, or gray with a white or cream underside. Hair is the same color as the coat and is usually worn short by both males and females. Hooves are usually black or very dark brown.

Male gnoats have beards which match the coloration of their goat hindquarters. Beards are kept fairly short and often are trimmed to form elaborate designs. Most gnoats have blue eyes, ranging from light, cool shades to deep cobalt blue, but a few individuals have brown or green eyes.

Clothing usually consists of shirts and jackets of cotton or leather, and hats of various design. Gnoats tend to avoid very bright colors, but they do wear clothes of many differing shades. A favorite garment among gnoats is a patchwork jacket, with swatches of many different colors and materials. These jackets are very strongly constructed and act as padded armor. Jewelry, when worn, consists of carved wooden pendants and bracelets.

Combat: On the whole, gnoats are peaceful, although they are wary of strangers until they prove themselves worthy. Gnoats will defend themselves if attacked, and the majority of males are proficient with weapons. Females rarely fight unless directly threatened.

Gnoats are usually armed with spears or clubs, and at least half of any group carries short bows. If unarmed, gnoats will kick with their rear hooves. This single attack causes 1-6 points of damage.

Any group encountered may be the entourage of the clan chief and a 3rd-level illusionist (15% chance). If so, 2-8 additional gnoats accompany the group. The chief wears an elaborately decorated matching jacket and hat, and he carries a shield bearing the clan emblem. Typical emblems are horns, mountains, trees, or tools. The clan illusionist normally wears a plain black tunic and black leather skull cap.



Like gnomes, gnoats are resistant to spells and poison, receiving a +4 bonus to their saving throws.

Habitat/Society: For most of the year, gnoat clans inhabit cave systems in the lower foothills of high mountain ranges. They spend their time hunting and farming in order to produce enough food for the winter. During the winter months, gnoats usually keep to caverns deep within the mountains, where they have stockpiles of grain, cured meat, and honey.

Gnoat clans have 100-300 members, of which 40% are females and 10% children. Each clan is led by a chief (5 + 1 HD, AC 5, THACO 15) and advised by 1-4 illusionists of levels 1-3.

Gnoats speak Gnomish and Common. Many gnoats can communicate with burrowing mammals, but a few clans have lost this ability.

Ecology: Gnoats are excellent wood-carvers and sculptors of stone. During the winter months, they develop their arts and produce many wonderful pieces ranging from delicately carved wooden animals and fruits small enough to fit in the palm of one's hand, to bold stone statues larger than a full-sized gnoat.

Gnoats leave their warm caverns in spring and attempt to trade some of their sculptures for pottery, metalwork, and fabrics. They do not stray far from their homesteads but wait for traveling merchants to cross the passes in their mountain homes. The gnoats approach merchants cautiously at first, but gradually build firm friendships. Some traders keep the gnoats' whereabouts secret in return for a ready supply of beautiful carvings each spring.

CLIMATE/TERRAIN:	Any/Southern Oerth
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Supra-genius
TREASURE:	A
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	15+
THAC0:	16 base
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	+1 weapon to hit
MAGIC RESISTANCE:	1% per hit die
SIZE:	M
MORALE:	Fanatic (17-18)
XP VALUE:	10,000 +1,000 per level

When the empire of the Suel was destroyed by the Rain of Colorless Fire more than a millennia ago, one of the few creatures to survive this destruction was the Suel-lich. This powerful wizard, similar to the common lich, endures the centuries by transferring its life force from one human host to the next.

A Suel-lich appears as a human with coarse, leathery skin and eyes which glow an ominous black fire. As the Suel-lich grows in power, the skin becomes a thick hide, and the fire in its eyes becomes more pronounced. At the peak of its power, the Suel-lich is little more than wrinkled husk whose head is bathed in black fire. Those who meet a Suel-lich are in for more than they likely can handle.

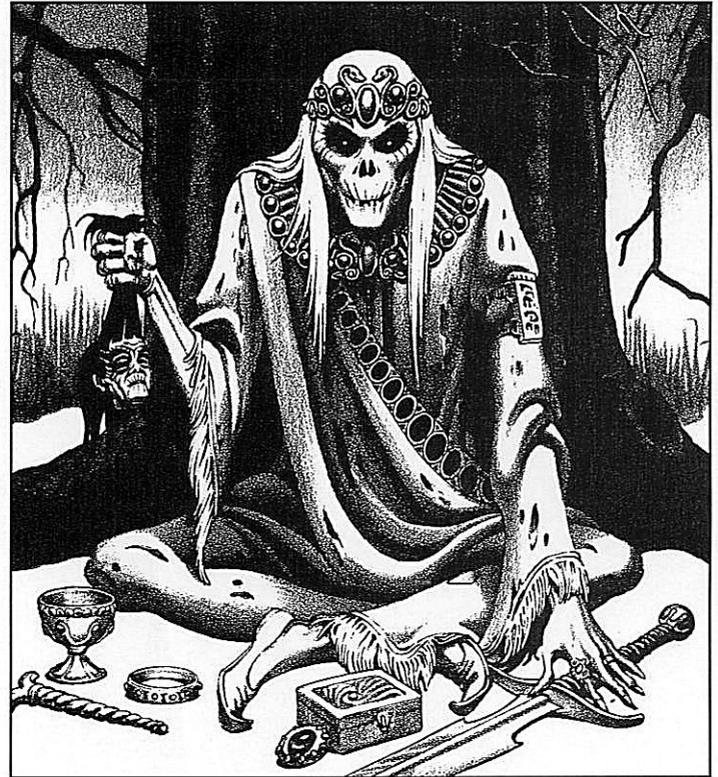
Combat: Unlike the common lich, the Suel-lich revels in combat against weaker foes. Although it normally doesn't go looking for a fight, the creature will often fight to the death against superior forces (and usually wins).

Any creature with fewer than 3 Hit Dice that gazes into the fiery eyes of the Suel-lich must save vs death magic at +3 or die of fright. Those who make their save are paralyzed with terror for 1d4 turns, and are at the mercy of the evil creature.

The touch of a Suel-lich causes black flame to erupt from the victim, inflicting 1-10 points of damage upon contact. The victim must also make a saving throw vs paralysis or be unable to move. This paralysis lasts until dispelled or until 24 hours pass. This attack ignores all armor, and any item touched in this way must make a save vs. magical fire or be damaged.

The Suel-lich can be hit only by +1 or better weapons or by monsters with 7 or more Hit Dice and/or magical properties. In addition to their natural magic resistance, the Suel-lich is immune to all mind affecting spells, death spells, and wizard and clerical spells below 3rd level. Because of its unique connection with the Negative Material Plane, the spell *negative plane protection* inflicts 5d10 points of damage to the creature if it gets past its magic resistance.

A Suel-lich casts spells as it did before its transformation, but, due to its dark nature and years of magical research, does not require material components. A Suel-lich is considered a special for purposes of turning.



Habitat/Society: Several Suel-liches escaped the Rain of Colorless Fire and migrated into the Flanaess from what is now the Sea of Dust. Some of these liches still roam the world, vying for wealth and power, while others exist in hidden strongholds continuing their ageless research. Regardless of its intentions, the Suel-lich always attempts to hide its true nature. Since little knowledge (written or oral) survived the Colorless Fire, only a handful of sages and loremasters have even heard of such creatures.

Ecology: The Suel-lich is an unholy amalgamation of the human body and energy from the Negative Material Plane. Upon transformation into a Suel-lich, the essence of the wizard is converted to negative energy that needs a human body to inhabit. While possessing a body, the essence of the lich causes the body to age at three times the normal rate, burning it out after a short time. Each time a Suel-lich gains a level, burns out a host, or is reduced to zero hit points, it must find a new body to inhabit.

When it comes time to seek a new body, the essence of the lich must take a host with Hit Die or levels equal to the liches level minus 15. Thus, a 19th level Suel-lich must take the form of a 4th level human. If the victim is unconscious, unable to resist, or gives his or her body willingly, no saving throw is allowed versus the transformation. If the victim is conscious or able to resist, a saving throw vs death magic at -1 is allowed to resist possession. The essence of the victim is destroyed when possessed; the spirit is annihilated and cannot be raised or restored by a *wish* spell. If the host body is destroyed, the lich has one hour to inhabit another body or its essence disperses into nothingness. While without a host body, the essence of the lich appears as fiery black energy. While in this form, a *dispel evil* or *holy word* destroys the lich forever.

Korobokuru, Malatran



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CLIMATE/TERRAIN:	Tropical/Mountains
FREQUENCY:	Common
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Semi- to Highly
TREASURE:	Individual
ALIGNMENT:	Any (Chaotic Good)

NO. APPEARING:	1-50
ARMOR CLASS:	10/Varies
MOVEMENT:	6"
HIT DICE:	1+1/Varies
THACO:	20 base
NO. OF ATTACKS:	1/by class
DAMAGE/ATTACK:	By Weapon
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	See Below
SIZE:	S (4' tall)
MORALE:	Elite (13)
XP VALUE:	75 per hit die

Korobokuru are a race of dwarves who thrive throughout the Living Jungle. A somewhat xenophobic people, their villages tend to be in remote areas of the jungle, and earning their trust is often difficult. Korobokuru are 3–4 feet tall, with hairy arms and legs slightly longer in proportion to their bodies. Males have sparse beards, and both genders have a wild and unkempt appearance and are known to bathe only once a year. Korobokuru have big, bright eyes—either blue, green, or brown. Their ears are small and somewhat pointed, and they have full lips. Korobokuru avoid gaudy jewelry, but sometimes wear precious stones on leather straps around their necks.

Combat: Korobokuru have a natural resistance to magic, and gain a +1 saving throw bonus for every 3 points of Constitution when saving against magical rods, staves, wands, and spells. They also receive the same bonus for all saves vs. poison. Korobokuru have infravision with a range of 120 feet. They also have a 4/6 chance to recognize and identify any normal plant or animal. They receive a bonus of +1 to hit when fighting bakemono, goblins, goblin rats, and hobgoblins (rare creatures in the Living Jungle). Giants, oni, ogres, ogre magi, and other humanoid creatures over 10 feet in height suffer a -4 penalty when trying to hit korobokuru. Because of their small size, these dwarves cannot use size Large weapons.

Habit/Society: Culturally, korobokuru are less advanced than most of their Nubari neighbors. They hunt for their food, farm small portions of land, and create simple pieces art and craft. Each tribe of dwarves will specialize in one type of craft (weapons, pottery, etc.) which is their primary source of trade. It takes a Korobokuru at least 50 years of study before he is considered a master craftsman.

Korobokuru organize themselves into families, clans, and tribes, each having 1-3 families related by blood or marriage. Korobokuru may allow some humans and katanga into their tribes, but never spirit folk or shu. Saru are considered blood enemies, and a korobokuru will fight first and ask questions later when encountering the ape-men.

Hero Korobokuru need not attack saru heroes, but should remain suspicious of them. Korobokuru legend states the saru



kill children for food and sport, though the saru protest complete innocence. Missing children and unexplained deaths are often blamed on this race.

Other tribes, mostly Nubari, tend to view korobokuru as rude, belligerent, and even comical. Korobokuru are extremely boastful and outspoken, telling tall tales of their exploits and conquests. No korobokuru can turn down a boasting contest, which they often use as an alternative to combat. Though their boastful nature has given them a reputation as liars, korobokuru are strictly honest about admitting defeat in a boasting contest. Korobokuru are such practiced boasters that they gain a +2 Charisma bonus for boasting or lying.

Korobokuru are deathly afraid of drowning and will refuse to enter the water or travel in boats. Hero korobokuru may ignore this fear for the purposes of traveling in a boat, but they must make a successful saving throw vs. paralyzation to enter the water willingly.

Once a season, all elder korobokuru (50+ years) journey to the top of Fire Mountain in hopes of catching a glimpse of War'dango, the powerful god of the mountain and leader of the korobokuru people. Those blessed with a vision (and there is always one elder so blessed) will be the "Voice of War'dango" for the korobokuru folk for the coming year.

Known as the war'dang, this elder will make all decisions for the people as a whole (ie. racial wars, uniting the tribes, etc) until another is chosen. Seldom are more than one war'dang chosen in one year.

Ecology: Korobokuru produce few goods, but those that they do create tend to be items of excellent quality. Crafts include things such clothing, primitive arts and crafts, and weapons like spears and clubs. Tribes of more than 50 members will have large parties of hunters which comb their territory for food, while smaller tribes tend to do less hunting and more for aging



Katanga



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	Caiman	Monkey	Pangolin	Snake	Tiger
CLIMATE/TERRAIN:	Tropical River	Tropical Jungle	Jungle	Jungle	Tropical Jungle
FREQUENCY:	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Solitary	Pack	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Any	Night
DIET:	Carnivore	Omnivore	Herbivore	Carnivore	Carnivore
INTELLIGENCE:	Low to Genius	Low to Genius	Low to Genius	Low to Genius	Low to Genius
TREASURE:	Individual	Individual	Individual	Individual	Individual
ALIGNMENT:	Neutral	Chaotic Good	Neutral	Neutral	Lawful Good
<hr/>					
NO. APPEARING:	1-10	1-50	1-6	1-2	1-4
ARMOR CLASS:	7/5	8/6	6/4	9/8	8/6
MOVEMENT:	9/6, swim 6	12/12, climb 15	12/12, climb 15	9/9, climb 6	12/12
HIT DICE:	Varies	Varies	Varies	Varies	Varies
THACO:	Varies	Varies	Varies	Varies	Varies
NO. OF ATTACKS:	2	1	1	2	3
DAMAGE/ATTACK:	1d4/1d8 (biped) or 1d8/1d12	1d3 (biped) or 1d2	1d6 (biped) or 1d4	1d2/1d4 (biped) or 1/1d3	1d3/1d3/1d6 (biped) or 1d4+1/1d4+1/1d10
SPECIAL ATTACKS:	See Below	See Below	See Below	See Below	See Below
SPECIAL DEFENSES:	See Below	See Below	See Below	See Below	See Below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	M	S	S	M	M
MORALE:	Elite (13)	Unsteady (5-7)	Average (8)	Average (8-10)	Average (8-10)
XP VALUE:	150/hit die	150/hit die	150/hit die	150/hit die	150/hit die

Katanga are a race of intelligent shape-changing animals. Their ability to shapeshift is natural to the katanga and is not a form of lycanthropy. Katanga appear as normal animals to spellcasters who detect for illusions or use true seeing.

Katanga can shapeshift between three different forms: animal, biped, and human. Each form has its own advantages and disadvantages.

In human form, katanga retain one or more distinctive feature of the animal form. For instance, the caiman katanga's skin has a leathery texture when the creature is in human form. In all other respects, they have the same abilities as a normal human and may employ weapons, non-weapon proficiencies, and class-based skills.

In biped form, a katanga looks like a humanoid animal that can stand on its hind legs. The front appendages change into hands capable of gripping and using weapons, though they can still use a limited form of their natural attacks.

The rest of the body retains the animal's general appearance, including fur, tail, or any other characteristic features. In this form, katanga can converse both with people and with animals of their same type. Some katanga are actually more formidable with their natural claw and bite attacks in this biped form.

In animal form, katanga are indistinguishable from normal animals of their type. They can use their natural attacks to the fullest, employ special attacks and movement, and may have other special animal abilities.

Katanga in animal form cannot, however, cast spells, use weapons, wear armor, or use non-weapon proficiencies which require a human form (rope use, for instance). Also in this form, katanga can communicate only with other katanga or animals of their type, though they can still understand any languages they have learned.

Regardless of their current form, katanga always cast a shadow in the shape of their animal forms.

Hero Katanga may be of any good or neutral alignment, except tiger Katanga heroes must be lawful good, and monkey must be chaotic.

Combat: Katanga can be warriors, wizards, priests, or thieves. They may also be multi-classed warrior/wizards, warrior/thieves, warrior/priests, or wizard/thieves.

Each day a katanga can shapechange a number of times equal to its level. For instance, a 1st level katanga can change from human to biped (or animal) once per day, measured by the rising of the sun. It must then remain in that form until after the following dawn. Changing form requires one complete round of concentration, during which the katanga can take no other action. Armor and other equipment does not change, but simply falls to the ground.

All values divided by a slash indicate biped/animal forms. In human form, all katanga have human Size, Armor Class, and Movement rates, and they inflict damage by weapon type. Note that some katanga are more formidable in biped form than in animal, and vice versa. Strength bonuses never apply to these natural attacks, only to weapon attacks in human or biped form.

Total hit points do not vary between forms. In biped form, katanga also gains 120-foot infravision.

Habitat/Society: In general, the katanga live as the animals they truly are, their habits ranging as widely as their forms. Most katanga have little desire to live in large tribes, preferring wild lands. Instead of tribes, individual katanga sometimes appoint themselves protectors of small communities of humanoids or animals, ancient ruins, or sacred and taboo lands. Katanga have little use for material possession, never accumulating more equipment than they can carry, and trading precious items for practical ones, like weapons, tools, or food.

The leopard katanga is an evil breed of shapechanger (never a player hero, always an NPC) that preys on other races of the jungle. Lone leopard katanga will frequently attack single travelers or small bands of people.

Katanga

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Ecology: A katanga's diet depends on its animal form.

Caiman

Caiman katanga live by their instincts and oppose the ways of humans, preferring their natural animal state to any contrivance of civilization. Solitary and territorial creatures, caiman come together only twice a year (spring and fall) to mate and lay eggs, before returning to their isolated homes. The caiman have an uneasy relationship with the river tam'hi, as wicked caiman sometimes devour tam'hi young. A few caiman katanga crave adventure and join Nubari river tribes, serving as hunters or warriors. In human form the skin of this katanga is thick and leathery, and the stub of the creature's tail can be seen on its lower back.

Monkey

Monkey katanga are a wild, chaotic group of creatures thriving on mischief and pranks. None of these acts are violent or terribly destructive, but serve the monkeys' need for entertainment. Monkey katanga seldom stay in one place for extended periods unless affected by harsh weather, fierce predators, or held captive by victims of their pranks. Groups of monkeys come together several times each season to relate stories or to breed, then soon wander back into the jungle. Monkey katanga's diet consists of roots, fruit, fish, and sometimes raw meat. In human form the monkey katanga has thick hair of varying colors, and unusually long arms. Since tam'hi are difficult to find and possess little humor, they are often the focus of this katanga's antics when the two cross paths. Monkey katanga are excellent climbers. Their percentage chance to climb is 80%.

Pangolin

The pangolin is a small tropical mammal whose body is covered in plate-like armor. The pangolin katanga can roll itself into an armored ball for protection, gaining an AC of 2, but limiting its

own movement to an awkward rolling 3".

Only creatures with large jaws (great cats and garuda) have a chance to unroll them. Pangolin katanga are common to the savannahs and jungle, but rarely travel into mountain regions. The pangolin has a prehensile tail which it uses to hang from trees, while on the ground this katanga is incredibly fast. The pangolin katanga also have long claws used for digging burrows (burrow rate of 3"), and can climb trees at a base percentage chance of 80% at half their movement rate. Pangolin eat insects and larvae, though in human form will consume limited amounts of vegetables and meat. Pangolin katanga live on the edges of the jungle, sometimes venturing out into the savannah where they form burrows for families of 4-8 creatures. They forage on the ground, taking to the trees to rest or escape from predators. Pangolin katanga are rarely found in human or demi-human savannah or jungle tribes.

Snake

True to the stereotype, snake katanga are subtle and scheming—but not all are evil. In fact, few snakes are evil or good; most are neutral. The most prominent features of a snake katanga in its Nubari form are its sibilant voice, faintly scaly skin, and its long, thin, forked tongue. In animal form, snake katanga are constrictor snakes like the boa or anaconda. In their powerful coils, they squeeze their prey to death before swallowing them whole. Snakes are generally solitary creatures, seeking out others of their kind only to mate. On the few occasions that they join human tribes, they remain aloof and even haughty, though individuals can overcome this natural impulse to gain another's confidence; snake katanga are subtle and manipulative, though most are forewarned by the creatures' reputation for scheming. When in Nubari company, snakes often seek out the leader and attempt to maneuver themselves into an advisory position, from which they can wield power subtly. Snake katanga are carnivorous.

Tiger

Tiger katanga are solitary hunters, though a few individuals enjoy the company of a human tribe, where they often rise to positions of respect or leadership. Older, more experienced tiger katanga often appoint themselves guardians of the jungle. In human form, tiger katanga appear with faint orange or off-white striping on much of their bodies. In animal form, tiger katanga are always small tigers. They enjoy the protection of a common jungle tribe taboo against killing any tiger. The myth of a terrible animal called Lion does not worry the tiger; none has seen Lion, or if one ever did, it refused to acknowledge it as Lion. Legend has it that if Lion ever appears in the jungle, no more tigers will be born. Tiger katanga are carnivorous.

Table 6: Katanga Hero Ability Score Ranges

Ability	Caiman	Tiger	Pangolin	Monkey	Snake
Strength	6/18	6/18	3/17	3/18	3/18
Dexterity	3/18	6/18	6/18	12/19	6/18
Constitution	12/19	3/18	3/18	3/18	3/18
Intelligence	3/18	3/18	12/19	6/18	6/18
Wisdom	6/18	3/18	6/18	3/16	6/18
Charisma	3/17	6/18	3/18	6/18	3/18

Tam'hi



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CLIMATE/TERRAIN:	Tropical—Jungle/River
FREQUENCY:	Uncommon
ORGANIZATION:	Clans
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Very to Exceptional
TREASURE:	Individual
ALIGNMENT:	Any Good

NO. APPEARING:	1-10
ARMOR CLASS:	10/Varies
MOVEMENT:	12, Sw 12 for River Tam'hi
HIT DICE:	1/Varies
THACO:	20 base
NO. OF ATTACKS:	1/by class
DAMAGE/ATTACK:	By Weapon
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	See Below
SIZE:	M (5'-6' tall)
MORALE:	Elite (13)
XP VALUE:	175 per hit die

According to legend, tam'hi are the descendants of humans and various nature spirits. All have strong ties to both the natural world and the tribes of the jungle. There are two types of tam'hi—jungle and river. Both hold excellent relations with each other, and there has been no war between the two during the lifetime of the oldest living tam'hi.

Tam'hi have thin, supple bodies with pale (river) or bronze (jungle) skin, both with a tint of gold. Jungle tam'hi are sometimes mistaken for black leopard katanga, and the two have a great hatred for one another. Their narrow eyes are almond (river) or black (jungle) with extremely thin eyebrows. All tam'hi hair is either light brown, black, or blond, and neither males nor females can grow facial hair. Tam'hi with blond hair are considered rare and sacred.

All tam'hi prefer simple dress and carry only what they need to survive away from their clan. Tam'hi are an off-shoot of the spirit folk of Kara Tur. All tam'hi have 120 foot infravision.

Combat: Tam'hi can be priests, thieves, or warriors, and a few can be wizards. The majority are warriors, and those who wish to learn magic must travel to another tribe to find a teacher. Tam'hi may be multi-classed warrior/wizards, warrior/thieves, or wizard/thieves.

The tam'hi are highly attuned to nature and their surroundings, and they draw on special powers from their spiritual ancestry. Once a day, jungle Tam'hi can *Speak with Plants or Animals* (as the priest spell). They travel through the jungle without leaving a trail, as the spell *Pass Without Trace*, and a -20% penalty is applied to attempts to follow a group lead by a jungle tam'hi. While in their environment, jungle tam'hi have a 75% chance to hide in shadows. They gain +1 to saving throws vs. wood- or earth-based attacks, but suffer -1 to save vs. fire-based attacks.

River tam'hi automatically receive the swimming proficiency, and they can breath underwater. Once per day, river tam'hi can immerse themselves in any fresh water river or stream (not a pool or lake) and receive the benefits of a *Cure Serious Wounds* spell. They gain +1 to saving throws vs. the element of water, but suffer a -1 on all saves vs. fire-based attacks.



Both sorts of tam'hi are terrified of fire. Normally, tam'hi will flee if presented with fire. A player character tam'hi may make a saving throw vs. paralyzation each round to overcome this fear. The first failed saving throw indicates that the tam'hi must flee the fire for 1d6 rounds before attempting another save.

Habitat/Society: Because of their human history, tam'hi have a strong sense of family. Clans of tam'hi are all members of the same family, while clans are a collection of families related by several marriages between them. Seldom will tam'hi belong to non-tam'hi tribes, for this would put distance between them and their natural lifeforce. Tam'hi are fierce defenders of their home and often form alliances with human, who find them mystical and attractive, to defend the source of their lifeforce.

Ecology: Tam'hi tend to be vegetarians. They have no taste for fermented berries or other strong drink, which make them severely ill.



Shu

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CLIMATE/TERRAIN:	Tropical—Jungle/Savanna
FREQUENCY:	Common
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Average to Very
TREASURE:	Individual
ALIGNMENT:	Neutral (Good)

NO. APPEARING:	3-30
ARMOR CLASS:	10/Varies
MOVEMENT:	6
HIT DICE:	1+1/Varies
THACO:	20 base
NO. OF ATTACKS:	1/by class
DAMAGE/ATTACK:	By Weapon
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	See Below
SIZE:	S (3'-4' tall)
MORALE:	Elite (13)
XP VALUE:	75 per hit die

The shu are similar to the halflings found in other parts of the Forgotten Realms. However, they differ in their universally slender builds and complete lack of body hair. Shu compensate for the lack of hair by covering their bodies extensively with war paint, gaudy jewelry, and body piercing (ears, nose, and lips). Shu gather together in small tribes consisting of three to four families, and their numbers tend to be smaller than humans and korobokuru.

Combat: Shu are extremely skilled in the use of the blowgun and short bow, gaining a +3 to hit with these weapons. Shu weapons are often tipped with a fast-acting sleep poison. This sleep poison is a rare and guarded secret, dispensed only by witch doctors of the shu. Player characters never begin with access to this poison.

Shu are highly resistant to magic and poisons and save at four levels above their actual level. In addition, shu are exceedingly clever and quiet when moving through terrain. In their natural terrain, shu are considered invisible when purposely hiding, and impose a -5 penalty to opponents' surprise rolls. Shu can be warriors, thieves, priests, or warrior/thieves.

Habitat/Society: Families of shu gather together in small tribes to increase their numbers to help repel predators and invaders. Chiefs, or shunin, are chosen by members of the tribe to help survive difficult times—such as war or famine. Only tribes with five or more families typically include a witch doctor (priest).

The shu have developed a warrior-based culture after centuries of being preyed upon by animals of the jungle and other humanoids who encroach on their territory. Shu hate to be alone in the jungle—or anywhere for that matter. Nothing terrifies a shu more than being utterly alone. No shu will travel alone willingly. Hero shu may purposefully leave the safety of a group only with a successful save vs. paralyzation. Additional saves must be made each turn the shu remains alone; failure indicates that the shu flees back to his nearest companions.



The shu, as a whole, tend to isolate themselves from the other tribes of Malatra. Many younger shu see the need for their race to trade and interact with others of the jungle, but this view is not widely accepted by shu elders. Shu tribes are commonly found in the fringes of the jungle, where they may easily camouflage their homes.

Shu are zealous foes of black leopard katanga, who often prey on lone shu travelers. The shu are impartial to all other races, and they will not attack others unless they are assailed first. Shu see themselves as only part of a more important entity—the tribe, traveling company, or family. They always consider the group as a whole before themselves as individuals.

Though separated by individual tribes, the shu nation as a whole is linked through different representatives. According to their oral history, no shu has taken the life of another shu. Despite any differences, shu will walk away from confrontations with others of their race before resorting to violence. This pact has not been broken throughout the culture of the shu, perhaps because legend states that if a shu ever kills another shu, a terrible apocalypse will occur, and that at the least, the offender will be instantly struck dead.

Ecology: Over the years the shu have become exceptional hunters, and their diet consists of mostly meat and poultry. The birth of a shu child is a time for celebration, since only a handful of children are born each year. Elder shu are revered in the tribe for their knowledge and wisdom. The death of a shu elder over the age of 70 summers is a somber event, attracting shu mourners from across the jungle for an elaborate death ritual.



Saru

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CLIMATE/TERRAIN:	Tropical Jungle
FREQUENCY:	Rare
ORGANIZATION:	Clans
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Very
TREASURE:	Individual
ALIGNMENT:	Lawful Good

NO. APPEARING:	5-15
ARMOR CLASS:	8/Varies
MOVEMENT:	9, 15 in trees
HIT DICE:	2+1/Varies
THACO:	20 base
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By Weapon or Fist
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Elite (13)
XP VALUE:	175 per hit die

Saru are gorilla-like apes native to the Malatran Plateau. Saru have heavy upper-body strength, short legs, feet with limited grasping ability, and black or copper-red fur covering their body except on their faces, palms, and soles of their feet. Most saru are five to six feet tall (with females being slightly smaller) and have arm spans up to nine feet wide.

The language of the saru consists of hand gestures, facial expressions, grunts, hoots and screams. Saru PCs must spend two proficiency slots to learn any spoken language.

Since their first contact with human and shu tribes only a century ago, saru have begun to wear loincloths, crude belts (to hold weapons), and primitive jewelry.

Combat: Only recently have the saru begun to use weapons in combat, mimicking human and shu tribes they've come in contact with. Weapons that saru create or find themselves are limited to clubs and pointed sticks (treat as spears); however, other weapons are often traded from friendly tribes they've come to know. Saru can also strike with two fists per round in a violent pummeling motion. Each successful attack inflicts 1d2 plus Strength bonus, and gains a +/- 2 on the punching and wrestling chart (*DUNGEON MASTER® Guide* page 59).

Saru fear magic and will flee displays of visual enchantments (PC saru may save vs. paralyzation to resist this fear, fleeing for 1d6 rounds if failing). Player character saru can be warriors, thieves, or warrior/thieves. Rare PC saru can be priests (only through special auctions and contests).

Habitat/Society: Saru are an extremely family-oriented. Clans of saru are typically all related by blood or mates (marriage is a concept unfamiliar to saru culture), though clans may take in stray or orphaned saru. Clans generally consist of 3-4 adult males (ages 16+), 4-6 adult females, and 1d4 children. Females of a clan traditionally handle the care of the young, while the males hunt and protect the clan. It is not uncommon for young saru male to venture off into the world in search of excitement and adventure. Several clans of saru have been known to gather together for protection during times of conflict or severe weather, while some groups of four or more clans have been known to stay together permanently.



Saru are neutral or friendly to most races of the Living Jungle including korobokuru, who hate the saru for some unknown reason. Saru also hate leopard katanga, who often feed on their young. Every living animal, however, is considered a "person" by the Saru. They try to speak with other animals, delighted when they are answered by those that understand them (apes, monkeys, and many human and demi-humans). Even though they don't answer, hippos, lions, sloths, and other creatures are still approached—and sometimes immediately fled—by saru interested in conversation. In any event, saru can approach a normal animal with the effects of a *friends* spell once per day.

Saru priests are extremely rare, and only a handful exist at any one time—and only females can become priests. The saru venerate a greater being called Chee'ah, a demigod who walks the plateau of the Living Jungle. Saru females who have the "calling" leave their clan to seek out Chee'ah, and those who find their god return to the clan with great priestly powers.

All saru can climb trees. Other surfaces, like rock formations, are also climbable, but with penalties—a base chance of 80%. Saru have no permanent settlements and move from one part of the jungle to the next. Saru cannot swim nor can they learn.

Ecology: Saru eat almost any sort of vegetables, nuts, roots, insects, and small game animals. They consider eating any sort of flesh to be tantamount to cannibalism, making them rather poor dinner guests for most tribes.

□

AARAKOCRA, MALATRA

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CLIMATE/TERRAIN:	Tropical/Mountains and plains
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D
ALIGNMENT:	Neutral good

NO. APPEARING:	1-10
ARMOR CLASS:	7
MOVEMENT:	6, Fl 36 (C)
HIT DICE:	1+2
THACO:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/1-3 (beak) or 2-8 (weapon)
SPECIAL ATTACKS:	Dive +2
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (20' wing span)
MORALE:	Steady (11)
XP VALUE:	65

The aarakocra are a race of intelligent bird-men. They stand about five feet tall and have a wing span of 20 feet. About halfway along the edge of each wing is a hand with three human-sized fingers and an opposable thumb. An elongated fourth finger extends the length of the wing and locks in place for flying. Though the wing-hands cannot grasp or cast spells during flight, they are nearly as useful as human hands when an aarakocra is on the ground with wings folded back. The wing muscles anchor in a bony chest plate that provides extra protection. Powerful legs end in four sharp talons that fold back to reveal another pair of functional hands, with three human-sized fingers and an opposable thumb. The hand bones, like the rest of an aarakocra's skeleton, are hollow and fragile.

Aarakocra faces resemble a cross between parrots and eagles. They have gray-black beaks, and front-set black eyes that provide keen binocular vision. Plumage color varies among tribes, but generally males are red, orange, and yellow, while females are brown and gray.

Aarakocra speak their own language, and on occasion, a common Nubari tongue (10% chance).

Combat: Aarakocra fight with either talons or a heavy fletched javelin clutched in their lower hands. An aarakocra typically carries a half dozen javelins strapped to his chest in individual sheaths. He throws or stabs with them for 2d4 points of damage. Owing to the aarakocra's skill at throwing javelins in the air, he incurs no attack penalties for aerial missile fire. Aarakocra always save their last javelin for melee. A favorite attack is to dive at a victim (from at least 200 feet) with a javelin in each hand, pull out of the dive just as he reaches his target, and strike with a blood-curdling shriek. This attack gains a +2 bonus to hit and causes double damage.

An aarakocra avoids grappling or ground combat, since its fragile bones are easily broken. They prefer speed and maneuverability over armor.

Flying in Malatra: Aarakocra have two means for becoming airborne. The preferred method is to launch from at least 20 feet off the ground. They may also take flight with a running start of at least 30 feet in open terrain.

Jungle take-offs, flight, and landing are difficult. Each



art by Jeff Menges

attempt requires a Dexterity check, including each round of flight in medium or dense jungle (-4 and -6 modifiers respectively). Failing a check while flying in the jungle indicates collision. A second Dexterity check avoids falling damage. Landing failure indicates a "controlled crash" of 1d2 points of damage.

Habitat/Society: Aarakocra live in high mountains in tribes of about 11-30 (1d20+10) members. Each tribe has a hunting territory of about 10,000 square miles with banners marking the boundaries. Due to overcrowding, Malatra aarakocra have begun to move into the savanna where they nest in singular large trees found scattered throughout the plains. Aarakocra are affected by the antipathy magic of the domes, so they cannot spread to the edge of the plateau.

Each tribe lives in a communal nest made of woven vines with a soft lining of dried grass. The eldest male serves as leader. In tribes of more than 20 members, the second oldest male serves as shaman. Males spend most of their time hunting for food and shiny treasure. Females spend eight months of the year incubating eggs, passing the time by making javelins and tools from wood and stone. Resting on their backs, aarakocra females can use all four hands to weave boundary pennants, javelins sheaths, and other objects from vines and feathers. Aarakocra breed slowly and therefore make great efforts to preserve and protect their race.

Aarakocra are claustrophobic and will not willingly enter a cave, building, or other enclosed area. Hero aarakocra suffer a -1 to all initiative, to hit, and damage rolls in such settings.

Ecology: Aarakocra have had little contact with other races, and most remain aloof. The mountain aarakocra are more solitary than plains dwellers. Aarakocra hero characters are generally concerned with protecting their tribe's hunting grounds, and seeking knowledge or honor among other tribes. They want others to realize that the aarakocra are people of honor and not "large bird things" to be shot for sport.

CLIMATE/TERRAIN:	Hilly/Mountainous terrain
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low to Average (6-8)
TREASURE:	M, N, O, Q
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	6-60 (6d10)
ARMOR CLASS:	7
MOVEMENT:	6 (jungles/plains), 15 (mountains)
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 or 1-6 (by weapon)
SPECIAL ATTACKS:	head-butt
SPECIAL DEFENSES:	quivering huddle
MAGIC RESISTANCE:	Nil
SIZE:	S (3' 6" tall)
MORALE:	Average (9-10)
XP VALUE:	15
Leaders/guards	30

Legend has it that the Butu arrived in Malatra as the pets of the Ancients, though in fact they came from an original kobold-like servant race of the Ancients. These kobolds mated with the resident bakemono to produce the modern butu. Long thought to be extinct, butu have been recently spotted among several remote rocky crags.

Butu physically resemble a cross between the Kara-Turan bakemono and the Faerûnian kobold. Their lower body is like that of a bakemono, with hairy legs with hoofed feet similar to that of mountain goats. Their upper body strongly resembles a kobold, though with two medium sized goat-like horns atop their heads. Their unique ability to run along the face of rocky cliffs like mountain sheep most likely accounts for their ability to survive the many Malatran predators.

Butu have their own language and communicate in shrill, yapping barks. Some can learn other languages, such as the common tongue of the Nubari (50% chance).

Combat: While they tend to avoid combat, if trapped Butu will fight to defend the clan and create a pathway to safety. The butu approach to combat centers around ambush, maneuver, sneakiness, and overwhelming numbers. In planning an attack they will use the terrain to the best advantage for ranged weapons and concealment. Like kobolds, they often hurl crude javelins and spears, not closing to melee until they see that their enemies have been weakened. Once melee starts, however, they can become impulsive (caught up in the heat of the moment); in this state they forgo any attempt at cunning or organized tactics.

When they do close for melee with their enemies, they rush to the attack with weapons swinging. A preferred means of attack is to charge in mass, head-butting their opponents and then engaging with hand-held weapons. A swarm of butu can often knock down even the largest opponents. Opponents on rocky slopes and cliff faces find it difficult to maintain balance after receiving a head-butt charge. A failed Dexterity check by such a recipient indicates a loss of balance, and possibly a fall down a rocky slope. Butu use horns, clubs, short bows, and stone knives. They greatly prize obsidian for this purpose.



art by Jeff Menges

Their AC stems from the hodgepodge collection of armor, skins, and rags randomly strapped to their bodies.

The butu have limited infravision capability of 30', but do not incur any attack penalties when fighting in bright light. A special defense of the butu is to huddle down into a small quivering form and hide. Enemies who fail an Intelligence check bypass that particular butu, thinking it harmless, and attack the nearest standing butu or other foe. Unfortunately, this special defense causes all "hungry" enemies to immediately attack the small, helpless-looking morsel.

Habitat/Society: The butu live a nomadic lifestyle among the rocky crags of Malatra. Their movements and habits remind one of mountain goat herds. They like the safety of rocky ledges and slopes that predators find hard to scale.

A typical clan consists of 4-24 (4d6) males, an equal number of females, and a number of young equal to the total number of adults. There is no size difference among adults. For every 10 adult males there will be a leader or guard of larger size (HD 2, AC 5/6, THAC0 19, Dmg 1-8). The leaders/guards generally have larger weapons and pieces of tougher armor.

Clan possessions are those things only able to be carried by the butu. A butu clan will rarely have non-butu companions, as they move around the rocky cliffs very quickly and most often non-butu eventually slip and fall to their deaths.

Butu live along the rocky cliffs of mountains, co-existing peacefully with bighorn sheep and mountain goats. The heightened sense of the sheep and goats provide the butu with early warning of approaching strangers. The butu constantly roam the mountainside looking for areas that provide both safety and plentiful small game.

Ecology: Butu eat nuts, roots, small game, and anything else they can acquire without getting killed in the process. They stay in rocky areas primarily for safety. Their slow speed on flatlands makes them easy prey for most predators.

KATANGA, OSTRICH

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CLIMATE/TERRAIN:	Tropical/Plains
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Low to Genius
TREASURE:	Individual
ALIGNMENT:	Neutral good

NO. APPEARING:	1-10
ARMOR CLASS:	9/7
MOVEMENT:	12/18
HIT DICE:	Varies
THACO:	Varies
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (kick)
SPECIAL ATTACKS:	none
SPECIAL DEFENSES:	none
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Unsteady (5-7)
XP VALUE:	150/hit die

Katanga are a race of intelligent shape-changing animals. Their ability to shapeshift is natural—not a form of lycanthropy. Katanga appear as normal animals to spellcasters who detect for illusions or use *true seeing*.

Katanga can shapeshift between three different forms: animal, biped, and human. Each form has its own advantages and disadvantages.

In human form, the ostrich katanga retain a slightly elongated neck, beaky nose, and bald head. In all other respects they have the same abilities as a normal human and may employ weapons, nonweapon proficiencies, and class-based skills.

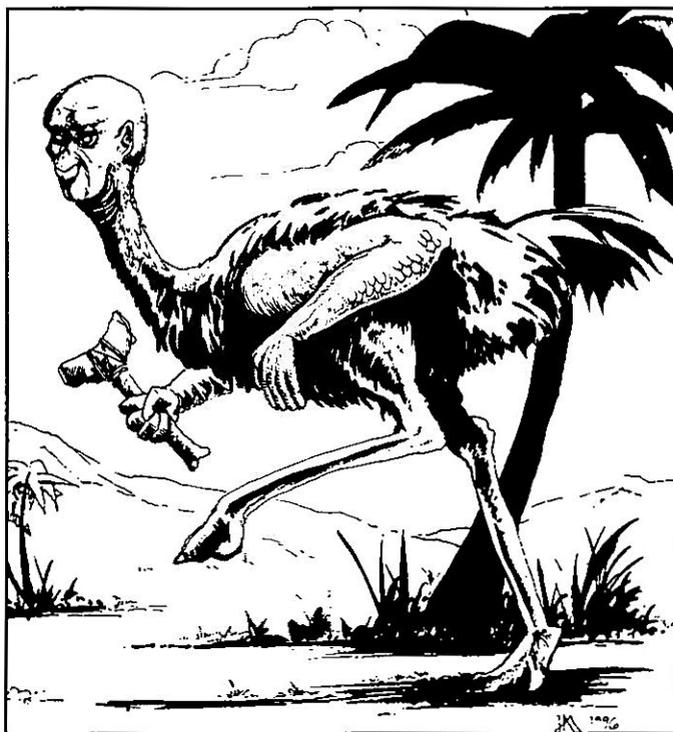
In biped form, ostrich katanga have an ostrich body and legs with a human head and prehensile hands (pictured above). They may still use a limited form of their natural attacks. In this form they can converse both with people and animals of their same type.

In animal form, ostrich katanga are indistinguishable from normal ostriches. They can use full natural attacks and employ their animal movement. They cannot cast spells, use weapons, wear armor, or use nonweapon proficiencies which require a human form. They can communicate only with other katanga or animals of their type, though they understand any language they know.

Each day a katanga can shapechange a number of times equal to its level (including changing back) measured by the rising of the sun. For instance, a 1st level katanga can change from human to biped. It must then remain in that form until after the following dawn. Changing form requires one complete round of concentration, during which the katanga can take no other action. Armor and other equipment does not change, but simply falls to the ground.

Only physical shape and capacity change when a katanga changes form. Total hit points and intelligence do not vary between forms. Regardless of form, ostrich katanga always cast a shadow in the shape of an ostrich.

Combat: All values divided by a slash indicate biped/animal forms. In human form, katanga have human Size, Armor Class, and Movement rates, and inflict damage by weapon type. Strength bonuses do not apply to natural attacks, only to



art by Jeff Menges

weapon attacks made in human or biped form.

In ostrich form, ostrich katanga can kick with their powerful legs for 1-8 points of damage. If a fight is going badly, they can also flee quickly.

In biped form, katanga gain 120-foot infravision.

Habitat/Society: Ostrich katanga generally live solitary lives, gathering in small flocks only to trade or mate; such gatherings take place at the beginning of spring and fall. They have little use for material possession, never accumulating more equipment than they can carry, trading precious items for practical ones like weapons, tools, or food.

They are generally on good terms with the Nubari and other savanna humanoids, with no . Ostrich katanga see themselves as the dominant birdlife on the savanna, and they protect their homelands fiercely. However, they feel uncomfortable in the jungle; the enclosed space makes them claustrophobic and hinders their running ability which they rely on heavily.

Ecology: A katanga's diet depends on its animal form. An ostrich katanga eats mostly plants, although they will also eat lizards and turtles if they can find them. In addition, they eat sand and gravel to aid digestion. Ostrich katanga can go for long periods without water as long as they eat plenty of leafy green plants.

Mating is polygamous, with a hen laying as many as 10 eggs approximately once a year. Males sit on the eggs at night, while both males and females take care of the eggs during the day.

Ostrich katanga can live up to 80 years, and their hide makes an excellent leather. Most ostrich katanga will attack anyone wearing ostrich hide on sight.

LIZARDMAN, MALATRAN

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	Lizard Man	Lizard King
CLIMATE/TERRAIN:	Tropical/Swamp, forest	Tropical/Swamp, forest
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	Low (5-7) to Average (8-10)	Average (8-10)
TREASURE:	D	E
ALIGNMENT:	Neutral	Chaotic neutral
NO. APPEARING:	8-15 (1d8+7)	1
ARMOR CLASS:	5	3
MOVEMENT:	6, Sw 12	9, Sw 15
HIT DICE:	2+1	8
THACO:	19	13
NO. OF ATTACKS:	3 or 1	1
DAMAGE/ATTACK:	1-2/1-2/1-6 or by weapon	5-20 (3d6+2)
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' tall)	L (8' tall)
MORALE:	14	16
XP VALUE:	65	975



art by Jeff Menges

Lizard men are semi-aquatic, reptilian humanoids that live through scavenging, raiding, fishing, and gathering.

Adult lizard men stand 6 to 7 feet tall, weighing 200 to 250 pounds. Skin tones range from dark green to gray to brown, and their scales give them a flecked appearance. Their tails average 3 to 4 feet long and are not prehensile. Males are nearly impossible to distinguish from females without close inspection. Lizard man garb is limited to strings of bones and other ornamentation, and occasionally loincloths among the more advanced lizard men. Lizard men speak their own language; lizard man heroes must use proficiency slots to learn the common tongue of the Nubari or other lanugaues.

Combat: In combat, normal lizard men fight as unorganized individuals. If they have equality or an advantage over their opponents, they tend toward frontal assaults and massed rushes. When outnumbered, overmatched, or on their home ground, however, they become wily and ferocious opponents. Snares, ambushes, and spoiling raids are favored tactics then. While individually savage in melee, these lizard men can be distracted by food or simple treasures. They occasionally take prisoners as slaves or to sacrifice in obscure tribal rites.

Advanced lizard men, those evolved to a higher state, hurl barbed darts (30 yard range, 1-4 points damage) or javelins (1-6 points damage) before closing with the enemy. These lizard men use clubs (treat as morning stars, 2-8 points damage), and the leaders may use captured swords or other weaponry.

For every 10 lizard men encountered, there will be one patrol leader with maximum hit points (17 hp) and a 50% chance for a shaman with 3 Hit Dice and the abilities of a 3rd-level priest. If one or more tribes are encountered, each tribe will also have a war leader of 6 Hit Dice, two subleaders with 4 Hit Dice, and a shaman of either 4 or 5 Hit Dice (50% chance of each). Any group of two or more tribes has a 50% chance for an additional shaman of 7 Hit Dice. Furthermore, each such group has a cumulative 10% chance per tribe to be led by a lizard king. A lizard king is a lizard man of above average

height and intelligence, leading one or more loosely organized tribes of lizard men. If a lizard king is present, a shaman of 7 Hit Dice will always be present, and all patrol leaders from each tribe (i.e., 10% of the male warriors) will be combined into a single fanatical bodyguard for the lizard king.

Habitat/Society: Lizard men are typically found in swamps, marshes, and similar places, sometimes dwelling totally underwater in air-filled caves. In Malatra, tribes can also be found in the jungle near swampy regions; these tend to be the more advanced lizard men. A tribe rarely numbers more than 150 individuals, including females and hatchlings. It is not uncommon for several tribes in an area to forge an informal alliance against outsiders, including other lizard man tribes.

About one tribe in 10 has evolved to a higher state. *All lizard man heroes are among these advanced lizard men.* They dwell in huts and have more advanced aspects to their culture; in many ways they imitate the Nubari tribes around them.

Lizard men are omnivorous, but prefer flesh to other foods.

Ecology: Lizard men have few natural enemies. They prey on human, demihuman, or humanoid settlements if these are nearby. Lizard man eggs are bitter and inedible, as is their flesh, but their skin is sometimes worked as scale armor (Armor Class 6). If a lizard man sees a human or humanoid wearing armor made of lizard man hide, he becomes enraged and seeks to slay the wearer at the first good opportunity.

As amphibians, lizard men cannot breathe underwater; they can however, hold their breath for a number of rounds equal to 2/3 of their Constitution score before making a check for drowning. Lizard men can suffer from dehydration when adventuring outside of very moist/swampy areas. They must wet themselves twice a day or lose two Constitution points per missed bath. Lost Constitution points are regained at the rate of two points per bath. A waterskin provides enough water for a single wetting.

PLANTMAN (MALATRAN MOLD MAN)

by Wellson Clark

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CLIMATE/TERRAIN:	Tropical/Swamps, moist jungle
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	O, P
ALIGNMENT:	Neutral

NO. APPEARING:	6-24 or 30-300
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	1 to 12
THAC0:	By HD
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 + 1/level or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Medium/Large (4' - 9')
MORALE:	Average (8-10)
XP VALUE:	Variable

Malatran plantmen are medium to large sized, bipedal fungus creatures. They have sharp, thorn-like claws, and leaf-like tendrils form a fringe on their shoulders, abdomens, and limbs. A topknot of these tendrils sits at the apex of the plantman's head.

Malatran plantmen have brown skin and green tendrils. They are 4 feet tall, plus 1/2-foot per Hit Die. Although they do not have a spoken language, they communicate by sign language and vocalized cries, and can learn to understand Nubari and other languages (by lip reading) at the cost of a proficiency slot. Other hero characters can learn to understand (but not speak) the "Plantman language" at the cost of a proficiency slot.

Combat: Parties of plantmen hunt near their lairs. In the forest, plantmen blend in to their surroundings giving them the same ability to move silently and hide in shadows as rangers of their level. Plantmen will attack any form of animal life for food. Malatran plantmen will use their natural camouflage capabilities to ambush opponents.

Half of the plantmen in a group have 1 or 2 HD, while 25% have 3 or 4 HD. The rest are 5 or 6 HD (equal chances). For every 50 plantmen, there is a subchief with 7 or 8 HD and 1d4+1 bodyguards of 5 HD each. Each tribe of plantmen is led by a chief with 10 HD and 2d4 bodyguards with 6 HD each. Half of the plantmen encountered carry spears, while the others use clubs or go without weapons (equal chances).

Chiefs can also attack with spores; victims must make a saving throw vs. poison or be paralyzed, dying in 5d4 minutes unless treated by a cure disease spell. Victims who die in this manner are reborn 1d4+20 hours later as plantmen with 6 HD. These individuals become the chief's bodyguards.

Plantmen larger than 7' tall suffer damage as large creatures but also gain the benefit of wielding two-handed weapons with one hand. They are immune to charm and electrical attacks, except for charm plants, and take half damage from water-based attacks. Fire-based attacks cause double damage and require plantmen to make a saving throw vs. paralyzation or flee for 1d6 rounds before another save can be attempted.

Player character plantmen can be fighters, rangers, wizards,



art by Jeff Menges

priests, fighter/priests, or fighter/wizards. All plantmen heroes can move silently and hide in shadows as rangers when in forest terrain. Preserving the forest and natural habitat of plantmen is the primary reason that some plantmen adventure and become Malatran heroes. Spell-casting plantmen are unable to use fire- or cold-based spells. Further, their healing spells are ineffective on animal-based life forms.

Habitat/Society: Plantmen form primitive, settled tribes. Their lairs are usually found in the underbrush of warm forests and jungles, though some tribes have lairs in underground places as well. Tribes are very territorial.

Plantmen co-exist well with plant and fungus life. They often use shriekers to guard their lairs, and plantmen native to the lair can pass by those shriekers unnoticed. Russet plant is usually found in the vicinity of a plantman lair as well.

New Malatran plantmen are created by russet mold, by their leaders' spore attacks, or by budding from their leaders. Leaders are 10+ HD (and therefore non-adventuring) plantmen and can only bud if food is plentiful. Plantmen heroes are too young to bud new plantmen.

Plantmen have been known to associate with myconids, which view them as rustic cousins.

Ecology: Plantmen live by scavenging and hunting. They will eat meat in any condition, from fresh to carrion. In times of great need, they have been known to eat other plantmen, though they seldom attack members of their own or an allied tribe.

Plantmen can suffer from dehydration when adventuring outside of very moist, swampy areas. They must wet themselves twice a day or lose two Constitution points per missed bath. Lost Constitution points are regained at the rate of two points per bath. A waterskin provides enough water for a single wetting.

	Finhead	Bladebacks	Flyers	Hornheads
CLIMATE/TERRAIN:	Jungle	Jungle	Jungle/Mountain	Jungle
FREQUENCY:	Rare	Rare	Rare	Rare
ORGANIZATION:	Tribal	Tribal	Tribal	Tribal
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Herbivore	Carnivore	Herbivore
INTELLIGENCE:	Very to Exceptional	Average to Very	Average to Very	Very to Genius
TREASURE:	Individual	Individual	Individual	Individual
ALIGNMENT:	Any (Lawful Good)	Any	Any (Chaotic Good)	Any
<hr/>				
NO. APPEARING:	1-4	1-6	1-4	1-2
ARMOR CLASS:	5	4	6	4
MOVEMENT:	12	12	FL 24(C),10	9
HIT DICE:	2/varies	2/varies	2/varies	4/varies
THAC0:	varies	varies	varies	varies
NO. OF ATTACKS:	1 or 2	1 or 2	1 or 3	1 or 3
DAMAGE/ATTACK:	by weapon/ 1d3/1d3/1d2	by weapon/ 1d4/1d4/1d6	by weapon/ 1d2/1d2/1d2	by weapon 1d4/2d4/2d6
SPECIAL ATTACKS:	See Below	See Below	See Below	See Below
SPECIAL DEFENSES:	See Below	See Below	See Below	See Below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M(5' tall)	L(7' tall)	S (3' tall)	L (10' tall)
MORALE:	Steady (12)	Steady (12)	Average (10)	Elite (14)
XP VALUE:	35	35	65	120

Lacerials are intelligent, bipedal lizards descended from creatures similiar to dinosaurs. Lacerials are not native to Malatra, but claim to come from some other realm or world. Most Malatran residents don't understand the concept of other worlds, and it is widely known that the lacerials fled some catastrophe in the Valley Of Spirits. They are now settled as one tribe along the River Of Laughing Idols, 100 miles east of the tribe of Rudra.

The lacerials are a solitary people. While not hostile to outsiders, they avoid prolonged contact with non-lacerials. They seem to be suffering spiritually from what they call an "abduction" from their home and "abandonment" by their "gods." Many native Malatrans are quite willing to avoid them, particularly the Rudrans. The Rudrans were viciously attacked by a small group of misguided lacerials just before they moved to Malatra. The rudrans have an insulting nick-name for their unwanted neighbors: Garuda-People.

Four types of lacerials currently live in Malatra: Finheads, Bladebacks, Flyers, and Hornheads. These are Malatran names; the native language of the Lacerials is a combination of smells and ultra-sonic whistles. All four races have brightly-colored scales, sharp claws, and tails, but their bodies vary considerably. A finhead is nearly human in shape, though slightly smaller. A bladeback is taller and stockier with a series of large, sharp scales which extend from the top of its head, down its spine, to the tip of its tale. A flyer has a delicate frame with small legs, a short tail, and a flap of scale-covered flesh beneath each arm which serve as wings. A hornhead is a giant beast with a tail as long as its own body, sharp horns protuding from its head, and a great bony

plate protecting its neck. All four races have scales of some shade of green. Their back scales vary in color and pattern with each individual, with colors ranging through green, yellow, orange, and brown.

Tattoos are a common adornment among lacerials, especially mages. Approximately half of the lacerials that came from the Valley of Spirits wear tattoos of a white heart and the other half wear one of a black flame. The disaster that brought them to Malatra was centered on a conflict between these two groups. The nature of this conflict is known to only a few Malatrans, as the lacerials do not speak of it openly. It is a source of great shame, for it was one of the few times in history that lacerials killed each other. Though the fighting is over, each side continues to wear the tattoos in silent acknowledgement of their past shame.

All lacerials have infravision. They can detect heat with their eyes, but cannot see a cold object in the dark. Although not cold-blooded, lacerials have difficulty keeping their body temperature warm in cold conditions.

For daily activities lacerials generally do not wear more than loinclothes and simple, loose cloaks. Lacerials do not wear armor. They do, however, wear ornate robes or hides for ceremonial occasions. Decorating the robes or hides is a deeply personal and private matter, as the colors and patterns chosen always hold some kind of significance to the owner, frequently showing some important connection to the tribe or family (their homes may be similiarly decorated). Once the robe or hide is complete, however, it is a source of great pride and will be

eagerly worn at any important social occasion. On those rare occasions when a lacerial has been expelled from his community, his robes are ceremoniously stripped from his body and torn apart.

Lacerials do not speak common. Indeed, to most nubari, they do not seem to speak at all since their voices are pitched too high to hear without magic. The emotions accompanying their words are emitted as scents that nubari can often detect. Lacerials can hear nubari speech, but so far none have learned the language. Apparently they have had prior contact with other races as yet unknown to Malatra, for the lacerials have developed a sign language with which to communicate with other species. The lacerial form of writing is to carve lines on sticks, which is used as spell fetishes or to record important documents.

Combat: Lacerials fight with a variety of weapons, and are mainly determined by character class. For example, spellcasters use magic, fighters use blades and missile weapons, and clerics favor blunt weapons and magic. Lacerial-crafted weapons generally have shorter grips and favor barb-like edges. Nubari who try to use a lacerial weapon without being trained in its use suffer a -1 to hit. Lacerials likewise suffer a -1 when trying to use a nubari weapon that they are unfamiliar with.

Some lacerials have knowledge of weaponry different than Malatrans. Already they have introduced bladeback flails, one of their most used weapons. Lacerials often speak of creating other new weapons out of foreign materials, but so far have not done so.

If unarmed, lacerials resort to ancient modes of attack. Finheads claw with both hands (1d3) or use their tail as a whip (1d2). Bladebacks use both claws (1d4) or swing at their attacker with their razored tail (1d6). Flyers claw and bite (1d2/1d2/1d2). Hornheads either claw (1d4), swing their tail (2d4), or gore with their horns (2d6).

Lacerials' Armor Class is as listed for each race and is a result of their own thick hide. Lacerials do not wear armor, but occasionally use shields. Because of the nature of their senses, lacerials gain a +2 save bonus against sound-based attacks such as charm or shout. They are more susceptible to gas-based attacks, and have a -2 penalty on all such saving throws.

Finheads, Bladebacks, and Hornheads can be any character class except rogues. Flyers cannot be PCs. No lacerial can be a true paladin, though some still claim to be. Lacerials cannot be multi-classed.

Habitat and Society: The adult lacerials of Malatra number 60 and consider themselves one tribe. Leading this tribe is the young hornhead, Trueblood. Trueblood is a 7th level wizard. Although it remains to be seen if Trueblood is up to the task of leadership, he was Whiteheart's only apprentice. (Whiteheart was the former lacerial leader who died in a battle with Blackflame just before the tribe came to Malatra.) Aiding Trueblood is the 5th level bladeback shaman Starr, the 9th level Flyer rogue



Quickwing, and the 8th level finhead fighter Strongarm. Most of the lacerials are not adventurers, but circumstance has forced many to learn skills associated with character classes.

Lacerials communicate with other tribes in one of two ways. First, through sign language that the lacerials developed and taught to a select few in other tribes. Second, through a magical shell-like device that attaches to the ear. This device translates any form of language into a form understandable by the wearer. It is believed that only Whiteheart was able to make these devices. Only two are known to exist, and they are kept in the lacerial tribe.

Lacerials are generally polite and tolerant of other species and points of view, but they recognize evil and do not hesitate to stamp it out. They can be very friendly and tremendously loyal to those who have proven themselves to be friends. Lacerials generally maintain the highest code of ethics, but are very resolute about their wish to be left alone. While they will engage in trade, aid their neighbors, and assist travelers, few outsiders are offered lodging for the night or allowed to witness their ceremonies. Lacerials usually adventure only to gather information and maintain ties with other tribes.

The lacerials suffer spiritually from their current situation. They were kidnapped from their home and forced to work as slaves, dumped into the Valley of Spirits, succumbed to intertribal bloodshed, and forced to flee to Malatra. Their greatest leaders, Whiteheart and Blackflame, killed each other in battle. The lacerial gods, another concept foreign to Malatra, seem to have abandoned them. The result of all this is that lacerials have become culturally introverted and lacking in hope. Their priests no longer pray to their old gods, but have become shamans

instead and follow the nature spirits. Paladins have lost their powers and act as fighters, though a few still hold to the old paladin code of honor. It remains to be seen if lacerials will begin to pick up the habits and beliefs of their Malatran neighbors, rediscover their gods, create totally new beliefs, or just slowly die out.

Ecology: Lacerials mate for life and can produce 1 to 4 eggs a year. Both male and female share the duties of raising the young equally. A lacerial appears full-grown at 5 years, but mental maturity takes about 16 years. Under favorable conditions, lacerials can live to be 200. It is rumored that with the lacerial emotional state in its current malaise, reproduction among lacerial adults has slowed considerably.

Finheads are generally alert, bright, active, curious, and emotional. They have good manual ability and are as dextrous and flexible as any nubari. Exceptional finheads are usually fighter types. They tend to believe in ultimate concepts of good and evil and see things in absolute terms of black and white. In players terms, they are the most heroic, willing to take incredible risks for the common good. While finheads can be great thinkers, they are more likely to be impulsive in their actions.

Bladebacks are social creatures. They enjoy the company of friends and fellow lacerials and always find time to socialize. Being straight-forward and honest, non-lacerials sometimes think they are naive. In fact, bladebacks understand other races better than any other lacerials, and understand the most deceitful of creatures. Bladebacks have phenomenal memories, often able to recall the most trivial of details. As a result, they are slow to forgive an insult. Luckily, they are slow to anger as well. Bladebacks often act as mediators, judges, and living record keepers.

Flyers are nervous, hyperactive lacerials, both irritable and irritating. They are noisy and talkative, listening to everyone and telling almost everything they know. Gossip seems to be a source of great pleasure to them, although only the most indiscreet of flyers will tell non-lacerials the shameful secrets of the lacerial tribe. They have the benefit of flight, so often flee instead of fight. They are not cowards, however, and will gladly tell the stories—over and over again—of heroic flyers who saved their larger brethren. Flyers are often messengers, and help maintain contact with the other tribes of Malatra. As such, they are the least happy about their tribe's insular attitude toward the rest of the Living Jungle.

Hornheads are large and powerful, and tend toward careful, rational planning and thought. They are slow of speech but not slow of mind. They can take a long time to come to an important decision because they tend to methodically consider all sides of an argument. Hornheads tend to be wizards.

Lacerial Proficiencies

Sign Language	1 slot	Dex -1
Rune Carving	1 slot	Int

Class Restrictions Maximum Level

Class	(bb/fh/hh)
Fighter	9/10/9
Ranger	--/10/--
Mage	7/5/10
Cleric	10/7/7
Thief	--/--/--

Lacerials have no multi-class option.

Ability Score Range

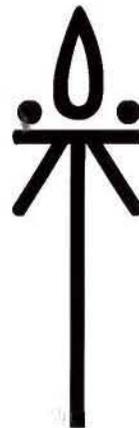
	Minimum	Maximum
Ability (bb/fh/hh)		(bb/fh/hh)
Strength	10/7/12	18/18/18
Dexterity	3/5/2	14/18/12
Constitution	5/3/8	18/18/18
Intelligence	3/3/7	18/18/19
Wisdom	7/3/3	18/18/18
Charisma	5/3/3	18/18/18

LIVING JUNGLE Appeal

We want to know who the heroes of the jungle are. If your character has reached the status of a true hero, you have a story to tell. Heroes who have reached 7th level are invited to share their stories. They may be published in POLYHEDRON, as the basis for an adventure, or you may find your character used as an NPC to send a group of low-level adventurers on a mission, for a change. Players with characters of this stature are invited to e-mail their vital statistics (at least name, race, class, level and tribe), to Tom Prusa (Prusatom@aol.com), or Stephen Jay (SJAYKAHN@aol.com). We'd like to know.



	Height In Inches		Weight In Pounds		Starting Age	
	Base	Modifier	Base	Modifier	Base	Modifier
Finheads	48	1d10	90	3d10	15	1d4
Bladebacks	72	4d6	200	6d10	16	1d4
Flyers	36	1d4	60	2d4	15	1d2
Hornheads	108	4d6	360	6d10	16	1d6
	Middle Age	Old Age	Venerable	Maximum Age		
Finheads	45	60	90	120		
Bladebacks	50	75	100	140		
Flyers	30	45	60	80		
Hornheads	90	140	160	200		



CLIMATE/TERRAIN:	Any (prefer plains)
FREQUENCY:	Very Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	D

ALIGNMENT:	N
NO. APPEARING:	2-12
ARMOR CLASS:	6 (brass chain mail)
MOVEMENT:	9 (12)
HIT DICE:	3
THACO:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5-8' tall)
MORALE:	Elite (15)
XP VALUE:	150



The oscray are a race of demi-humans originally descended from orcs. They somewhat resemble orcs, but are larger and have grayer skin than true orcs. They have the characteristic piglike snout of the orcs, but stand proud and erect, as opposed to the stooped posture of their orcish cousins. Oscray have large canine teeth which they sharpen to a fine point.

The oscray came from across the skies, fleeing a far off war with a horrid race called The Elves. They came in ships that flew in the sky, although those ships no longer have that power. The oscray have found a home here on the plains of Malatra.

The oscray speak a variant of the orcish tongue, unknown on the plains of Malatra. They can learn any Malatran language.

Combat: Oscray are highly disciplined fighters, using strategical and tactical cunning. They are as yet unfamiliar with the jungle, but that will be remedied as soon as they accustom themselves to their new surroundings.

Oscray use a variety of weapons in combat: spears, daggers, short bows, hand axes, long spears and long knives. In an emergency, an oscray can bite with its teeth for 1-3 points of damage.

Oscray make a point of insulting foes in combat; it is considered a fine talent to possess. Oscray combat abilities are not affected by daylight.

Habitat/Society: Oscray have but one village, located on the Ravanna Savannah, well to the north of the Wise Ones territory. They exist by hunting and some agriculture. Their chieftain is Bentfang, who led them here.

Ecology: The oscray have banded together in this new world. An oscray will look first to protecting his tribe, especially the young. An oscray can live to be 80 years old.

Player Character Oscray:

Player Characters who are oscray may be fighters, thieves, mages (maximum of 9th level), priests (maximum of 5th level), or multi-classed fighter/thieves or fighter/priests.

Ability	Minimum	Maximum
Strength	6	19
Dexterity	3	18
Constitution	5	18
Intelligence	3	18
Wisdom	3	18
Charisma	3	16

Any oscray character may chose to begin with either brass chain mail (AC 6), a brass dagger, or 20 brass-tipped arrows. These count against their starting items.

CLIMATE/TERRAIN:	Tropical/Plains
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivorous
INTELLIGENCE:	Low to Genius
TREASURE:	Individual
ALIGNMENT:	Neutral Good

NO. APPEARING:	1 or 3 - 300
ARMOR CLASS:	10/7
MOVEMENT:	12/24
HIT DICE:	Variable
THACO:	Variable
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil/Scatter (See below)
MAGIC RESISTANCE:	Nil
SIZE:	M (5-6' tall) /S (3' high at shoulder)
MORALE:	Unreliable (3)
XP VALUE:	150/Hit Die

Katanga are a race of intelligent shape-changing animals. Their ability to shapeshift is natural and is not a form of lycanthropy. Katanga appear as normal animals to spellcasters who detect for illusions or use true seeing. Katanga can shapeshift between three different forms: animal, biped, and human. Each form has its own advantages and disadvantages.

Like the small antelopes they resemble, impala katanga are flighty and skittish. They have a reputation among those who know them as irresponsible and unreliable. As the Wise Ones say, "The impala katanga is the servant of his whim."

In human form, large hooves in place of human feet betray an impala katanga's true form. Though they often possess a slighter build and shorter stature than most humans, nothing else truly sets them apart from humans.

The biped form of an impala katanga resembles a satyr. Standing upright on two slender antelope legs, an impala katanga in this form has human torso and arms. The head (and antlers, for males) resembles that of an impala. In this form, an impala katanga can wield weapons and attack with its horns, though not in the same round. It can also wear armor and employ other human skills. Impala katanga can speak with both people and antelopes while in this form.

In animal form, an impala katanga is identical to an antelope. It stands three feet high at the shoulder, and is lightly built and colored. Distinctive lyre-shaped horns adorn males; both sexes bear a black stripe on each haunch. No weapons or human skills, including speech, can be used in this form.

No matter what form the impala katanga takes, it always casts a shadow in the shape of an antelope.

Each day a katanga can shapechange a number of times equal

to its level. For instance, a 1st level katanga can change from human to biped (or animal) once per day, measured by the rising of the sun. It must stay in that form until after the following dawn. Changing requires one complete round of concentration, during which the katanga can take no other action. Armor and equipment does not change, but simply falls to the ground.

Ability Score Ranges

Str 6/18
Dex 7/19
Con 3/17
Int 6/18
Wis 6/18
Cha 6/18

All values divided by a slash indicate biped/animal forms. In human form, all katanga have human Size, Armor Class, and Movement rates, and inflict damage by weapon type. Strength bonuses never apply to natural attacks.

Total hit points do not vary between forms. In biped form, katanga also gain 120-foot infravision.

Impala katanga excel at jumping. In antelope form, they can leap up to thirty feet and reach heights of nearly ten feet. All impala katanga receive the Jumping non-weapon proficiency at no cost, useable in both human and biped forms. In addition, any impala katanga taking the Running proficiency receives a +3 bonus to all checks against it, due to natural swiftness.

Impala katanga can be player characters.

Combat: Impala katanga, like most antelope, prefer flight to fight. Impalas and impala katanga, however, have a special advantage when in herds of over twenty: they scatter in a frenzy of leaps and bounds, inducing confusion. Any creature of semi-intelligence or less witnessing such a display must save vs. spells or be confused, as per the spell. Impala katanga usually take advantage of this situation to flee.

If they must, impala katanga can wield weapons in human or biped form; they can attack with horns in biped or animal form.

Habitat/Society: Male impala katanga often adopt a herd of common impalas to live with and protect. Females often create small herds of their own, supplemented by common impalas. Some males remain solitary and claim their own territory.

These creatures spend much of their time at the edges of groves and jungles within reach of water, evading the hottest rays of the sun. They often roam on the open savannas as well.

Impala katanga have befriended both the Wise Ones and the tribe of Chief Bagoomba; they despise the Simbara tribe, for those people hunt them and prize their unique horns. They have had little or no contact with other tribes of the plateau.

Ecology: Feeding on grasses and shrubs, impala katanga eat a herbivorous diet, even in human form (though they can eat "human" vegetables in human form).

CLIMATE/TERRAIN:	Tropical/Jungle
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low to Genius
TREASURE:	Individual
ALIGNMENT:	Neutral

NO. APPEARING:	1-2
ARMOR CLASS:	8/6
MOVEMENT:	6/6, burrow 3
HIT DICE:	Varies
THACO:	Varies
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 (biped) or Nil
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Quills (biped)
MAGIC RESISTANCE:	Nil
SIZE:	S
MORALE:	Average (8-10)
XP VALUE:	150/hit die

Katanga are a race of intelligent shape-changing animals. Their ability to shapeshift is natural and is not a form of lycanthropy. Katanga appear as normal animals to spellcasters who detect for illusions or use true seeing. Katanga can shapeshift between three different forms: animal, biped, and human. Each form has its own advantages and disadvantages.

The hedgehog is a small tropical mammal native to the jungle with sharp, harmless quills covering its entire body, save the face and underbelly. The three forms of this katanga include the natural hedgehog, a bipedal form resembling an upright hedgehog with usable hands, and a human form. In human form, a hedgehog katanga looks like a shu with a full head of dark, spiky hair, small dark eyes, and a pointed nose. The katanga's claws enable it to burrow through soft earth or sand at a 3" rate.

No matter what form the hedgehog katanga takes, it always casts a shadow in the shape of a hedgehog.

Hedgehog katanga receive the foraging and hiding (jungle) bonus nonweapon proficiencies due to their familiarity with the jungle, natural camouflage, and their small size.

Ability Score Ranges

Str	6/18
Dex	3/18
Con	6/18
Int	6/18
Wis	7/19
Cha	3/17

All values divided by a slash indicate biped/animal forms. In human form, all katanga have human Size, Armor Class, and Movement rates, and inflict damage by weapon type. Strength

bonuses never apply to natural attacks.

Total hit points do not vary between forms. In biped form, katanga also gain 120-foot infravision.

Combat: In biped form the hedgehog katanga's nails resemble claws which can inflict 1d4 points of damage. Anyone striking the bipedal hedgehog katanga from behind will sustain 1d4 points of damage from the mane of enlarged quills that covers its back. Hedgehog katanga can be warriors, priests, or thieves, as well as warrior/priests or warrior/thieves. Hedgehog katanga thieves receive a +15% chance to hide in shadows due to their small size and natural camouflage.

Habitat/Society: Hedgehog katanga generally travel singly, although rarely a mated pair is encountered. Close to nature, they do not adorn themselves much or carry unnecessary gear. Often hedgehog katanga maintain caches of food and equipment about the jungle and draw their needs from them rather than pack it around. The 'thorny ones' (as the shu call them) are on neutral to friendly terms with most races of Malatra, but feel uncomfortable around the loud, obnoxious korobokuru.

Normally level headed, hedgehog katanga get nervous around water as they tend to be poor swimmers. Heroes may ignore this fear for purposes of boat travel, but must make a successful saving throw vs. paralyzation to enter water willingly.

Ecology: Hedgehog katanga subsist on a diet of roots, fruit, nuts, small insects, and grubs. They produce little in the way of finished goods, but forage among the jungle for what they need. They trade medicinal plants, berries for dyes, and other materials for necessary objects.

CONTEST DETAILS & WINNERS

These two katanga sprang from a contest we ran way back in issue #123. We got several good entries, and it was a close call. Tom Prusa, LIVING JUNGLE guru, and our own Robert Wiese judged the entries.

First place went to David "Pasha" Morrow. "Pasha" and second place winner, Gary Watkins, will receive nifty, rare LIVING JUNGLE t-shirts for their efforts. In addition, Mr. Morrow will receive a free copy of our February RPGA adventure, Moonlight Madness (available at your local game retailer or mail order company now!). Thanks for entering!

Runner up katanga writers, will receive international recognition in the pages of a long-running gaming magazine. They include: Rory Dickinson (Giant Bat), Greg Dreher (spider), Art Lobdell (River Manatee), John Pollack (Warthog, Hyena, Eel, Moonbear, Sunbear), Mason Porter (Beaver), Eric Robbins (Dolphin), and Jennifer Tittle Stack (Manatee). We also had a nameless mystery entry of the Zebu katanga.

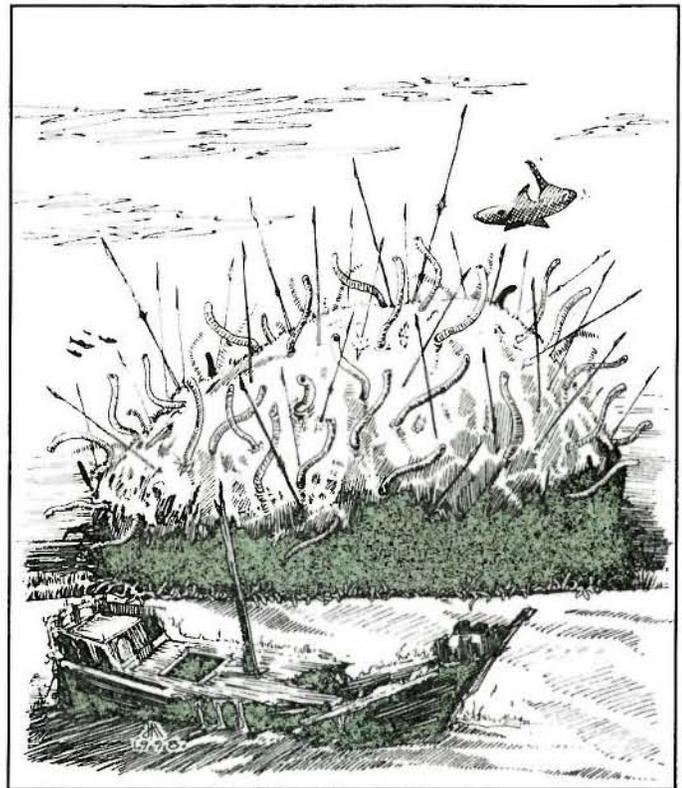
Thanks again to everyone who entered! Expect more contests in the near future!

Climate/Terrain: Bodies Of Water Around Evermeet
 Frequency: Very Rare
 Organization: Pack / Solitary
 Activity Cycle: Hibernation
 Diet: See Below
 Intelligence: Animal (1)
 Treasure: E (see below)
 Alignment: N

No. Appearing: 1-3 or ~20
 Armor Class: -5, 3, or 7
 Movement: 1 (crawl) or special
 Hit Dice: 10
 THAC0: 10
 No. of Attacks: 2d4
 Damage/Attack: 2-12
 Special Attacks: See Below
 Special Defenses: See Below
 Magic Resistance: Nil
 Size: G (30-50 ft.)
 Morale: 20 (it can't run away)
 XP VALUE: 4500

Combat: A crustaid spends most of its time in deep slumber. It only wakes when something catches its eye, is attacked, or the Queen of Elves, Queen Amlaruil Moonflower, commands it. When a crustaid "sees" a creature above it, it spurts long tentacles from within its tube projections. Unlike an octopus's suction cup tentacles, the crustaid's tentacles have sharp hooks. These tentacles move with lightning speed. If it spots an object on the surface, it will strike one round later per half mile of depth. Roll 2d4 to determine how many tentacles strike per round. This number is added to what has already struck. Soon after the crustaid attacks, Queen Amlauril gives the crustaid a command to release or to destroy. Once the creature receives the command to destroy, it crushes the object with its tentacles. The total number of tentacles a crustaid has is equal to its size (in feet) divided by 2. For example, a 40' crustaid would have 20 tentacles to attack with, and would attack for at least three rounds. The rules of constriction for a crustaid are exactly like those of a Giant Squid, with the following exceptions: a crustaid usually won't bother attacking anything smaller than a whole ship, and not only must something hit the tentacle (AC 7) but 6 points should be subtracted each single hit. Another example: A fighter hits the tentacle of a crustaid twice in one round. The first hit causes 9 points of damage and the second 4 points. The tentacle only takes 3 points of damage. This is due to the extremely thick skin of the crustaid's tentacles. This may be negated because of particular magical items (sword of sharpness).

Right after the attack, the crustaid begins to pull its body towards its tentacles. It pulls itself upward at the same rate as its tentacles shoot upward (see above). Because the crustaid has a lot of weight, smaller ships (60' or less) will not have the dismay



of seeing several dozen rock-spears shooting through the bottom of their boat on the surface. Instead they will be dragged underwater to suffer the same fate. For those lucky larger ships, the crustaid pulls itself up, extending its anchor below it. This is the only time when that member of the crustaid is exposed. Once the crustaid crashes into the object (no roll to hit is required), it will drag it under and stubbornly refuse to let go of its future meal.

A crustaid rarely attacks man-sized or smaller creatures unless it is awake and hungry, attacked, or Queen Amlaruil commands it. In case anyone is unlucky enough to have this happen to them, use the same rules given under Giant Squids for attacking with the previous exceptions and use the rules for fighting without light for the crustaid (it is effectively blind for such close, small creatures). The crustaid still tries to impale any creature it is crushing on its spears.

Habitat/Society: Crustaid's are only known to exist around the deep recesses of ocean around the Elven Isle of Evermeet. They are physically connected to the ocean floor through an "anchor" member of the body extending several hundred feet into the earth. Where this ends it looks like an upside-down umbrella. This makes crustaid's extremely hard to move. The anchor has an AC of 3 and 1/4 of the creature's total hit points (this is in addition to the creature's total hit points). The only conceivable way of moving a crustaid is to catch it while it is moving itself, (which it probably only attempts when commanded by Queen Amlaruil) when it will have drawn its anchor inside itself. Mov-

ing it still will be a feat considering the crustaid's size and weight.

The main body of a crustaid looks like a large lump of rock and coral with long, hollow, tubes (5'-8') and even longer spears (10'-15') protruding from it, pointing towards the surface. The underside of a crustaid is much like an alligator's, with thousands of large, centipede-like, feet extending from each separation in the thick, leather plates.

In the center is a slit in the plates without any protruding feet; this is the Crustaid's mouth. It feeds much like a starfish, with its stomach coming out of its body and engulfing whatever it is over. This is usually wreckage from ships (wood, and drowned crew mostly). A crustaid cannot digest metal or stones, which means there is usually a pile of nails, gems, and such that are used to build ships, along with several king's ransoms in the area surrounding.

When determining the treasure type of a creature like this, consider the following factors: frequency of ships passing through the area, number of other crustaids, how close Sea Elves live (who would find more than enough reason to take any treasure lying around.), and other such factors. If the DM decides, they may award up to 10 times whatever is determined to be in the area. This treasure will be spread out over a wide area. Reroll or ignore any potions, scrolls, or such (the crustaid would have eaten these).

Ecology: Crustaids, for the most part, live in the main ocean currents around Evermeet or the area near the tributary of the River Shaelyn.

They seem to be placed in the most likely travel paths of ships, far away from the lairs of the other defenders of Evermeet. The last thing the elves want is to have their defenders fighting amongst themselves. The crustaids usually live between half a mile to a little under two miles deep. After that their "sight" becomes obscured.

A crustaid's vision is based on motion and light. The crustaid's outer shell has many "sensors", which are as hard as the rest of the shell. These sensors can detect objects moving on or below the water for up to 2 miles, even at night. Although a crustaid has incredible range, an object must be moving at a rate greater than 1 to be noticeable.

Crustaids are newly discovered (or newly rumored) in terms of the popular majority, but sea-faring elves, and sea elves have long known about them. Reproduction and other facts about a crustaid anatomy remains a mystery.

Decathlon Winner!

CONTEST TIME!

A bunch of TSR and Five Rings people were sitting around narfing on teriyaki one day. Perhaps the wisdom of the Orient came upon us as we asked ourselves, "What has all this role-playing nonsense taught us? What do we carry away from it into our lives? How have we enriched ourselves from the experience?"

Thus, along the lines of Robert Fulghum's nauseatingly overspoofed essay, we summed up the question in a trite parody called,

Everything I Really Need to Know I Learned From AD&D

Tell us what lifelong nuggets of wisdom you've gleaned from your time spent playing AD&D.

Some of the answers we came up with include:

- Charisma is meaningless.
- If you need a job, just hang out in a bar.
- In a fight, take out the weak-looking guy with no weapons first.

Send in your nuggets o' wisdom! We'll print the best ones in a couple of issues!

Stench Cow recipes!

lower plane favorites
from our family to yours.



by William James Cuffe

CLIMATE/TERRAIN: Baator, Lower Planes

FREQUENCY: Common (Baator) to Uncommon

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivorous

INTELLIGENCE: Animal (1)

TREASURE: Nil

ALIGNMENT: Neutral

No. APPEARING: 15-60

ARMOR CLASS: 2

MOVE: 15"

HIT DICE: 3+3

THACO: 17

No. of ATTACKS: 1

DAMAGE/ATTACK: 2d4

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

SIZE: L (10' to 12')

MORALE: Unsteady (5-7)

XP VALUE: 450

Stench kine resemble huge, misshapen

bison. Bulls have large humps over the shoulders, and cows have smaller ones. Horns are long and downward curving. Heads are huge with pugged features, large round eyes, and lolling tongues. Coloration is dull orange with greenish, matted manes.

Combat: Stench bulls have at least 6 points per hit die and never do fewer than 5 points of damage. They are treated as monsters of 6 hit dice with a THACO of 13. If any stench cow charges to attack and hits, damage is doubled (at least 10 points for a bull), and another to-hit roll is made for trampling, which causes 2d6 points of additional damage if successful. Charging requires at least a 12' move. In general, only bulls charge unless the herd is cornered. Stench calves do not attack.

Stench kine are immune to all forms of (including magical) cold, fire, poison, and poisonous gas. In close quarters, the odor of their breath and bodies is so foul that a saving throw vs. poison must be made, or individuals are affected as if struck by a *stinking cloud* spell. This check must be made every 3 rounds of

exposure for those unaffected by the smell.

Habitat/Society: Much like common herd animals, the odorous beasts form great herds. A herd contains 5-30 young. For every 5 mature beasts encountered, 1 will be a bull.

Ecology: Stench kine are the cattle of Baator. They roam the reeking plains, fiery fields, and even the wintry wastes of the lower planes. Some are found as far as Acheron, Gehenna, and even the Grey Waste, grazing on the noxious and poisonous growth of the vile terrain such as bloodthorn and stinkweed.

SHEPARD'S PIE

3 pounds potatoes, mashed
2 cups cut up larvae or stench kine
1 tablesp. flour
2 tablesp. fat or salad oil
Leftover gravy
6 small onions, cooked, drained
1 cup cooked quartered carrots, drained
1 cup cooked peas, drained
1 abrian egg, beaten

Grease 1 qt. casserole. Prepare mashed potatoes. Start heating oven.

In bowl, lightly roll meat in flour until coated. In hot fat and skillet, brown meat lightly. Add 2 cups leftover gravy (or as much gravy as on hand, adding enough hot Styx water to make 2 cups in all; season to taste; thicken if necessary). Add onions, carrots, peas. Heat; then pour into casserole.

Fold abrian egg into potatoes; arrange in ring on top of meat. Bake until gravy bubbles and potato ring is light golden brown - about 10 to 15 min. Makes 4 servings.

(DM's Dark: 1 serving bestows a temporary +1 bonus to Constitution for 24 hours upon the brave diner.)

STENCHBURGERS

1 lb. chuck stench kine, ground once
1/2 cup aged Limburger cheese, crumbled
1 teasp. salt
1/2 teasp. pepper
2 tablesp. minced onion
1 clove garlic

Press clove of garlic; collect oil in bowl. Mince onion and place in bowl; soak for 1 hr. Grind pressed garlic with mortar and pestle. Toss meat lightly with salt, pepper, onion, garlic (attempt to keep handling of mixture to a minimum).

With kitchen fork, using as little pressure as possible, divide meat; gently flatten loosely into 4 thick patties, 3 1/2" x 1/2". Cook in one of three ways, drizzling garlic oil periodically over patties:

Skillet-cooked: Heat 2 tbsp. fat or salad oil or on griddle. Cook patties until done to your taste. Do not flatten or patties with spatula unless still moving—it presses out the juices.

If patties are thick, allow 4 to 8 min. over medium heat, turning once. Serves 4 to 8.

(DM's Dark: 1 stenchburger grants a +1 bonus to saves vs. poisonous gas attacks for a period of 24 hours.)

SCORCHED ONE

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Nil
INTELLIGENCE:	High (13-14)
TREASURE:	R, V
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	7+2
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Dehydration, spells
SPECIAL DEFENSES:	+1 or better weapons to hit, see below
MAGIC RESISTANCE:	10%
SIZE:	M (5' to 6')
MORALE:	Fanatic (17)
XP VALUE:	5,000

A merciless scourge of the desert, the scorched one is the undying remains of a human that succumbed to the oppressive arid climate. This undead creature draws its strength from the searing desert sun, and hates all living things that trespass upon its territory.

The scorched one wanders the desert in the tattered and weather-beaten remains of what it had in life. Its visage is burnt and cracked, and the body of a scorched one appears to be dehydrated in the extreme. They often wander towards desert caravans or adventuring parties, appearing to be a lone emaciated traveler. At a distance, they wave to the living and speak in a hoarse, cracked voice, calling for help. It is only when the potential victims are too close that their mistake to aid the "wanderer" is revealed.

Combat: Like many other powerful intelligent undead creatures, such as the lich and vampire, a scorched one will seldom engage in direct physical combat, as the spell-like abilities it has are formidable. However, if pressed, a scorched one will wade into melee.

In hand-to-hand combat, a scorched one inflicts 1d8 points of damage with its powerful, burning touch. The more dangerous aspect of this touch is that it will dehydrate a victim unless the creature touched rolls a successful saving throw vs. death magic. If unsuccessful, the creature will begin to suffer from a type of heat stroke as its body dehydrates. The victim will suffer 1d8 points of damage each round, as well as being affected by insatiable thirst for the duration. This effect lasts 1d4 rounds. Multiple blows add to the duration of the effect.

The scorched one also possesses formidable spell-like abilities. The creature has the power to cast the following spells as special abilities once per day, at 14th level: continual light, sol's searing orb, and sunray. In addition, the following spell-like special abilities can be used twice per day, at 14th level: light, sunscorch, and insatiable thirst.

Due to the nature of their undying state, scorched ones are immune to sleep, charm, hold, and death spells, as well as all spells that affect the mind. The creatures also possess immunity to normal weapons; a +1 or better weapon is required to harm them. They are also able to regenerate 1 hit point every round, unless the damage comes from acid, cold, or water.

Unlike most other undead however, scorched ones are fueled by the oppressive power of the desert sun. They are immune to fire- and sun-based spells (even ones that specifically do more harm to undead), but suffer at the hands of cold or water-based attacks. Cold-based attacks



do +1 per die of damage against them. Scorched ones save vs. water-based attacks at a -2 penalty, and if the attacks inflict damage, that damage is doubled.

Scorched ones may be destroyed completely in only one way: total immersion in water. It does not matter how this is accomplished, so long as the entire body of the creature is immersed in water. If a scorched one is stricken down, and has not yet regenerated enough damage to rise again, it may be incapacitated by cutting off its head. This will render it immobile until the next sunrise, at which time its body and head will turn to dust and reform under the desert sun.

Habitat/Society: Scorched ones are solitary wanderers that traverse the desert wastes in search of intelligent humanoid life. Once the undead creatures find the objects of their hatred, they destroy without hesitation.

Scorched ones are believed to come into being when a human has been purposefully cast out into the desert, and dies from the intense heat and lack of water. The hatred of the individual towards those who cast him or her out is so intense as to cause the corpse rise again as a scorched one. The creature's hatred for one individual or group soon develops into a hatred for all humanoids, in particular humans. It then spends its unlife roaming the wastes, in search of a way to sate its hatred.

These undead creatures have also been known to track a caravan or adventuring company for days through the desert, studying the strengths and weaknesses of their foes. When the creature thinks it has gathered enough information and has the best tactical opportunity, then it attacks.

It is not known how a scorched one draws its power from the sun, which is the antithesis of most undead creatures. However, sages speculate that the creature's connection with the Negative Material Plane may be far weaker than most other intelligent undead.

Ecology: As with most other undead, the scorched one contributes nothing to its environment. It is a wandering ravager, killing all humanoids it encounters. It is a creature that the nomadic desert tribes fear more than the oppressive sun, and travelers often leave the desert as quickly as possible if it is rumored a scorched one was seen. The supernatural presence of a scorched one will cause animals such as horses and camels to become skittish and frightful.

It is not known how these creatures feed, although it is speculated that they draw their sustenance directly from the sun and sand. A scorched one has never been sighted outside of a hot, dry desert, lending further support to this fact. ■

02	ANNOUNCEMENTS
03	NOTES FROM HQ
08	ELMINSTER
30	CONVENTIONS
31	READER SURVEY

The Best AD&D® Monster event in the Club Decathlon produced some interesting critters. Chris Tulach's Scorched One placed second. The winners, two versions of the Rusalka, will appear in the POLYHEDRON® 1999 Annual, available at the GEN CON® Game Fair or through back-order afterwards.

BY BARBARA R. TYSINGER AND CARLA HOLLAR OF ARC FELLOWSHIP

CLIMATE/TERRAIN:	River banks/ Shorelines
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (Usually at dawn or dusk, or in foggy or cloudy conditions)
DIET:	None
INTELLIGENCE:	High (13-14)
TREASURE:	W (x Rusalka's age in years)
ALIGNMENT:	Chaotic Neutral – Chaotic Evil

NO. APPEARING:	1
ARMOR CLASS:	0 (8)
MOVEMENT:	9
HIT DICE:	7
THACO:	15
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Embrace, control water
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	M
MORALE:	Champion (15-16)
LEVEL/XP VALUE:	1,000

The rusalka (plural rusalki) is the spirit of a drowning victim, usually a woman, who was murdered. Most rusalki desire revenge on their murderer, and will do all in their power to gain this revenge. This is not always easy since the spirit of the rusalka is tied to the body of water in which it was drowned. If the rusalka is successful in its quest for revenge, it will cease to be bound to the Prime Material plane and will be released to rest in peace. As time passes the rusalka's alignment shifts further and further toward Chaotic Evil. Thus, a recently manifested rusalka will retain some of the memories of its former self, but a rusalka of long standing is a being of almost purely Chaotic Evil, whose only thoughts are revenge on the one who put her here. Male rusalki are sometimes called Vodyanik.

Rusalki retain the general appearance they had in life, and anyone who knew them in life should be able to recognize them. They usually appear to be dressed in the clothing they were wearing when drowned, although the colors are washed out to a faded, watery green. They have pale complexions with a greenish tint and long greenish-blond to green hair, which may appear to have water plants woven into it.

Combat: All rusalki will attempt to lure their victims to their deaths with siren songs, or tangle the nets of fishermen and overturn their boats, drowning them in a watery embrace. The song of the rusalka is enticing, and their forms are beautiful and welcoming, but neither their song nor their appearance have any magical allure. All those seeing a rusalka, except for the murderer, may choose to approach or to avoid them of their own free will. If the murderer of the mortal who has become a rusalka sees the rusalka, he must save vs. spell or be drawn into the rusalka's embrace.

Rusalki become semi-material upon contact with air, assuming human form. They must be in this form to embrace their victims. Rusalki are AC 0 while semi-material, and can only be struck by magical weapons (full damage), or by normal or magical fire (half damage). Rusalki can also be attacked on the Ethereal plane, where they are AC 8. Rusalki can be turned like regular ghosts, but holy water has no effect on them.

Anyone who touches or is touched by the rusalka is subject to its embrace. The rusalka's embrace pulls its victim beneath the water, causing a victim to drown unless a suc-



cessful saving throw vs. breath weapon is made. The murderer must make this save with a -3 penalty. The victim may be revived if removed from the rusalka's embrace (and from the water) and some means of resuscitation is applied within five rounds of being drowned. Those who successfully avoid the embrace must also make a swimming proficiency check or a strength check to break free. The saving throw vs. breath weapon must be repeated each round until the victim either breaks free, is pulled under, or is released by the rusalka.

Rusalki can control water within 10 feet; they can use waves to slow movement to 1/4 normal and increase chances of drowning by 10%.

As soon as the rusalka takes any damage, it will release any embraced victims, disappear back into the water, and reappear again 15 feet further out into the lake. Any who follow will be subject to the control water attack. Those who follow are slowed to 1/4 normal movement. They must also make a swimming proficiency check at -2 each round or be pulled under the water.

When a rusalka's hit points drop to 5% of its total, the rusalka will withdraw to the Ethereal Plane, where it will remain for 1 year gathering enough energy to re-manifest in the Prime Material Plane. If the rusalka is pursued into the Ethereal Plane it can be "killed" there, but the spirit thus released becomes a true, free-ranging ghost, and as such, it will do all in its power to seek out and destroy its original murderer.

Habitat/Society: Rusalki are found in any climate or region capable of sustaining open bodies of water, but seem to be more common in ponds, streams and small lakes of the more temperate climates. Rusalki usually appear within 5 feet of the shoreline, near the spot where they were murdered, but may appear anywhere in "their" body of water. They cannot come onto dry land, but can manifest in water as shallow as 1 inch deep, thus the occasional reports of rusalki who "walk" the shoreline or who sit by the edge of the water.

Ecology: Rusalki do not contribute to the environment in any way. Various coins and items of jewelry can often be found submerged in the shallows or covered with a layer of sediment near places where rusalki are known to appear. These items are all that is left of the rusalka's victims, and as such, increase with the passing of the years. ■

	Lesser Rusalka	Greater Rusalka
CLIMATE/TERRAIN:	Temperate shores	Temperate shores
FREQUENCY:	Rare	Rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Constant	Constant
DIET:	Nil	Carnivore
INTELLIGENCE:	Low (5-7)	Average (8-10)
TREASURE:	0	Mx2, X
ALIGNMENT:	Neutral Evil	Neutral Evil

NO. APPEARING:	1-8	1
ARMOUR CLASS:	8	6
MOVEMENT:	9, Sw 12	9, Sw 12
HIT DICE:	3	5
THACO:	17	15
NO. OF ATTACKS:	3 (claw/claw/bite)	3 (claw/claw/bite)
DAMAGE/ATTACK:	1d3/1d3/1d4+1	1d4/1d4/1d6+1
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	+2 save vs fire	+2 save vs fire
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M	M
MORALE:	Fanatic (17-18)	Fanatic (17-18)
XP VALUE:	250	500



Rusalki are female undead who haunt bodies of water in temperate regions. A lesser rusalka is created when a female human or demi-human is drowned by either variety of rusalka. This new rusalka is then under the control of the pack leader (a greater rusalka, or the lesser rusalka with the most hit points). A new rusalka retains the physical characteristics she had in life. For example, an elf would be have a light build and pointed ears, a dwarf would be stout and have a beard. In undeath, the rusalka's skin becomes pale, bloated and slightly scaled. Her most noticeable feature is her eyes, which burn with green fire.

For every pack there is an 80% chance that one of the rusalka will be the greater variety. If a greater rusalka is present, she will always be pack leader. In her true form, a greater rusalka appears much like her lesser companions, but with tougher skin and a more intense fire in her eyes. The true form of a greater rusalka is rarely seen due to a permanent illusion surrounding her. This illusion causes the viewer to see an image of the fairest possible female that his or her mind can concoct, clad in only a robe of mist. True seeing, a gem of seeing, or a robe of eyes will allow the viewer to see the greater rusalka's true form.

Combat: The tactics of the rusalki vary depending on whether or not there is a greater rusalka in the pack. If the pack consists entirely of lesser rusalki, they will hide on land close to the water. There they will wait until someone passes nearby, at which time they will attack. Their first action will be to use their gaze attack on one creature with which they are engaged in melee. They can use their gaze attack once per day, with the effect of ray of enfeeblement as cast by a 3rd level mage. They will then proceed to attack with their sharp nails and teeth.

If a greater rusalka is in the pack, she will lure victims into the water where the others hide in waiting. She does this through the use of an audio illusion, a singing voice so sweet it would put an elven minstrel to shame. This song charms (save vs spell to negate) humanoids into approaching its source from up to 30' away. When they come into view of the greater rusalka, they see her (or rather the illusion) standing

at the edge of the water. Those males not already charmed must make another save vs spell, with a -2 penalty, or be charmed as well. If unaffected by the charms, the viewer sees past the illusion and retains free will. Those charmed must follow the greater rusalka into the water. When the victim is waist-deep, the lesser rusalki surface behind the victim and attack. As their first attack, both variety of rusalki will attempt to overbear the closest victims and hold them underwater until they drown. If this fails, they will use their gaze attacks and engage in regular melee. The gaze attack of the greater rusalki has the effect of the spell eyebite cast by a 5th level mage using the sicken option. The greater rusalki can use their gaze attack 3 times per day, though multiple uses on the same target have no effect.

If a female human or demihuman drowns in the hands of a rusalka, she will rise as a lesser rusalka in six turns unless a remove curse is cast on the body. If a female dies by means other than drowning, she escapes the horrible fate. The pack leader eats all those who die and do not rise as lesser rusalki, including all males.

Lesser rusalki can be turned as 5 HD undead. Greater rusalki can be turned as 9 HD undead.

Habitat/Society: Rusalki are organized into packs of lesser rusalki led by a greater rusalka. Should the greater rusalka die, the lesser rusalka with the most hit points takes the role as leader. They all walk onto dry land and await a victim. The first humanoid to have the misfortune of coming across them is attacked. The carcass is then fed to the pack leader. After finishing her meal, the pack leader will begin transforming into a greater rusalka. None but the pack leader is allowed to eat at this strange ritual.

Ecology: No one knows where the rusalki menace came from. The most popular theory is that some girl long ago insulted a god. This god caused the girl to fall into a river and drown. She was then cursed to return as an undead. The girl was horror-stricken and she applied the same punishment to anyone who saw her, thus passing the curse along. Whatever their origins, rusalki are unnatural and are not a part of the natural ecology. ■

The 1999 Club Decathlon, one of the RPGA's programs to get clubs more involved in roleplaying, produced some fine entries in the various game writing categories. In the Best AD&D® Monster category, these two versions of the rusalka tied for first place. Use either, or both, in your home campaigns. The rusalka is a creature out of Russian folklore, and we encourage you to find out more about it at your library or on the web.