

Advanced Dungeons & Dragons Monstrous Manual



Fantasy Roleplaying Game



Advanced Dungeons & Dragons

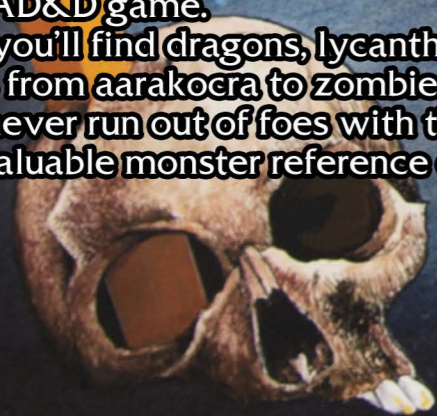
Monstrous Manual



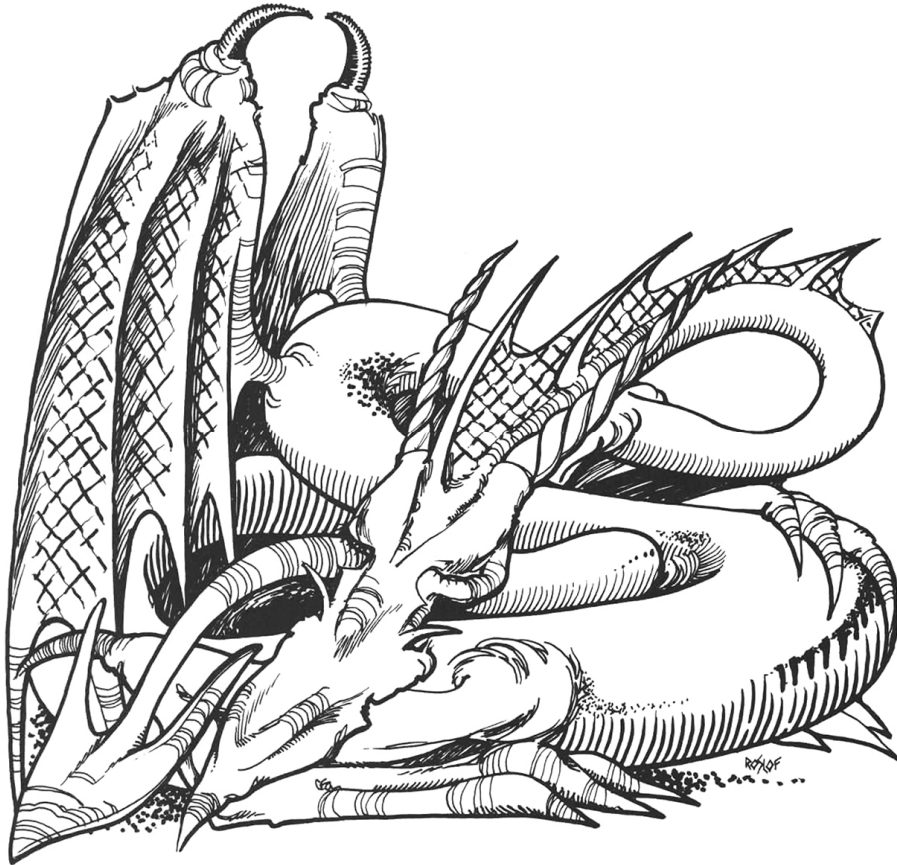
Advanced Dungeons & Dragons Monstrous Manual



Need a monster?
This book contains more than 600 monsters for the AD&D games, including creatures of myth and legends as well as fantastic creations unique to the AD&D game.
Inside you'll find dragons, lycanthropes, fiends, giants, and hundreds of other horrors from aarakocra to zombie.
You'll never run out of foes with the AD&D Monstrous Manual accessory, the most valuable monster reference ever!



ADVANCED DUNGEONS & DRAGONS®



MONSTROUS MANUAL™

The updated Monstrous Manual™ for the AD&D® 3rd Edition Game

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Many people have contributed to either the original first edition monster books or to the Monstrous Compendium™ appendices. The list that follows may not be complete, but we would like to thank the following people for their contributions to the monsters described in this book: the designers and editors, Rich Baker, Jay Battista, Wolfgang Baur, Tim Beach, Scott Bennie, Donald J. Bingle, Linda Bingle, Karen Boomgarden, Grant Boucher, Al Boyce, Mike Breault, Anne Brown, Tim Brown, Dr. Arthur W. Collins, Bill Connors, David "Zeb" Cook, Troy Denning, Dale Donovan, Newton Ewell, Nigel Findley, Steve Gilbert, Ed Greenwood, Jeff Grubb, Gary Gygax, Luke Gygax, Allen Hammack, Kris & Steve Hardinger, Andria Hayday, Bruce A. Heard, Slade Henson, Tracy Hickman, Harold Johnson, Rob King, Vera Jane Koffler, Heike Kubasch, Steve Kurtz, J. Paul LaFontaine, Lenard Lakofka, Jim Lowder, François Marcela-Froideval, David Martin, Colin McComb, Anne McCready, Blake Mobley, Kim Mohan, Roger E. Moore, Chris Mortika, Bruce Nesmith, C. Terry Phillips, Jon Pickens, Brian Pitzer, Mike Price, Louis J. Prospero, Tom Prusa, Jean Rabe, Paul Reiche, Jim Sandt, Lawrence Schick, Rick Swan, Greg Swedburg, Teeuwynn, John Terra, Gary Thomas, Allen Varney, James M. Ward, Dori Watry, Skip Williams, and Steve Winter.

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HOW TO USE THIS BOOK

This Monstrous Manual, along with the Dungeon Master's Guide (DMG) and the Player's Handbook (PHB), forms the core of the AD&D 3rd Edition game.

To find a monster in this book, flip through the pages or look in the index, which contains listings for the common name(s) of every monster in the book, referenced to the correct page.

All of the monsters described here are typical for their type. DMs should note that unusual variations are encouraged, but they are most effective when they depart from the expected. Likewise, entries describe typical lairs for creatures, from the dungeon complexes they inhabit to the tree houses they build; changing the look of these can make a monster encounter unique.

Contents

This introduction describes how to interpret the monsters in this book. In addition, there are three small appendices in the back of the book. The first deals with making monsters. The second covers monster summoning and includes tables for random determination of summoned creatures; to make random encounter charts for a campaign, the DM should refer to the Dungeon Master's Guide. Page 44-47 of the Dungeon Master's Guide gives guidelines for NPC creation, while Appendix D (page 378-379) offers NPC Party generation guidelines.

Other Worlds

Several of the monsters in this book have been imported from specialized game worlds, such as the Spelljammer campaign setting, the Forgotten Realms setting, or the Dark Sun world. The monsters in this book may be used in any setting; if a campaign setting is noted, it simply describes where the monster was first encountered, or where it is the most common. A particular monster still may not be encountered in a specific campaign world; this is up to the DM. For monsters from one of the specific worlds, the DM should consult the appropriate Monstrous Compendium appendices.

THE MONSTERS

Each monster is described fully, with entries that describe behavior, combat modes, and so on. These are explained in the following text.

Climate/Terrain

Climate/Terrain defines where the creature is most often found.

Climates include arctic, sub-arctic, temperate, and tropical. Typical terrain includes plain/scrub, forest, rough/hill, mountain, swamp, and desert. In some cases, a range is given; for instance, "cold" implies arctic, sub-arctic, and colder temperate regions.

Frequency

Frequency is the likelihood of encountering a creature in an area. Chances can be adjusted for special areas.

Very rare:	3% chance
Rare:	7% chance
Uncommon:	20% chance
Common:	70% chance

Organization

Organization is the general social structure the monster adopts. "Solitary" includes small family groups.

Activity Cycle

Activity Cycle is the time of day when the monster is most active. Those active at night can be active at any time in subterranean settings. These are general guidelines and exceptions are fairly common.

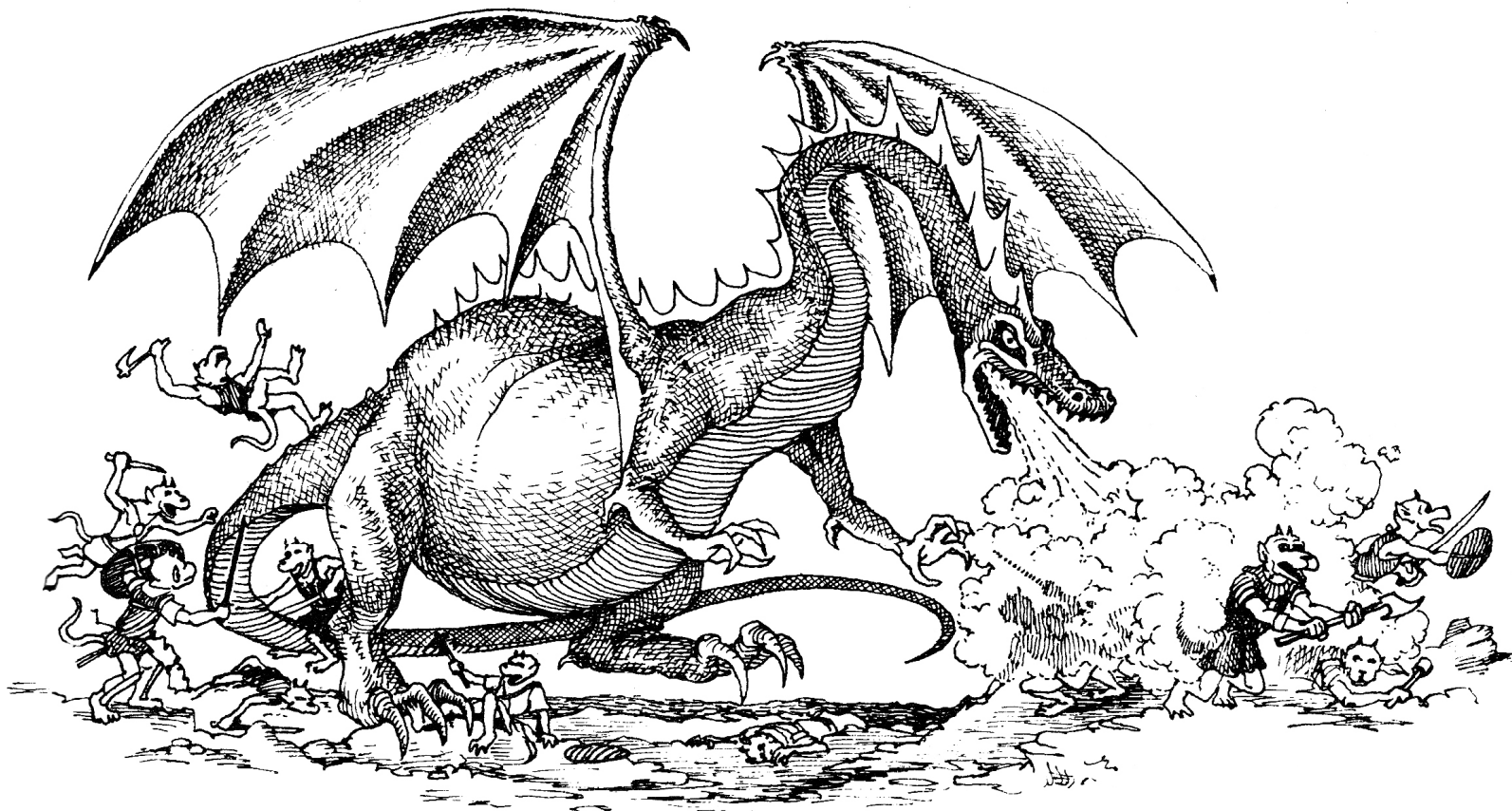
Diet

Diet shows what the creature usually eats. Carnivores eat meat, herbivores eat plants, and omnivores eat either. Scavengers primarily eat carion. If a monster does not fit any of these categories, the substances it does eat are described in the entry or in the text.

Intelligence

Intelligence is the equivalent of human "IQ." Certain monsters are instinctively cunning; these are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores:

0	Nonintelligent or not ratable
1-2	Animal intelligence
3-5	Semi-intelligent
6-8	Low intelligence
9-10	Average (human) intelligence
11-12	Very intelligent
13-15	Highly intelligent
16-17	Exceptionally intelligent
18-19	Genius
20	Supra-genius
21+	Godlike intelligence



Treasure

Treasure refers to the treasure tables in the Dungeon Master's Guide. If individual treasure is indicated, each individual may carry it (or not, at the DM's discretion). Major treasures are usually found in the monster's lair; these are most often designed and placed by the DM. Intelligent monsters will use the magical items present and try to carry off their most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible; if all rolls fail, no treasure of any type is found. Treasure should be adjusted downward if a few monsters are encountered. Large treasures are noted by a multiplier (x10, for example); this should not be confused with treasure type X. Treasure types listed in parentheses are treasures found in the creatures' lair. Do not use the tables to place dungeon treasure, since the numbers encountered underground will be much smaller.

Alignment

Alignment shows the general behavior of the average monster of that type. Exceptions, though uncommon, may be encountered.

No. Appearing

Number Appearing indicates an average encounter size for a wilderness encounter. The DM should alter this to fit the circumstances as the need arises. This should not be used for dungeon encounters. Note that some solitary creatures are found in small groups; this means they are found in very small family units, or that several may happen to be found together, but do not cooperate with one another.

Armor Class

Armor Class is the general protection worn by humans and humanoids, protection due to physical structure or magical nature, or difficulty in hitting due to speed, reflexes, etc. Humans and humanoids of roughly man-size that wear armor will have an unarmored rating in parentheses. Listed AC doesn't include special bonuses noted in the description.

Movement

Movement shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demihuman, and humanoid Movement Rate is often determined by armor type (unarmored rates are given in parentheses). Movements in different mediums are abbreviated as follows:

Fl:	Flying
Sw:	Swimming
Br:	Burrowing
Cl:	Climbing
Wb:	Moving across webs

Flying Creatures: Flying creatures also have a Maneuverability Class from A to E. Class A creatures have virtually total command over their movements in the air; they can hover, face any direction in a given round, and attack each round. Class B creatures are very maneuverable; they can hover, turn 180 degrees in a round, and attack in each round. Class C creatures are somewhat agile in the air; they cannot move less than half their Movement Rate without falling, they can turn up to 90 degrees in a round, and attack aerially once every two rounds. Class D creatures are somewhat slow; they cannot move less than half their Movement Rate without falling, can turn only 60 degrees in a round, and can make a pass once every three rounds. Class E includes large, clumsy fliers; these cannot move less than half their Movement Rate without falling, can turn only 30 degrees in a round, and they can make one pass every six rounds. A flying creature that is reduced to 50% or fewer hit points must land as soon as possible. See page 28 of the DMG for more information.

Hit Dice

Hit Dice controls the number of hit points damage a creature can withstand before being killed. Unless otherwise stated, Hit Dice are 8-sided (1-8 hit points). The Hit Dice may be rolled or an average of 5 hit points per Hit Die may be assigned to a creature. Some monsters have additional hit points added to their Hit Dice. Thus, a creature with 4+4 Hit Dice has 4d8+4 hit points (for a range 8-36 hit points or an average of 24 hit points).

Proficiency Bonus

Monsters' Proficiency Bonuses, which are used to determine their

Saving Throws, skill check modifiers, and Specials Attack DCs are based on their Hit Dice. This bonus is equal to half of the monster's Hit Dice (rounded down, to a minimum of 1 at 1 Hit Die) and is shown on the Proficiency Bonus Table that follows.

Creatures with zero (0) Hit Dice gain no Proficiency Bonus to Saving Throws, skill checks, or the DCs of their Special Attacks, while creatures with more than 20 Hit Dice add a maximum of 10 to their Saving Throws, skill checks, and Special Attack DCs.

Hit Dice	Proficiency Bonus	Hit Dice	Proficiency Bonus
1 or less	+1	11	+5
2	+1	12	+6
3	+1	13	+6
4	+2	14	+7
5	+2	15	+7
6	+3	16	+8
7	+3	17	+8
8	+4	18	+9
9	+4	19	+9
10	+5	20 or more	+10

Saving Throws

When making Saving Throws, monsters add their Proficiency Bonus (see above) to the roll.

Skill Checks

When making skill checks for a monster, only add its Proficiency Bonus (see above) when the creature should be reasonably adept in the use of that skill. Note that creatures should gain addition bonuses to skill checks that they should excel at (i.e. giants should gain a bonus to Athletics skill checks that involve brute strength) while large creatures should have a penalty to Stealth skill checks.

Some monster descriptions give specific skill check bonus for those creatures. In such instances, use the listed skill check bonus.

Number of Attacks

Number of Attacks shows the basic attacks the monster can make in a melee round, excluding special attacks. This number can be modified by hits that sever members, spells such as haste and slow, and so forth. Multiple attacks indicate several members, raking paws, multiple heads, etc.

Attack Bonus

Monsters have an Attack Bonus that is equal to their Hit Dice. Monsters that have less than 1 Hit Die have no Attack Bonus while all monsters with 20 or more Hit Dice have an Attack Bonus of 20.

Damage/Attack

Damage/Attack shows the amount of damage a given attack causes, expressed as a spread of hit points (based on a die roll or combination of die rolls). If the monster uses weapons, the damage done by the typical weapon will be allowed by the parenthetical note "weapon." Damage bonuses due to Strength are listed as a bonus following the damage range. Damage types are abbreviated as follows:

A	Acid	L	Lightning	R	Radiant
B	Bludgeoning	N	Necrotic	S	Slashing
C	Cold	P	Piercing	T	Thunder
F	Fire	Pn	Poison		
Fr	Force	Ps	Psychic		

Special Attacks

Special Attacks detail unusual attack modes and abilities of creatures, such as natural venoms, breathe weapons, and the ability to drain life energy from their victims. Details of the most common types of special attacks are given below. The DCs for Saving Throws against these special attacks are usually provided in the creature's description. If not given, the DC is typically 10 + the monster's Proficiency Bonus (equal to half of its Hit Dice), to a maximum DC of 20 for monsters with 20 or more Hit Dice. Additional information can be found in the creature's descriptive text.

Ability Damage and Ability Drain: Ability damage typically results from the ravages of disease, the ill-effects of poison, or through the baleful powers of monstrous creatures and spellcasters. Creatures with ability

damage or ability drain capabilities inflict such damage in addition to the normal, Hit Point, damage of their natural attack.

Ability damage is temporary, healing at the rate of 1 point per day of rest. Ability drain, on the other hand, permanently lowers one or more of the target's ability scores. Nothing short of a Restoration spell reverses such ability loss. Permanent ability drain results from the attacks of undead creatures, such as vampires and wraiths, and other dreadful creatures, such as lamias.

No ability scores can be damaged or drained to a value below 0. If a character's Constitution is reduced to a score of zero, that character is slain. If any other ability score is reduced to a score of zero, the character is rendered immobile (in the case of Strength or Dexterity) or comatose (in the case of Intelligence, Wisdom, or Charisma). See page 73 of the *Dungeons Master's Guide* for more details on the effects of ability loss.

Breath Weapons: Various creatures in the AD&D game possess breath weapons, the most notable being the roaring gout of flame spewed out by a red dragon.

These weapons normally affect a cone-shaped area with a starting width of 5' and an end-width equal to the length of the cone (typically 30 or 60 feet). The cone originates at the dragon's mouth and widens as it extends outward. No attack roll is required for a breath weapon. All creatures within the cone must make the appropriate Saving Throw and suffer the effects of the breath weapon.

Diseases: When a character takes damage from the natural attack of a diseased creature, rests in a disease-ridden area, or ingests diseased matter he must make a Constitution Saving Throw in order to avoid its ill effects.

Unless specified, assume that the DC of the Constitution save is 10 + the Proficiency Bonus (equal to $\frac{1}{2}$ the Hit Dice) of the monster. In instance where the disease is area-based or from contaminated matter, the default DC is 15, though higher DCs can be assigned for a particularly virulent disease.

Characters and creatures that fail this Saving Throw become symptomatic in 1 day unless the disease description states otherwise. Characters who fail their Saving Throw suffer the listed effects of the disease. If no effects are provided, assume that the disease sickens the target until it is cured.

Sickened creatures suffer a -2 penalty to all Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by $\frac{1}{2}$.

If a disease deals Hit Point damage, the damage type is poison damage.

Lycanthropy: Of all the afflictions that can strike a character, one of the most feared is lycanthropy. While often considered a disease, lycanthropy can more properly be described as a curse.

Although the forms of attack vary with each species, all true lycanthropes can transmit their dreadful affliction. Some lycanthropes transmit their affliction only through their bite, others through any natural attack, and some even through the weapons they use.

Any humanoid creature injured by a lycanthrope but not actually killed (and presumably eaten) has a chance to contract lycanthropy. After combat, each creature wounded by the lycanthrope must make a Constitution Saving Throw. The DC of this Saving Throw equal to $\frac{1}{2}$ of the damage taken or 10, whichever is greater. See page 70 of the *Dungeon Master's Guide* for more information on lycanthropy.

Mummy Rot: Mummies are horrific enemies. A single blow from one's arm inflicts bludgeoning damage and, worse, its scabrous touch infects the victim with a fatal rotting disease unless the victim makes a DC 16 Constitution Saving Throw. This save must be repeated each time a target is struck by a mummy.

Those who fail one or more of these saves loses 1 point of Charisma the following day. Each month the rot progresses, and the victim permanently loses 2 points of Charisma. The disease can be cured only with a Cure Disease spell. Cure Wounds spells have no effect on a person inflicted with mummy rot and the afflicted's wounds heal at only 1 point per day. A Regenerate spell will restore damage but will not otherwise affect the course of the disease.

Any creature killed by a mummy rots immediately and cannot be

raised with a Raise Dead or Resurrection spell unless a Cure Disease spell is first cast upon the corpse within 1 hour of death. If this is not done, the body (and the spirit within it) are lost forever.

Other Magical Diseases: A magical disease, like mummy rot, is one that functions by some unexplained magical property. As such it is not curable by normal means. You can rule on the effects of various cures and potions. For specific information on other, disease-causing special abilities see the relevant creature's description in this tome.

Energy Drain: This is a feature of powerful undead and other particularly nasty monsters. The level (or energy) drain is a horrible power, since it causes the loss of one or more experience levels.

An Energy Drain attack takes away levels from the victim unless a successful Constitution Saving Throw is made. Most Energy Drain attacks require a successful melee attack. Mere physical contact is not enough. The full effect of an Energy Drain, such as the number of levels taken away, is specified in the monster, magic item, or spell description causing the drain. If it is not specified, 1 level is removed.

A character who loses a level this way suffers the effects of the drain immediately. The character loses one Hit Die of Hit Points of the appropriate class, and all other class features are reduced to the new level. The victim's experience point total is immediately set to the midpoint point of the previous level.

Lost levels or ability score points remain until removed by spells, such as Restoration, or other means. Sometimes level or ability score loss is temporary and will return to normal in a day's time. A creature gains temporary Hit Points each time it successfully uses its innate Energy Drain ability. Unless specified otherwise, the creature gains the amount of Hit Points that the victim loses. Energy Drain through spell or magic item does not grant temporary Hit Points unless the description indicates otherwise.

A character drained below 1st level is instantly slain. Depending on the creature that killed the character, the character may rise the next night as a monster of that kind. If not, the character rises as a wight. These lesser undead are controlled by their slayer and have half the listed Hit Dice for a creature of their new undead type.

Lesser Vampires, Wights, and Wraiths: Lesser vampires, wights, and wraiths regain half of the class levels they had when slain. As such an 8th level thief, drained below 1st level by a vampire, returns as a 4th level vampire thief. Undead with class levels do not gain Hit Points from their character class or classes unless their character level exceeds the Hit Dice gained from becoming an undead creature.

Upon the destruction of their master, such lesser undead gain one Hit Die for each creature of equal or greater Hit Dice they slay until they reach the full Hit Dice for their undead type. Upon reaching full Hit Die status, undead can create and control lesser undead as their master once did. Masterless undead may also progress in level by earning experience points, just as they did in life. When determining the number of experience points needed to progress in level, add their undead Hit Dice to their level of experience. As such, a 4th level vampiric thief (8 HD) would have the equivalent of 12 levels and would need 1,250,000 experience points to advance to 5th level as a thief.

Gaze Attacks: Monsters with a gaze attack, such as the basilisk, have the power to affect an opponent simply by making eye contact. This makes these creatures incredibly dangerous, for the slightest glance can cause great harm.

Characters who look directly at such creatures in order to attack them, or those who are surprised by the creature, automatically meet the creature's gaze. These unfortunate characters must make Wisdom Saving Throw to avoid the effects of the creature's gaze attack. Such attackers undergo the gaze attack each round they attack. In large groups, only the front rank can meet the gaze, a fate that can be avoided if the attacker approaches from the rear, away from the creature's gaze.

Characters can also attempt to avoid the gaze by looking in the general direction of the creature without actually looking into its eyes. This may be done by using a reflective surface, such as a mirror, to observe the creature. The powers of gaze attacks are not effective in reflections, so it is safe to observe a basilisk or medusa in a mirror. For this trick to be effective, there must be some source of light available, since nothing can be reflected in darkness.

This enables characters to gain a Saving Throw bonus equal to the concealment Armor Class bonus that the creature gains. As such, a character who wishes to gain a +1 bonus to his Saving Throws grants the creature light concealment (+1 to AC), while a character who wishes to gain a +2 bonus to his Saving Throws grants the creature heavy concealment (+2 to AC).

Characters who close their eyes or avoid looking at the creature altogether (i.e. by blindfolding themselves) need not make saves against the gaze attack but grant the creature total concealment (+4 to its AC and a +2 to all of its attacks against blinded creatures). Blinded characters also halve their Movement Rate while unable to see.

Creatures with gaze attacks can choose not to use their power. In this case, it is the creature that avoids looking at the characters. Not meeting their gaze, it can't affect them. Creatures intelligent enough to parley may do this on occasion.

Paralysis: A character or creature affected by paralysis becomes immobile for the duration of the effect. The victim can breathe, think, see, and hear, but is unable to speak or move. Coherent thought needed to trigger magical items or innate powers is still possible. Paralysis affects only the general motor functions of the body and is not the ultimate destroyer of powerful creatures. It can be particularly potent on flying creatures, however.

Poison: When a character takes damage from a poisoned weapon, breathes in poisonous gas, or ingests poisoned food, he must make a Constitution Saving Throw in order to avoid its ill effects. Unless otherwise stated, assume that the DC of this Constitution save is equal to 10 plus the Proficiency Bonus (equal to ½ the Hit Dice) of the monster when dealing with natural venoms, the level of the spell plus spellcasting ability modifier (for poisonous spells), or Proficiency Bonus plus relevant ability modifier of the NPC who has brewed a poison. Characters and creatures that fail this Saving Throw suffer the effects of the poison immediately unless the poison description states otherwise. Many poison attacks specify what happens on a failed Saving Throw. Some monsters list a poison type (i.e. Type A poison).

The following list gives the effects and onset time for these poison types. Common poisons, such as that delivered by the sting of a giant centipede, are given a specific rating for convenience. Poisons are not listed by name here, since this is neither a scientific text nor a primer on the deadly nature of many plants and animals.

Class	Method	Onset	Damage
A	Injected	10-30 minutes	4d6/0
B	Injected	2-12 minutes	6d6/1d6
C	Injected	2-5 minutes	8d6/2d6
D	Injected	1-2 minutes	10d6/2d6
E	Injected	Immediate	Death/6d6
F	Injected	Immediate	Death/0
G	Ingested	2-12 hours	6d6/3d6
H	Ingested	1-4 hours	6d6/3d6
I	Ingested	2-12 minutes	10d6/4d6
J	Ingested	1-4 minutes	Death/6d6
K	Contact	2-8 minutes	2d6/0
L	Contact	2-8 minutes	3d6/0
M	Contact	1-4 minutes	6d6/2d6
N	Contact	1 minute	Death/8d6
O	Injected	2-24 minutes	Paralysis/-
P	Injected	1-3 hours	2d6 STR/-

Spell-Like Abilities: Many powerful creatures possess innate, spell-like abilities they can use at will. Most of these function like spells. Thus, a brownie who can cause Confusion has the same effect as a character who casts the Confusion spell. Creatures able to become invisible at will usually use all the normal rules for the Invisibility spell.

Innate abilities are different from spells in one major way, however. Unlike spells, innate abilities are natural powers and do not require any components (including gestures or words - unless these things are used for dramatic effect). Innate abilities are activated by the merest mental command of the creature but still use up the creature's action for the round... a creature cannot use an innate ability and make an attack in the same round.

In all other respects, innate abilities function like spells. They have the same range, area of effect, and duration limitations of the spell of the

same name (unless stated otherwise). When the spell in question varies in power according to the level of the caster, the creature is assumed to have a caster level equal to its Hit Dice. Innate abilities generally can be used just once per round.

Special Defense

Special Defense are precisely that and are detailed in the monster description. Some common special defenses are listed below.

Damage Resistance and Vulnerability: Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage. If a creature or an object has resistance to a damage type, damage of that type is halved against it. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it.

Both resistance and vulnerability are applied after all other modifiers to damage. Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance.

Immunities: Many creatures are immune to one or more forms of attack. A creature with immunity to a particular effect cannot be harmed or otherwise hindered by such effects. Examples of immunities include, but are not limited to immunity to:

- Disease
- Enchantment/charm spells
- Fear
- Ghoul's paralysis
- Normal weapons (see Weapon Immunity below)
- Poison
- Sleep spells

Plant creatures, for example, are immune to enchantment/charm spells (except for Command Plants and Control Plants), fatigue, and fear. Undead and animated creatures, for example, are immune to disease, enchantment/charm spells, fatigue, fear, necrotic damage, and poison. Creatures with innate poison or disease attacks are immune to the harmful effects of their own poison or disease.

Magic Resistance: Magic Resistance is a special defensive ability. A defender's Magic Resistance grants them an additional measure of protection against magical attacks. If a spell is being resisted by a defender with Magic Resistance, the caster of the spell must pass a Concentration Check (see page 78 of the Dungeon Master's Guide) with a DC equal to 5 + the target's Magic Resistance rating. If the caster fails this check, the spell has no effect on the creature, even if other creatures nearby are affected. If the magic penetrates the resistance, the creature is still entitled to any normal Saving Throw allowed. Creatures may have resistances to certain spells; this is not considered "magic resistance", which is effective against all spells. See page 80 of the Dungeon Master's Guide for more information on Magic Resistance.

Regeneration: Creatures with this ability recover from wounds quickly. Damage dealt to the creature heals at a fixed rate per round, as given in the creature's entry. Certain attack forms, typically fire and acid, deal damage to the creature that cannot be healed through regeneration. Such damage must be healed naturally.

A regenerating creature that has been rendered unconscious must be burned or immersed in acid in order to be killed, as creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore Hit Points lost from starvation, thirst, or suffocation. Attack forms that don't deal Hit Point damage ignore regeneration.

Weapon Immunity: Some monsters, particularly lycanthropes and powerful undead such as vampires, are immune to normal weapons. Attackers need special weapons to hurt them. The most common of these are cold-iron, mithral, silver, and magical weapons. The rules for creating cold-iron, mithral, and silver weapons are provided in the Special Materials section on page 20 of the Dungeon Master's Guide. Special weapon requirements are listed in the monster descriptions as "silver weapons or magic to hit" or "+2 weapons to hit," or something similar. The listed weapon, or one of greater power, must be used to damage the monster. Magical weapons are of greater power than

cold-iron, mithral, or silver weapons and can strike creatures that normally can be hit by only cold-iron, mithral, or silver weapons.

Even creatures immune to certain weapons can be affected by magical spells, unless a specific immunity to a spell or group of spells is listed in the description.

When a creature is hit by a weapon to which it is immune, the attack appears to leave a visible wound but no damage is inflicted.

Creature Hit Dice Versus Weapon Immunity: One obvious question that arises in the minds of those with a logical bent is "How do other creatures fight monsters with weapon immunity?"

In the case of monsters, sufficient Hit Dice enable them to attack as if they were fighting with magical weapons. In addition, if a creature shares weapon immunity with its foe (or has superior weapon immunity), it can effectively strike that foe.

The table below lists various numbers of Hit Dice and their magical weapon equivalents. These Hit Dice equivalents apply only to monsters. Player characters and NPCs cannot benefit from this.

Hit Dice	Weapon Equivalent
4	+1 weapon
6	+2 weapon
8	+3 weapon
10	+4 weapon
12	+5 weapon

Size

Most creatures are measured in height or length; some are measured in diameter. Those measured in diameter may be given a different size category than indicated above. For instance, while a 6-foot tall humanoid is considered size M, a spherical creature 6 feet in diameter has much more mass, so is considered size L. Similarly, a creature 12 feet long with a very slender body (like a snake) might be considered only man-sized. Adjustments like these should not move a creature more than one size category in either direction.

Size is abbreviated as:

T	Tiny (2' tall or less)
S	Small, smaller than a typical human (2+' to 4')
M	Medium, man-sized (4+' to 7')
L	Large, larger than man-sized (7+' to 12');
H	Huge (12+' to 25')
G	Gargantuan (25+')

Morale

Morale is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline can be adjusted for individual circumstances. Morale ratings correspond to the following range:

Score	Rating
3	Wavering
4-5	Unreliable
6-8	Unsteady
9-12	Average
13-15	Steady
16-17	Elite
18	Champion
19	Fanatic
20	Unwavering

XP Value

XP Value is the number of experience points awarded for defeating, but not necessarily killing, the monster. This value is a guideline that can be modified by the DM for the degree of challenge, encounter situation, and for overall campaign balance.

Psionics

Psionics are mental powers possessed by many creatures in the Monstrous Manual. The psionic listings are explained below:

Level: How tough the monster is in terms of psionist experience level.

Dis/Sci/Dev: How many disciplines the creature can access, followed by the total number of sciences and devotions the creature knows. Monsters can know sciences and devotions only from the disciplines they can access.

Attack/Defense: The telepathic attack and defense modes that the creature can use. Note that defense modes are not included in the total number of powers the creature knows. Abbreviations used are as follows:

Attack Modes		Defense Modes	
EW	Ego Whip	IF	Intellect Fortress
II	Id Insinuation	M-	Mind Blank
MT	Mind Thrust	MB	Mental Barrier
PB	Psionic Blast	TS	Thought Shield
PsC	Psychic Crush	TW	Tower of Iron Will

DC: The creature's usual save DC when using a power that is not automatically successful. If unlisted, the DC equals 10 + the 1/3 the Hit Dice or effective psionist level, rounding fractions up) of the monster.

PSPs: The creature's total pool of psionic strength points (the maximum available to it). The rest of the listing indicates, by discipline, which powers the creature has, sometimes listing the most common powers, sometimes listing only the powers that all members of the species have. Unless otherwise noted, the creature always knows powers marked by an asterisk.

For information regarding psionic powers, see the Player's Handbook (Appendix A, pages 201-215). If the DM chooses not to use psionics in the campaign, the powers can be changed to magical equivalents or simply ignored, though the latter severely impedes certain monsters.

Combat

Combat is the part of the description that discusses special combat abilities, arms and armor, and tactics.

Habitat/Society

Habitat/Society outlines the monster's general behavior, nature, social structure, and goals. In some cases, it further describes their lairs (the places they live in), breeding habits, and reproduction rates.

Ecology

Ecology describes how the monster fits into the campaign world, gives any useful products or byproducts, and any other miscellaneous information.

Variations

Variations of a monster are given in a special section after the main monster entry. These can be found by consulting the index. For instance, the xorn entry also describes the xaren, a very similar creature.



AARAKOCRA

CLIMATE/TERRAIN:	Tropical and temperate mountains
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	D
ALIGNMENT:	Neutral good
NO. APPEARING:	1d10
ARMOR CLASS:	13
MOVEMENT:	30, Fl 180 (C)
HIT DICE:	1+2 (7 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d3 S/1d3 S, or by weapon
SPECIAL ATTACKS:	Dive
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (20' wingspan)
MORALE:	Steady (13-15)
XP VALUE:	65



The aarakocra are a race of intelligent bird-men that live on the peaks of the highest mountains, spending their days soaring on the thermal winds in peace and solitude.

Aarakocra are about 5 feet tall and have a wingspan 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 during flight, they are nearly as useful as human hands when an aarakocra is on the ground and its wings are folded back. The wing muscles anchor in a bony chest plate that provides the aarakocra with extra protection. The powerful legs end in four sharp talons that can unlock and fold back to reveal another pair of functional hands, also 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 crosses between parrots and eagles. They have gray-black beaks, and black eyes set frontally in their heads that

provide keen binocular vision. Plumage color varies from tribe to tribe, but generally males are red, orange, and yellow while females are brown and gray.

Aarakocra speak their own language, the language of giant eagles, and, on occasion, the Common tongue (10% chance).

Combat: In aerial combat, an aarakocra fights with either talons or the heavy fletched javelins that he clutches in his lower hands. An aarakocra typically carries a half dozen javelins strapped to his chest in individual sheaths. The javelins, which can be used for throwing or stabbing, inflict 1d4+2 points of piercing damage. An aarakocra will always save its last javelin for stabbing purposes rather than throwing it. Its favorite attack is to dive at a victim while clutching a javelin in each hand, then pull out of the dive just as it reaches its target, and strike with a blood-curdling shriek. This attack gains a +4 bonus to the attack roll and causes double damage, but an aarakocra must dive at least 200 feet to execute it properly.

An aarakocra is reluctant to engage in grappling or ground combat, since its fragile bones are easily broken. Though rarely used except when cornered, an aarakocra's sharp beak can bite for 1d3 points of slashing damage.

Habitat/Society: Aarakocra live in small tribes of about 1d20+10 members. Each tribe has a hunting territory of about 10,000 square miles with colorful banners and pennants marking the boundaries.

Each tribe lives in a communal nest made of woven vines with a soft lining of dried grass. The eldest male serves as the tribe's leader. In tribes of more than 20 members, the second oldest male serves as the shaman, leading simple religious ceremonies involving the whistling of melodic hymns at sunset on the first day of a new month. Males spend most of their waking hours hunting for food and occasionally for treasure, such as gems and other shiny objects. Females spend eight months of the year incubating their eggs, passing the time by fabricating javelins and other tools from wood and stone. While resting on their backs, aarakocra females can use all four hands at the same time to weave boundary pennants, javelins sheaths, and other useful objects from vines and feathers.

Five aarakocra, including a shaman (cleric), can summon an air elemental by chanting and performing an intricate aerial dance for three melee rounds. The summoned air elemental will comply with the aarakocra's request for a favor, though it will not endanger its life on their behalf.

Aarakocra are extremely claustrophobic and will not willingly enter a cave, building, or other enclosed area.

Ecology: Aarakocra have little to do with other species, including neighboring aarakocra tribes, and leave their home territory only in extreme circumstances. They rarely encounter humans except for an occasional foray into a rural community to snatch a stray farm animal; this is not an intentionally malicious act, as aarakocra are unable to distinguish between domestic and wild animals. A human venturing into aarakocra territory may be able to convince one to serve as a guide or a scout in exchange for a shiny jewel or coin.



AASIMON (ANGELS)

	Agathion	Deva, Astral	Deva, Monadic	Deva, Movanic
CLIMATE/TERRAIN:	Upper planes or Prime	Upper planes	Upper planes	Upper planes
FREQUENCY:	Uncommon (upper) or Very rare (prime)	Very rare	Very rare	Very rare
ORGANIZATION:	Army (upper) or solitary (prime)	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Exceptional (16-17)	Genius (18-19)	Genius (18-19)	Genius (18-19)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral good	Any good	Any good	Any good
NO. APPEARING:	1d6+4 x10 (upper) or 1 (prime)	1 or 1d3	1 or 1d3	1 or 1d3
ARMOR CLASS:	20	25	23	21
MOVEMENT:	75	120, Fl 240 (B)	75, Fl 180 (B)	60, Fl 90 (B)
HIT DICE:	8 (40 hit points)	12 (60 hit points)	10 (50 hit points)	8 (40 hit points)
NO. OF ATTACKS:	1	2	2	2
DAMAGE/ATTACK:	By weapon, see below	2d6+9 B x2	2d6+8 B x2	2d6+7 S x2
SPECIAL ATTACKS:	See below	Disruption	Smiting	See below
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	4	14	12	8
SIZE:	See below	M (7' tall)	M (6' tall)	M (6' tall)
MORALE:	Elite (16-17)	Unwavering (20+)	Unwavering (20+)	Unwavering (20+)
XP VALUE:	30,500	60,000	52,500	78,500

	Planetary	Solar
CLIMATE/TERRAIN:	Upper planes	Upper planes
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Genius (18-19)	Supra-genius (20)
TREASURE:	Nil	Nil
ALIGNMENT:	Any good	Any good
NO. APPEARING:	1	1
ARMOR CLASS:	27	30
MOVEMENT:	75, Fl 240 (B)	90, Fl 240 (B)
HIT DICE:	14 (70 hit points)	35 (175 hit points)
NO. OF ATTACKS:	3	4
DAMAGE/ATTACK:	3d6+7 S x3	3d6+10 S x4
SPECIAL ATTACKS:	Vorpal weapon, see below	Vorpal weapon, see below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	15	17
SIZE:	L (8' tall)	L (9' tall)
MORALE:	Unwavering (20+)	Unwavering (20+)
XP VALUE:	143,500	225,000



Whereas Gehenna, Hades, and the Nine Hells are populated by fell beasts as terrible and evil as their planes, the upper planes are home to powerful beings of goodness and light. The stewards that attend the needs of these good entities are called the aasimon.

They are powerful and dangerous creatures but are tempered by kindness and compassion. Though they dwell primarily in the outer planes, very far removed from the affairs of mankind, aasimon are often called upon by those they serve to intervene in mortal causes to support the causes of goodness there.

Combat: Aasimon do not take full damage from all attack forms. They take the listed damage from the following attack forms:

Damage/Attack Type	Damage
Acid	Half
Cold	Half
Cold-iron weapon	Full*
Fire	Full
Force	Full
Gas (poisonous, etc.)	None
Lightning	Half
Poison	None
Silver or mithral weapon	Full*

* Unless unaffected by nonmagical weapons, in which case damage is none.

All aasimon have the following spell-like powers that they can use one per round at will: Aid, Augury, Change Self, Comprehend Languages, Cure Serious Wounds (3 times per day), Detect Evil, Detect Magic, Know Alignment, Read Magic, Teleport without Error

All aasimon can travel freely throughout the upper planes, going from one to the other at will. They may enter the Astral and onto the Prime Material plane at the request of a greater power. If specifically sent on a mission from a power they serve, aasimon may enter the lower planes, but rarely will for the servants of goodness and light have no place in the dark emptiness of those pits of evil.

When dwelling in the Prime Material plane, aasimon have a special power specifically for dealing with mortals called celestial reverence. This power may only be used if the aasimon is in his normal, unaltered form. Whenever entering the presence of one or more mortals on the Prime Material plane, the aasimon may invoke celestial reverence in which case there is a momentary, blinding flash of light that catches the attention of all mortals in sight of it. Anyone viewing this spectacle must immediately make Charisma Saving Throw (DC 10 + the aasimon's Proficiency Bonus). Any person of good alignment who fails his saving throw will be struck by a strong love for the aasimon and a need to protect it. Anyone of evil or neutral alignment that fails his saving throw will suddenly fear the great power of the aasimon and will not attack. If the evil creature has less than 8 Hit Dice and they fail their save, they will flee the area immediately. This ability is always available to any aasimon, but they will rarely use it. Goodness dictates

that the aasimon not use their powers to manipulate others if it can at all help it.

The aasimon's Detect Evil ability goes beyond the spell of the same name. If within 100 feet of a source of evil (strongly aligned individual, powerful evil magical item, etc.) the aasimon will automatically detect it. The direction, strength, and general nature of the source will be instantly known. If an aasimon gazes directly into eyes of an evil being, it will know the name, nature, and background of that being. This power always functions and does not require the aasimon to concentrate in order to use it.

Although the aasimon do not share the power that many other outer planar creatures have to Gate in others of their kind, they can send out a form of distress call that other good powers can sense. If an aasimon does this, the closest enchanted good beings will immediately come to the rescue. Ki-rin, unicorns, and metallic dragons are examples of some of the beings that might answer this distress call and come to an aasimon's aid. Obviously, this ability does not create good beings, so if there are no good creatures in the area or none that can get to the right plane, none will arrive to assist.

Worshippers of a good power from the upper planes that is of the utmost faith and of great power are 20% likely to attract the attention of one of these servants if they are in dire need. This chance should be modified if the worshipper is performing a mission for his or her church.

Habitat/Society: There are six varieties of aasimon, divided into two groups: warriors and celestial stewards. They are divided as follows:

Warrior: Agathinon

Celestial Steward: Astral deva, monadic deva, movanic deva, planetar, solar

Warriors

The warrior aasimon are the fighting force of upper planes. They are often called upon to defend the borders of their respective planes against intruders. It is worth noting that the evil inhabitants of the lower planes are not the primary enemies of the warrior aasimon. The fiends of the lowest planes are unable to travel to the upper planes except by powerful magical means, so such forays are rare. Interestingly, it is more often the beasts found in the middle planes who invade the realms of the aasimon. Seeking easy prey among the good creatures of the upper planes, these raiders very often feel the wrath of the mighty aasimon warriors.

As often as not, however, aasimon warriors are pitted against each other in seemingly endless cycles of "holy" wars. Gathering a vast host of agathinon warriors and whipping them into fundamentalist fervor, one pantheon will wage devastating campaigns against another, slaughtering thousands, even millions in the name of its particular brand of goodness. In these lamentable circumstances, agathinon can be found fighting agathinon. It is interesting to note that, despite their goodness, aasimon can hold a grudge for a very long time—bad feelings still exist between pantheons over holy wars thousands of years in the past.

Celestial Stewards

The mightiest and most just of the aasimon are the celestial stewards. They are the direct servants of the powers found in the upper planes. Although similar to each other, each steward has a particular role to play in the affairs of the upper planes. Some are messengers, some render aid to mortal followers, while still others act as scouts.

All aasimon, whatever their primary duties, are of good alignment. This, perhaps, is their most character building quality. They will neither lie, cheat, attack needlessly, nor steal. They are impeccably honorable in all their dealings. In this, unfortunately, they can sometimes be predictable or even manipulated.

Agathinon

Agathinon are the only aasimon warriors of the upper planes. They will only appear in their natural form when on one of the upper planes. There they will look much like an elf with opalescent, luminous skin and eyes that actually shine. When not on the upper planes, an agathinon will assume the form of some other creature or object at will.

Combat: When in human form, an agathinon is likely to use non-edged weapons (sling, mace, etc.) and will have the spell ability of an 8th level

cleric with an 18 wisdom (DC 13 plus spell level for Saving Throws against their spells). They have the following spell slots: (5) 0-level, (4) 1st level, (3) 2nd level, (3) 3rd level, and (2) 4th level spells.

Agathinon will never attack in their natural form. At the slightest sign of danger, they will assume another form. They gain great benefit from this because they will possess all attack forms and spell-like powers of the form they assume, though they retain their original Hit Dice, intelligence, etc.

Example: If an agathinon assumes the form of an old bronze dragon, he will have two claw attacks (for 1d8 each), a bite (for 2d6+2), snatch, kick, wing buffet, and tail slap. It will also have the powerful breath weapon and spell-like powers of the dragon. It will not, however, have 18 Hit Dice, but rather its own 8 Hit Dice.

On rare occasions, an agathinon will assume the form of an inanimate object of magical nature, usually to be carried by some other being. This might be a magical lamp, a magical sword, necklace, or even something as unpretentious as a vase or glass vial, as the agathinon chooses. When in this form, the agathinon confers all powers of the object to its possessor plus several other benefits: the ability to cast 1st level cleric spells at will and the ability for the individual to turn undead as if he were an 8th level cleric. Agathinon will never confer abilities to evil individuals. In fact, any evil person touching the item will receive 1d12 hit points of radiant damage with no save allowed. Neutrals may receive benefits from the item only if their current mission or actions serve the needs of the agathinon.

All agathinon have the ability to become ethereal at will, and speak any language using their powerful telepathic ability. They are struck only by +1 or better magical weapons and save as 14th Hit Die creature regardless of the form they assume. All agathinons are immune to the following: life-level draining spells and powers, death spells, disintegration, and energy (radiant damage) from the Positive Material Plane.

In addition to the spell-like abilities available to all aasimon, A agathinon may use the following spell-like abilities, at will, once per round (caster level 8): Clairaudience, Clairvoyance, ESP (DC 15), and Hold Person (DC 15).

Habitat/Society: Agathinon have a special place in the upper planes. First and foremost, they are warriors. They form the elite troops of the celestial armies and are often found in its vanguard. When in groups that can be as much as 100 strong, agathinon will most often fight in human form. But sometimes, in special circumstances, they will assume the form of some powerful creatures such as pegasi or dragons to do battle. Regardless of the form they assume, the agathinon are fearless warriors that will often defend their cause to the death.

Beyond combat, agathinon serve another important function. They are sent to the Prime Material Plane in order to aid mortals in their confrontations with evil. These instructions will likely come down from one of the celestial stewards or, in the case of mortals of extreme courage and importance, from one of the powers of the upper planes themselves.

When agathinon go to the Prime Material Plane to aid mortals, they always go alone. They are 60% likely to assume human form, 30% likely to assume the form of some other creature, and only 10% of the time, agathinon take the form of an inanimate object (magical sword, amulet, etc.).

Ecology: Agathinon are very unusual in their true form. They appear much like elves and tend to be very serious about their causes and very serious about combat. Their personalities tend to be somewhat stern and unyielding. In any event, agathinon are very devoted beings, and are unswerving in their constant pursuit of what is right.

Devas

The race of devas inhabits the upper outer planes, those supporting good alignment: the Seven Heavens, Arcadia, Twin Paradises, Elysium, Beastlands, Olympus, and Gladsheim. They are servants and messengers of the deities and powers of those planes. All devas appear as extremely beautiful male humans with large, feathery wings fanning gracefully from their backs. Regardless of the variety, they are stunningly handsome to behold, seemingly flawless in their appearance.

Combat: Although they are servants of goodness, devas often find themselves in positions where they must deliver their messages of good by the points of their swords, figuratively speaking.

They are, therefore, devastatingly powerful warriors able to take the battle to the very doorstep of the evil that they oppose.

In addition to those available to all aasimon, all devas can perform the following spell-like powers, one at a time (the caster level is equal to the deva's Hit Dice): Cure Disease (3 times per day), Cure Light Wounds (7 times per day), Detect Lie, Detect Snares & Pits (7 times per day), Dispel Magic (7 times per day), Heal (1 time per day), Invisibility 10' Radius, Light, Polymorph (self only), Protection from Evil, Remove Curse, Remove Fear, and Tongues.

Devas are not affected by cold, electrical, magic missile, petrification, poison, normal fire-based, or any gas attack spells. Except for monadic devas, who are not affected by fire of any type, devas take half damage from dragon and magical fire attacks. They take full damage from acid attacks. All devas are immune to attacks from nonmagical weapons.



Habitat/Society: Devas are the cornerstone of the forces of goodness. They are the powerful and trusted vanguard of the upper planes. Each of the three varieties of devas has a different task to perform in the scheme of the upper planes.

Devas are employed differently by the powers of the upper planes according to their type. The most common missions for each type are listed below. Although each variety of deva is employed differently, they are all equal in status with no rivalry between types.

Ecology: Little is known about deva ecology. They exist naturally in just about all of the upper planes where they live in perfect harmony with other beings around them.

Because the remnants of their material form disappears immediately upon their deaths, none has ever been examined.

Devas are known to have a close relationship with the other aasimon, particularly the planetars with which they often interact. In times of great need, a planetar will lead a group of devas to perform some mission for a good power.

Astral Deva

Astral devas have golden tan skin, amber eyes, and fair hair.

Combat: Astral devas are extremely agile and supple, seeming to move with inhuman quickness. They carry a mace-like weapon that has a +3 magical bonus on all attack and damage rolls. It does a devastating 2d6+9 points of damage per successful attack. Any creature struck twice in the same round by the weapon must make a DC 16 Strength Saving Throw or be knocked senseless for 1d12 melee rounds. The weapon has all the special abilities of a *mace of disruption* (DMG 151).

In addition to those already available to all aasimon and devas, astral devas have the following spell-like powers that they can use one at a time, once per melee round, as applicable: Blade Barrier (1 time per day), Detect Invisibility.

Astral devas get a +12 to all Perception skill checks. They are not harmed by a total vacuum. They are immune to level loss, whether undead or magical. Their souls cannot be entrapped or imprisoned. They are immune to death spells. Astral devas have a Charisma of 20.

Habitat/Society: Whenever matters in the lower planes require the attention of the powers of good, astral devas are employed. These powerful warriors have both the strength and purity for just such missions. They can pass into any of the lower planes at will bringing the force of their justice to the heart of evil.

Astral devas possess another ability that will allow them to perform their missions. If directly commanded by the power that they serve, an astral deva can pass into any layer of any of the lower planes without passing through the higher layers.

Astral devas also commonly travel through the Astral Plane, performing any needed tasks there. They are commonly sent to rescue good aligned mortals that have become lost or stranded in the Astral Plane.

Monadic Deva

Monadic devas have dark brown skin, jet black hair, and piercing green eyes.

Combat: Unlike the astral deva, monadics are of strong, bulky build and rely more upon their great strength than on speed and agility. For all attacks, a monadic deva should be considered to have a Strength of 20 (+5 damage adjustment). These strong stewards of the gods carry a great metal rod that is enchanted to give an additional +3 on all attack and damage rolls. This weapon has all properties of a *rod of smiting* (DMG 115). These powers can never be employed by anyone save the monadic deva that owns the weapon and it will never run out of charges.

Monadic devas can use all common powers shared by devas. The light they shed can extend from 5-30 feet as desired. They project a Protection from Evil 10' Radius at all times. Monadic devas have the following additional abilities: Hold Monster (DC 20), and Mirror Image.

Monadic devas are immune to life level loss from magic or undead. They are not affected by death magic of any type. Their Charisma is 19.

Habitat/Society: On rare occasions, a power from the upper planes will have need of a servant to go to one of the elemental or paraelemental planes. When this need arises, monadic devas are used. Monadics can pass into any of the elemental planes at will. They can survive in any of the elemental planes without ill effect.

Monadic devas also have the power similar to Charm Monster (DC 19) that can be used on elementals. The spell-like power has all the functions and qualities of the spell but will work only on elementals. The power can be used one time per round with no limit to the number of times per day it can be employed.

Movanic Deva

Movanic devas are milky white with silvery hair and eyes.

Combat: Much like their Astral counterparts, the movanic deva is slender in appearance and exceedingly agile in movement. These powerful warriors of good can never be surprised. Although they are often seen carrying a variety of weapons, the most often employ a

great sword with which they can attack twice per melee round. The great enchanted blade is, in all respects, equal to a sword, +1 flame tongue. It does damage equal to a greatsword with each hit.

If a movanic deva forfeits one or both of its attacks, it can parry one strike per attack forfeited. The parry is automatically successful and requires no die roll. The parry can be used against magical attacks, even spells that would normally always hit (e.g. Magic Missile).

Movanic, in addition to the powers and abilities common to all aasimon and devas, may use any invocation/evocation magic-user spell of the school, at will, once per day. They may also use the following spell-like powers, once per round, at will:

Anti-Magic Shell, Protection from Normal Missiles, Spell Turning.

When on a mission of great importance for a power of good and when all other options for survival are spent, these dedicated servants may call upon the aid of a mighty planetar (q. v.). There is a 30% chance that a planetar will come to the deva's rescue.

The movanic deva is surrounded by a powerful protection that acts as Protection from Evil and causes the deva to be immune to attacks from all but +2 or better magical weapons. They regenerate 2 hit points per melee round.

Habitat/Society: Movanic devas are perhaps the most privileged of all the devas, for they are sent to the Prime Material Plane where they often directly aid the mortal followers of the good deities. They will normally only do this in moments of dire need and usually only for the more prominent or powerful mortals.

Of course, movanic devas are able to pass directly into the Prime Material Plane at will. They will rarely appear in their natural form but will most likely Polymorph themselves into a person or animal. Sometimes, however, the shock value of their natural form will serve their needs better.

Planetar

Planetars are powerful spirits that directly serve the deities and powers of the upper planes. They appear as tall, powerful humanoids with smooth, emerald skin. Their heads are hairless; their eyes a penetrating bright blue. Planetars have great white feathered wings that protrude from their backs. Their overall appearance is one of strength and confidence.

Combat: Planetars carry great swords that only their kind can wield. These huge weapons have all the power and severing abilities of a *vorpal sword* (DMG 153). Planetars most often use this weapon, attacking three times per melee round with it. In addition to his sword's magical adjustment of +3, a planetar has a damage bonus of +4 due to his great Strength (19), giving it a total of +3 attack adjustment and +7 damage adjustment.

Planetars have the spell ability of a 7th level priest with a 21 Wisdom (DC 16 plus spell level for Saving Throws against their spells). They have the following spell slots: (5) 0-level, (4) 1st level, (3) 2nd level, (2) 3rd level, and (1) 4th level spell.

In addition to those available to aasimon in general, planetars may also use the following spell-like abilities that can be used one at a time, once per round, at will: Animate Object, Blade Barrier (3 times per



day), Commune, Control Weather (1 time per day), Cure Blindness or Deafness, Cure Disease, Detect Invisibility (always active), Detect Lies (always active), Detect Snares & Pits (always active), Dispel Magic, Earthquake (1 time per day), Feeblemind (1 time per day), Fire Storm (1 time per day), Flame Strike (3 times per day), Heal, Holy Word (1 time per day), Improved Invisibility 10' Radius, Insect Plague (1 time per day), Limited Wish (1 time per day), Polymorph Any Object, Protection from Evil 30' Radius (always active), Raise Dead (3 times per day), Remove Curse, Remove Fear, Resist Cold, Restoration (1 time per day), Shapechange (1 time per day), Speak with Dead, Symbol (any, 1 time per day), True Seeing (always active), and Wind Walk (3 times per day).

Planetars automatically detect illusions. Planetars can communicate with any creature with a powerful telepathy that functions with a 100' range.

Planetars take half damage from magical fire. They take full damage from acid attacks. All planetars are immune to attacks from nonmagical weapons and magical weapons of +3 or lesser enchantment. Planetars are not affected by cold, lightning, force damage, petrification, poison, normal fire-based, or any gas attack.

They are immune to any life level loss. They are immune to Charm, Confusion, Domination, and Feeblemind spells. Their souls cannot be affected by Imprisonment or Trap the Soul spells. Planetars are immune to death spells.

Planetars get a +14 to all Perception skill checks. They regenerate four hit points per melee round. Unless encountered on the upper outer planes, only the material form of a planetar can be harmed. The being's life force returns to its home plane to become corporeal again; this process requires four decades.

Habitat/Society:

Planetars will typically come to the aid of only the most powerful mortal servants of good. As a general rule, characters serving a good deity or power that are at least 10th level and on a mission directly related to that deity or power will have a chance of gaining the attention of a planetar. There is a base 5% chance of this, plus 1% per level above 10th. This chance should be modified by the DM for each circumstance.

Ecology: Like all other aasimon, planetars are corporeal life entities that exist outside of any ecosystem.



Solar

Solars are the most powerful of the aasimon and the greatest of the celestial stewards. They appear to be very large humans with beautiful and muscular bodies.

Their skin and hair take on metallic coloration. Their eyes are a brilliant topaz. A solar's voice is deep and commanding, impossible to ignore.

Combat: Each solar fights with a mighty sword that only it can wield. The weapon acts as a sword +5 and has all the properties of a sword of dancing and a *vorpal sword*.

A solar can attack with his sword four times per melee round and does a base of 3d6 points of damage per hit. Solars also use an enormous composite bow with a magical quiver that produces any arrow of slaying that the solar desires. Each bow attack has a +3 attack adjustment and will slay any target it hits unless the target makes a DC

20 Charisma Saving Throw.

A solar has spells as if he were a 15th level cleric with a 21 Wisdom (DC 16 plus spell level for Saving Throws against their spells). They have the following spell slots: (5) 0-level, (5) 1st level, (5) 2nd level, (5) 3rd level, (4) 4th level spell, (4) 5th level, (3) 6th level, (2) 7th level, and (1) 8th level.

In addition to the powers available to aasimon in general, solars have the following spell-like powers that can be used one at a time, one per round, at will:



Animate Object (3 times per day), Antipathy-Sympathy (3 times per day), Astral Spell (1 time per day), Commune, Confusion (3 times per day), Control Weather, Creeping Doom (1 time per day), Dispel Evil, Dispel Magic, Drawmij's Instant Summons, Earthquake (3 times per day), Finger of Death (1 time per day), Fire Storm (1 time per day), Heal, Holy Word (3 times per day), Imprisonment (1 time per day), Improved Invisibility, Mass Charm (3 times per day), Permanency (3 times per day), Polymorph Any Object (1 time per day), Power Word (any, 1 time per day), Prismatic Spray (1 time per day), Restoration (1 time per day), Resurrection (3 times per day), Shapechange (3 times per day), Symbol (any, 3 times per day), Vanish (3 times per day), Vision (1 time per day), Wind Walk (3 time per day), and Wish (1 time per day).

Each solar can cast a Protection from Evil 60' Radius. This sphere can also serve as Protection from Normal Missiles and a Minor Globe of Invulnerability if the solar desires.

Solars can use any of the Detect spells, at will. When laying hands upon a creature, a solar can bestow the ability to survive in any environment for up to 100 years. Their Charisma is 24.

Lawful good solars can summon 1d2 ki-rin; neutral good solars can summon 1d2 phoenix; and chaotic good solars can summon 1d2 greater titans. Solars can perform the summons three times per day with a 75% chance of success per summons. They may also Gate in 1 planetar or 1d4 devas, the option resting with the solar.

Solars are not affected by cold, lightning, force damage, petrification, poison, or any gas attack spells. They take no damage from acid attacks. Solars are immune to attacks from nonmagical weapons or magical weapons of +4 or lesser enchantment.

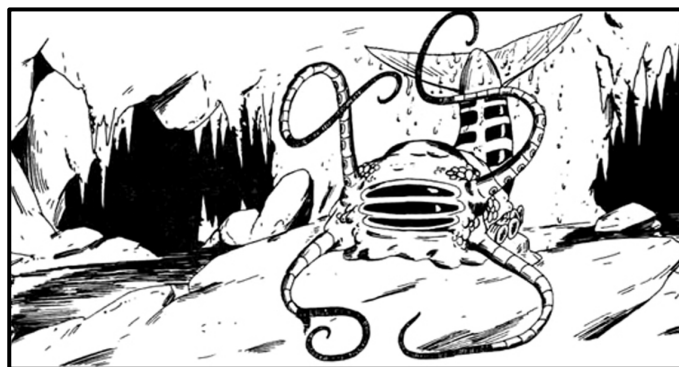
They are never surprised (+25 to all Perception skill checks). They are immune to life level loss from undead or magic. They are immune to Charm, Confusion, Death Spell, Domination, Feeblemind, Hold, Imprisonment, and Trap the Soul spells. They regenerate at a rate of 7 hit points per melee round. Unless on their home plane, only the material form of a solar can be destroyed. Their spirit requires seven decades to reform.

Habitat/Society: Solars are absolutely the most powerful servants of the good deities and powers of the upper planes.

Ecology: Solars are powerful enough to be deities themselves but choose not to have worshippers.

ABOLETH

CLIMATE/TERRAIN: Tropical and temperate/Subterranean
FREQUENCY: Very rare
ORGANIZATION: Brood
ACTIVITY CYCLE: Night
DIET: Omnivore
INTELLIGENCE: High (13-15)
TREASURE: F
ALIGNMENT: Lawful evil
NO. APPEARING: 1d4
ARMOR CLASS: 16
MOVEMENT: 15, Sw 90
HIT DICE: 8 (40 hit points)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1d6 B (x 4)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Slime
MAGIC RESISTANCE: Nil
SIZE: H (20' long)
MORALE: Elite (16-17)
XP VALUE: 5,000



Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
8	3/5/16	EW, II, PB, PsC/ TS, IF, TW	14	250

Telepathy: Domination, ESP, Mindlink

The aboleth is a loathsome amphibious creature that lives in subterranean caves and lakes. It despises most land-dwelling creatures and seeks to enslave intelligent surface beings. It is as cruel as it is intelligent.

An aboleth resembles a plump fish, 20 feet in length from its bulbous head to its fluke-like tail. Its body is blue-green with gray splotches, and its pink-tan underbelly conceals a toothless, rubbery mouth. Three slit-like eyes, purple-red in color and protected by bony ridges, are set one atop the other in the front of its head. Four pulsating blue-black orifices line the bottom of its body and secrete gray slime that smells like rancid grease. Four leathery tentacles, each 10 feet in length, grow from its head. An aboleth uses its tail to propel itself through the water and its tentacles to drag itself along dry land.

Combat: The aboleth attacks with its tentacles for 1d6 points of bludgeoning damage each. If a victim struck by a tentacle fails a DC 14 Constitution Saving Throw, the victim's skin transforms into a clear, slimy membrane in 2d3 minutes. If this occurs, the victim must keep the membrane damp with cool water or suffer 1 point of acid damage each minute. Cure disease cast upon the victim before the membrane completely forms stops the transformation. Otherwise, cure serious wounds will cause the membrane to revert to normal skin. Because its sluggish movement makes attacks difficult, the aboleth attempts to lure victims close by creating realistic illusions at will, complete with audible, olfactory, and other sensory components.

The aboleth can attempt to enslave creatures within 30 feet; it can make three attempts per day, one creature per attempt. If the victim fails a DC 14 Charisma save, he follows all of the aboleth's telepathic commands, although the victim will not fight on the aboleth's behalf. The enslavement can be negated by Remove Curse, Dispel Magic, the death of the enslaving aboleth, or, if the victim is separated from

the aboleth by more than a mile, a new Saving Throw (one attempt per day.)

When underwater, an aboleth surrounds itself with a mucous cloud 1 foot thick. A victim in contact with the cloud and inhaling the mucus must roll a successful DC 14 Constitution Saving Throw or lose the ability to breathe air. The victim is then able to breathe water, as if having consumed a *potion of water breathing*, for 1d3 hours. This ability may be renewed by additional contact with the mucous cloud. An affected victim attempting to breathe air will suffocate. Wine or soap dissolves the mucus.

Habitat/Society: An aboleth brood consists of a parent and one to three offspring. Though the offspring are as large and as strong as the parent, they defer to the parent in all matters and obey it implicitly.

Aboleth have both male and female sexual organs. A mature aboleth reproduces once every five years by concealing itself in a cavern or other remote area, then laying a single egg and covering it in slime. The parent aboleth guards the egg while the embryo grows and develops, a process that takes about five years. A newborn aboleth takes about 10 years to mature.

The aboleth spends most of its time searching for slaves, preferably human ones. It is rumored that the aboleth use their slaves to construct huge underwater cities, though none have ever been found. The aboleth are rumored to know ancient, horrible secrets that predate the existence of man, but these rumors are also unsubstantiated. There is no doubt that aboleth retain a staggering amount of knowledge. An offspring acquires all of its parent's knowledge at birth, and a mature aboleth acquires the knowledge of any intelligent being it consumes.

An aboleth's treasure consists of items taken from its slaves. The items are buried in caverns under a layer of slime resembling gray mud, recognizable by the distinctive rancid grease odor.

Ecology: The omnivorous aboleth will eat any organic matter, usually algae and micro-organisms, but they are also fond of intelligent prey so they can absorb nutrients and information at the same time. Aboleth have no natural enemies, as even the mightiest marine creatures give them a wide berth. Aboleth slime is sometimes used as a component for *potions of water breathing*.

ACHAIERAI

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Small flocks
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	F
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d8
ARMOR CLASS:	12, 20 for the legs
MOVEMENT:	90
HIT DICE:	8 (40 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8 S x2/1d10 P
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Toxic smoke
MAGIC RESISTANCE:	7
SIZE:	H (15' tall)
MORALE:	Special, see below
XP VALUE:	2,000

The body of an Achaierai looks like a huge spherical head, with a powerful beak, feathered crest and stunted wings. Four metallic legs, each 8-9' long, extend from the underside and end in strong taloned feet. The legs are a metallic blue-gray, the head-body a dull scarlet mottled with deep red. The crest can be of almost any color, but the most common is a bright flame red.

Combat: The birdlike Achaierai attack fearlessly, never needing to check morale if in a flock. However, individuals will attempt to flee if they lose a leg. Though flightless, Achaierai can often elude pursuers because of their speed.

Only damage to the soft and vulnerable body of an Achaierai will slay it. A single attack on a leg with a slashing weapon, which causes at least 15 hp of damage, will sever a leg. Multiple attacks of any type causing 15 hp or more damage to a single leg will render the leg useless but will not sever it. Area effect attacks will damage all legs within the area affected only if the creature fails its save against the attack. The loss of one leg does not affect its Movement Rate, but the loss of two will reduce its movement by half.

If an Achaierai loses three legs or is otherwise seriously wounded, it will release a cloud of poisonous black smoke in a 10' radius sphere. All creatures within the cloud (except Achaierai) take 2d6 points of poison damage and must make a DC 14 CON save or suffer insanity for three hours (treat as a Confusion spell). The injured bird will attempt to flee in the confusion, crawling at a Movement Rate of 15 if three legs have been lost. An injured leg will heal fully in one or two days, but these birds do not possess other regenerative powers and a severed leg will not be regrown.

A flock of Achaierai will attack in an organized manner, often attacking first those opponents they deem to be the most dangerous. No more than two can attack a Medium-sized creature at one time. Opponents who are Medium-sized or smaller are usually not able to reach the body of the Achaierai to attack it. Likewise, the bird cannot normally attack these opponents with its beak and will instead fight with two claws.



Habitat/Society: These foul birds originate from some ages-old infernal lower plane. The entire race was summoned to this plane long ago for some long-forgotten evil purpose, and none now exist on any other known plane. Though unable to breed on this plane, they are extremely long-lived, and remnants of the original flocks still exist. These creatures roam in dark, unexplored areas underground, attacking all they meet, perhaps still seeking to carry out the commands of their long-dead summoners.

Achaierai are almost always found underground, except for rare sightings at night, when they may venture out into the shadowy entrance area of their large cavern complexes. They will often use an area with several small chambers as a "nesting area." Though no longer fertile, these birds pair for life and will attack with great ferocity (+2 to hit) if their mates or nesting sites are threatened.

Though they organize into small flocks and mating pair, Achaierai have no true society and will turn on each other in hard times, attacking weaker members of the flock and devouring them. Therefore, when single Achaierai are sighted they will often (40% chance) be birds who have lost one or more legs and are afraid to travel with others of their own kind.

Rarely, (10% of the time) a flock will have a "leader" of exceptional size and abilities. These individuals have 60 hp for their bodies and 25 hp for each leg. They are +2 both to hit and on damage and can use their toxic smoke breath weapon up to four times per day.

Ecology: Achaierai are true carnivores, devouring only meat, although they are not at all fussy about the freshness of their meals. Because of their size, they must devour an astounding amount of meat every day and will resort to scavenging or cannibalism as the need arises. They are feared and hunted by the underground races such as draw and deep gnomes, whose villages and livestock are decimated by the appearance of a flock of ravenous Achaierai. Areas in close proximity to these voracious creatures have generally been picked clean of other living beings.

ANKHEG

CLIMATE/TERRAIN:	Temperate and tropical/Plains and forests
FREQUENCY:	Rare
ORGANIZATION:	Brood
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non- (0)
TREASURE:	C
ALIGNMENT:	Neutral
NO. APPEARING:	1d6
ARMOR CLASS:	Overall 18, underside 16
MOVEMENT:	60, Br 15
HIT DICE:	3 to 8 (15 to 40 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d6 S + 1d4 A
SPECIAL ATTACKS:	Squirt acid
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L-H (10' to 20' long)
MORALE:	Average (9-12)
XP VALUE:	175-975

The ankheg is a burrowing monster usually found in forests or choice agricultural land. Because of its fondness for fresh meat, the ankheg is a threat to any creature unfortunate enough to encounter it.

The ankheg resembles an enormous many-legged worm. Its six legs end in sharp hooks suitable for burrowing and grasping, and its powerful mandibles are capable of snapping a small tree in half with a single bite. A tough chitinous shell, usually brown or yellow, covers its entire body except for its soft pink belly. The ankheg has glistening black eyes, a small mouth lined with tiny rows of chitinous teeth, and two sensitive antennae that can detect movement of man-sized creatures up to 300 feet away.

Combat: The ankheg's preferred attack method is to lie 5 to 10 feet below the surface of the ground until its antennae detect the approach of a victim. It then burrows up beneath the victim and attempts to Grapple (see 69) him in its mandibles. The victim may make an Athletics check to resist this grapple (DC 15 + the ankheg's Proficiency Bonus). Once grappled, the ankheg deals 3d6 points of slashing damage per round while secreting acidic digestive enzymes to cause an additional 1d4 points of acid damage per round until the victim is dissolved or escapes (by winning an opposed Athletics skill check).

The ankheg can squirt a stream of acidic enzymes once every six hours to a distance of 30 feet. However, since it is unable to digest food for six hours after it squirts enzymes, it uses this attack technique only when desperate. A victim struck by the stream of acidic enzymes suffers 8d4 points of acid damage or half damage if the victim rolls a successful Dexterity Saving Throw (DC 10 + the ankheg's Proficiency Bonus).

Habitat/Society: The ankheg uses its mandibles to continuously dig winding tunnels 30-40 feet deep in the rich soil of forests or farmlands. The hollowed end of a tunnel serves as a temporary lair for sleeping, eating, or hibernating. When an ankheg exhausts the food supply in a particular forest or field, it moves on to another.

Autumn is mating season for ankhegs. After the male fertilizes the female, the female kills him and deposits 2d6 fertilized eggs in his body. Within a few weeks, about 75% of the eggs hatch and begin feeding. In a year, the young ankhegs resemble adults and can function independently.

Young ankhegs have 2 Hit Dice and an AC 18 overall and an AC 16 for their undersides; they bite for 1d4 points of damage (with an additional 1d4 points of damage from enzyme secretions), and spit for 4d4 points of damage to a distance of 30 feet. In every year thereafter, the ankheg functions with full adult capabilities and gains an additional Hit Die until it reaches 8 Hit Dice.

Beginning in its second year of life, the ankheg sheds its chitinous shell just before the onset of winter. It takes the ankheg two days to shed its old shell and two weeks to grow a new one. During this time, the sluggish ankheg is exceptionally vulnerable. Its overall AC is reduced to 15 and its underside AC is reduced to 13. Additionally, it moves at only half its normal speed, its mandible attack inflicts only 1d10 points of damage, and it is unable to squirt acidic enzymes. While growing a new shell, it protects itself by hiding in a deep tunnel and secreting a repulsive fluid that smells like rotten fruit. Though the aroma discourages most creatures, it can also pinpoint the ankheg's location for human hunters and desperately hungry predators.

Ankhegs living in cold climates hibernate during the winter. Within a month after the first snowfall, the ankheg fashions a lair deep within the warm earth where it remains dormant until spring. The hibernating ankheg requires no food, subsisting instead on nutrients stored in its shell. The ankheg does not secrete aromatic fluid during this time and is thus relatively safe from detection. Though the ankheg's metabolism is reduced, its antennae remain functional, able to alert it to the approach of an intruder. A disturbed ankheg fully awakens in 1d4 rounds, after which time it can attack and move normally.

The ankheg does not hoard treasure. Items that were not dissolved by the acidic enzymes fall where they drop from the ankheg's mandibles and can be found scattered throughout its tunnel system.

Ecology: Though a hungry ankheg can be fatal to a farmer, it can be quite beneficial to the farmland. Its tunnel system laces the soil with passages for air and water, while the ankheg's waste products add rich nutrients. The ankheg will eat decayed organic matter in the earth, but it prefers fresh meat. All but the fiercest predators avoid ankhegs. Dried and cured ankheg shells can be made into armor and its digestive enzymes can be used as regular acid.



AURUMVORAX

CLIMATE/TERRAIN:	Temperate hills
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore (see below)
INTELLIGENCE:	Animal (1-2)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	20
MOVEMENT:	45, Br 15
HIT DICE:	12 (60 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4 P
SPECIAL ATTACKS:	2d4 claws for 2d4 S each
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Unwavering (20)
XP VALUE:	9,000



Despite being only the size of a large badger, the aurumvorax, or "golden gorger," is an incredibly dangerous creature. The animal is covered with coarse golden hair and has small silver eyes with golden pupils. It has eight powerful legs that end in 3-inch-long copper claws. The aurumvorax's shoulders are massively muscled while its heavy jaw is full of coppery teeth.

The creature weighs over 500 pounds. This incredible density provides the animal with much of its natural protection. This, combined with its speed, power, and sheer viciousness, makes it one of the most dangerous species yet known.

Combat: The aurumvorax charges any creature that enters its territory, gaining a +5 bonus to Stealth checks made to surprise opponents if attacking from its den. A female of the species receives a +2 bonus to attack rolls when guarding her young.

The creature bites at its prey until it hits, clamping its massive jaws onto the victim and doing 2d4 hit points of piercing damage. After it hits, the aurumvorax locks its jaws and hangs on unless its target makes a DC 16 Athletics skill check to resist this Grapple (DMG 69). Each round the victim remains grappled it automatically takes bite damage each round until either the aurumvorax or its enemy is dead. Only death will cause the aurumvorax to relax its grip.

Once its jaws lock, the golden gorger also rakes its victim with 2d4 of its legs, causing 2d4 points of slashing damage per additional hit.

Due to its incredibly dense hide and bones, the aurumvorax has damage resistance against bludgeoning damage. It also has damage resistance to fire damage. Neither poison nor gasses have any effect on the sturdy creature.

Habitat/Society: The aurumvorax makes its solitary home in light forests, hills, and at the timberline on mountainsides. An aurumvorax chooses a likely spot and then uses its powerfully clawed legs to create a burrow, sometimes into solid rock.

Due to their unusual dietary needs, aurumvorae make their lairs in spots that either contain rich veins of gold ore or are very near to an area where gold is readily available.

The aurumvorax is a solitary creature which jealously guards its territory, even from others of its kind. The only time adult aurumvorae willingly meet is during mating season, which occurs approximately every eight years.

The pair will stay together for a week or two before the male returns to his territory and the female prepares for the birth of her kits. A litter of 1d6+2 kits is born four months after mating.

For the first two weeks of life, the kits are blind and hairless. They must be fed both meat and precious ores, including gold, in order to survive. It is unusual for more than 1-2 of the strongest kits to survive. If a kit is found and "adopted" before its eyes are open, it can be tamed and trained.

Dwarves tend to dislike aurumvorae, though some communities have been known to raise one or more of the beasts for use in sniffing out veins of ore.

Ecology: In order to survive, the aurumvorax supplements its carnivorous diet with quantities of gold. The ability to digest and utilize gold and other ores makes it possible for the creature to develop the dense fur, hide, and bones that protect it so well.

If an aurumvorax is killed with a minimum of cutting damage to its hide, the hide may be turned into a garment of incredible strength and beauty worth 15,000-20,000 gold pieces. The garment will also protect its wearer as armor, the specific Armor Class depending on the size of the aurumvorax. A garment with AC 18 weighs 50 pounds, one with AC 17 weighs 40 pounds, and one with AC 16 weighs 30 pounds.

The wearer also receives a +2 bonus on Saving Throws fire attacks.

If an aurumvorax is burned in a forge, approximately 150-200 pounds of gold are left behind. This burning process is very difficult and usually takes between one and two weeks to perform. Of course, the hide may be removed before the creature is burned; if burned at the same time, the hide will provide an additional 21-40 (1d20+20) pounds of gold.

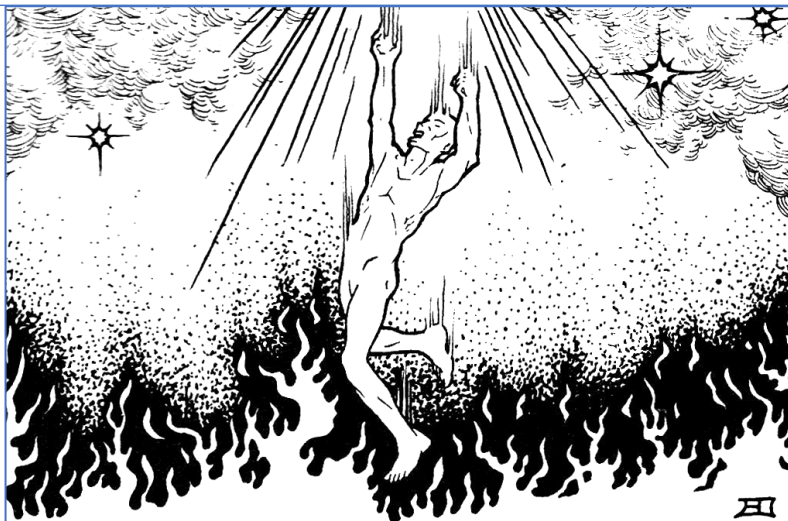
The aurumvorax's teeth and claws are also prized for decoration and can bring up to 1 gold piece each on the open market.

BAATEZU (DEVILS)

CLIMATE/TERRAIN:	Abishai, Black The Nine Hells Common	Abishai, Green The Nine Hells Common	Abishai, Red The Nine Hells Common	Barbazû The Nine Hells Common	Cornugon The Nine Hells Very rare
FREQUENCY:	Common	Common	Common	Common	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Military	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (9-10)	Average (9-10)	Average (9-10)	Low (6-8)	Exceptional (16-17)
TREASURE:	Nil	Nil	Nil	Nil	D, S
ALIGNMENT:	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil
NO. APPEARING:	2d10	2d4	1	1	1d4
ARMOR CLASS:	15	17	19	17	22
MOVEMENT:	45, Fl 60 (C)	45, Fl 60 (C)	45, Fl 60 (C)	75	45, Fl 90 (C)
HIT DICE:	4+4 (24 hit points)	5+5 (30 hit points)	6+6 (36 hit points)	6+6 (36 hit points)	10 (50 hit points)
NO. OF ATTACKS:	3	3	3	3 or 1 (weapon)	4 or 1 + weapon
DAMAGE/ATTACK:	1d4 S x 2/1d4+1 B	1d4 S x 2/1d4+1 B	1d4 S x 2/1d4+1 B	1d2 S x 2/1d8 P or 2d6 S (weapon)	1d4+4 S x2/1d4+5 P/ 1d3+4 B; or 1d3+4 B + weapon (+4)
SPECIAL ATTACKS:	Poison, dive	Poison, dive	Poison, dive	Glaive, disease, fury	Fear, wounding, stun
SPECIAL DEFENSES:	Regeneration, Silver, mithral, or +1 weapons to hit	Regeneration, silver, mithral, or +1 weapons to hit	Regeneration, silver, mithral, or +1 weapons to hit	Silver, mithral, or +1 weapon to hit	Regeneration, silver, mithral, or +2 weapon to hit
MAGIC RESISTANCE:	6	6	6	6	10
SIZE:	L (8' tall)	L (7' tall)	M (6' tall)	M (6' tall)	L (9' tall)
MORALE:	Average (9-12)	Average (9-12)	Steady (13-15)	Steady (13-15)	Elite (16-17)
XP VALUE:	21,500	23,500	25,500	6,000	10,000

CLIMATE/TERRAIN:	Erinyes The Nine Hells Uncommon	Gelugon The Nine Hells (Caina) Rare	Hamatula The Nine Hells Uncommon	Lemure The Nine Hells Common	Pit Fiend The Nine Hells Very rare
FREQUENCY:	Uncommon	Rare	Uncommon	Common	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Horde	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	High (13-15)	Genius (18-19)	Very (11-12)	Semi- (3-5)	Genius (18-19)
TREASURE:	See below	G, W	Nil	Nil	G, W
ALIGNMENT:	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil
NO. APPEARING:	1	1d8	1 or 3d4	10d10	1d4
ARMOR CLASS:	18	23	19	13	25
MOVEMENT:	60, Fl 105 (C)	75	60	15	75, Fl 75 (D)
HIT DICE:	6+6 (36 hit points)	11 (55 hit points)	7 (35 hit points)	2 (10 hit points)	13 (65 hit points)
NO. OF ATTACKS:	1	4	3	1	6
DAMAGE/ATTACK:	By weapon	1d4+4 S x2/2d4+4 S/ 2d4+4 B	2d4 S x 2/3d4 P	1d3 S	1d4+5 Bx2/1d6+5 Sx2/ 2d6+5 P/2d4+5 B or weapon (+5)
SPECIAL ATTACKS:	Charm, fear, rope of entanglement	Tail freeze, fear	Fear, hug	Battle drive	Fear, poison, tail constriction
SPECIAL DEFENSES:	Silver, mithral, or +1 weapons to hit	Regeneration, silver, mithral, or +2 weapons to hit	Silver, mithral, or +1 weapons to hit	Regeneration	Regeneration, silver, mithral, or +3 weapons to hit
MAGIC RESISTANCE:	6	10	6	Nil	10
SIZE:	M (6' tall)	L (12' tall)	M (7' tall)	M (5'tall)	H (12' tall)
MORALE:	Steady (13-15)	Champion (18)	Unwavering (20)	See below	Unwavering (20)
XP VALUE:	7,000	19,000	6,000	120	36,000

CLIMATE/TERRAIN:	Spinagon The Nine Hells
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to very (9-12)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1 or 1d3
ARMOR CLASS:	16
MOVEMENT:	30, Fl 90 (C)
HIT DICE:	3+3 (18 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4 S x2/1d6 P
SPECIAL ATTACKS:	Flame spike
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	3
SIZE:	S (3' tall)
MORALE:	Average (9-12)
XP VALUE:	7,500



General: The baatezu are the primary inhabitants of the Nine Hells. They are a strong, evil tempered race held together by an equally strong organization. The baatezu live in a rigid caste system where authority is derived from power and station.

The baatezu wish to fulfill their ancient quest to destroy the tanar'ri, their blood enemies. The baatezu also know that by infiltrating humans and entering their world they will gain power over the tanar'ri. Toward this end they constantly strive to dominate the Prime Material Plane and its natives.

The baatezu are divided into three groups: greater, lesser, and least. Below are listed a few (not all are detailed within this book):

Greater Baatezu	Lesser Baatezu	Least Baatezu
Amnizu	Abishai	Nupperibo
Cornugon	Barbazus	Spinagon
Gelugon	Erinyes	Lemure
Pit fiend	Hamatula	
	Osyluth	

In addition, there are the lemures, the common "foot soldiers" of the baatezu at the very bottom in station.

Combat: All baatezu except for lemures, nupperibo, and spinagon are able to perform the following magical abilities, once per round, at will: Animate Dead, Charm Person, Darkvision, Know Alignment, Phantasmal Force, Suggestion, and Teleport without Error.

Baatezu have the following immunities and resistances:

Resistance to cold damage*

Immunity to fire damage*, poison, and normal weapons**

* Gelugon have resistance to fire damage and immunity to cold damage.

** Greater baatezu have damage resistance versus silver and mithral weapons.

Abishai

Abishai are common on the first and second layers of the Nine Hells, appearing much like gothic gargoyles. They are thin and reptilian with long, prehensile tails and great wings. There are three varieties of abishai. They are, in ascending order of station, black, green, and red. Abishai communicate with telepathy.

Combat: In battle, the abishai strikes with formidable claws, inflicting 1-4 points of damage per successful hit. It can also lash out with its flexible tail for 2-5 points of bludgeoning damage. Hidden in the end of an abishai's tail is a small stinger that injects poison on a successful hit, requiring a DC 13 Saving Throw (failure results in death).

Abishai can fly into the air and dive at enemies, as a Charge attack (see Charge, DMG 65). A successful Charge attack inflicts double damage.

In addition to the powers possessed by all baatezu, an abishai can perform the following magical powers, one at a time, once per round: Change Self, Command, Produce Flame, Pyrotechnics, and Scare. They can also attempt to Gate 2d6 lemures (60% chance of success, once per day) or 1d3 abishai (30% chance of success, once per day). All abishai are susceptible to damage from holy water. If a vial is splashed on it, an abishai suffers 2d4 points of radiant damage. All abishai regenerate 1 hit point per melee round unless the damage was done by holy water or a holy magical weapon.

Habitat/Society: Abishai are voracious and evil. They delight in



tormenting those few natives of the Nine Hells that are lower in power. Abishai are fond of using change self and charm person to tempt mortals bold enough to travel to the Nine Hells.

Ecology: The abishai comprise the main body of many large, evil armies battling against the tanar'ri and intruders against the Nine Hells. In some cases, a red abishai may have proven himself worthy enough to command a force of lemures. If it is successful in this endeavor, the red abishai may be promoted to a higher form of baatezu.

Barbazus (Bearded Devils)

The barbazus are the vilest soldiers in Baator, employed in large numbers as elite shock troops. A barbazus is a foul, humanoid creature with a long tail, clawed hands and feet, pointed ears, and a snaky, disgusting beard. Its skin is moist, though scaly like a reptile. It carries a cruel, saw-toothed glaive capable of heavy damage.

Combat: The barbazus are the most violent baatezu, taking advantage of any excuse to attack. This makes them unpopular and subject to frequent, harsh discipline, but by the same token they make excellent shock troops. Deployed in large armies sometimes numbering in the thousands, barbazus guard the middle layers of Baator and launch devastating attacks against the tanar'ri. They also make popular guards for personal treasure or demesnes of the more powerful baatezu.

The barbazus attacks with a saw-toothed glaive (2d6 points of slashing damage, and the wound bleeds for 2 points of damage each round until wound is bound, the victim receives magical healing, or victim dies). Bleeding glaive wounds are cumulative (2 points of damage per round per wound). The barbazus can attack with two claws (1d2 points of slashing damage each) and its wire-like beard (1d8 points of piercing damage). If both claws hit, the beard automatically hits for maximum damage. Also, when the beard hits, there is a chance the victim will contract a disease (DC 13 CON save) from the foul attack.



A barbazus can use the following spell-like powers, in addition to those available to all baatezu: Affect normal fires, Command, Fear (by touch), and Produce Flame. Once per day the barbazus can also attempt to Gate in 2d6 abishai (50% chance of success) or 1d6 additional barbazus (35% chance).

Barbazus are subject to a battle fury. In combat a group of barbazus is 10% likely per melee round to go berserk. The roll is cumulative per melee round, so that if they are 20% likely to go berserk on the second round, 30% on the third, and so forth. They stay berserk until combat ceases. While berserk, the barbazus need not make morale checks. They attack twice as many times per round at +2 on attack rolls and damage dice. Their Armor Class, however, takes a +3 penalty.

Habitat/Society: The barbazus are bred for battle. All other denizens of Baator recognize their exceeding cruelty and extreme value in combat. Barbazus rush into combat and often do not stop until either they or their opponent is dead. Perhaps the most impetuous and chaotic of the baatezu, they have gained a bad reputation among outsiders.

Although barbazus are lesser baatezu, they never command armies. They are simply too chaotic to lead. Sometimes an exceptional barbazus is promoted to osyluth, but most never survive to see promotion.

Ecology: The barbazus fill the armies of Baator's middle layers and

commonly guard greater baatezu. They do not fight out of loyalty or comradeship, but rather out of their violent need to hurt and kill.

Cornugons (Horned Devils or Malebranche)

Cornugons are elite defense forces. They look frightening: 9 feet tall, only vaguely humanoid, and covered with grotesque scales. Their huge wings and snaking, prehensile tail add to their intimidating demeanor. In combat they favor a long, barbed whip.

Combat: Cornugons are fearless fighters, rarely retreating from combat even against overwhelming odds. They have a 19 Strength (+4 damage adjustment). Cornugons attack with their tail for 1d3 points of slashing damage, creating a wound that bleeds 1 point per round until treated. In addition, they attack with either claws (1d4 points of slashing damage) and bite (1d4+1 points of piercing damage), or with a barbed whip (1d6 points of slashing damage and a DC 15 Strength save or be stunned for 1d4 rounds).



In addition to the magical abilities inherent in all baatezu, cornugons can use the spell-like powers Detect Magic, ESP, Lightning Bolt (3 times per day), Produce Flame, Pyrotechnics, and Wall of Fire (once per day). They can attempt to Gate in the following: 2d6 barbazu (50% chance, once per day), 2d8 abishai (35% chance, once per day), and 1d3 additional cornugons (20% chance, once per day).

All cornugons radiate a fear aura in a 5 foot radius. Anyone entering the radius must make a DC 15 Charisma save or flee in terror for 1d6 rounds. Cornugons regenerate 2 hit points per melee round.

Habitat/Society: Cornugons, the elite fighting force in Baator, form terrifying armies up to 2,000 strong. Only pit fiends may lead these hideous fighting forces into battle. Pit fiends and gelugons prize cornugons as personal guardians and try to obtain them as personal retainers. The Dark Eight have 106 cornugons in their retinue.

Cornugon armies usually form only in the lowest layers of Baator. In the upper layers, individual cornugons serve as generals to vast armies of lesser baatezu. This duty is desirable for its rapid advancement, second only to guardian duty among the Dark Eight.

Ecology: The cornugons are greater baatezu, and as such enjoy a certain prestige. Of all the baatezu, the cornugons and hamatula advance most rapidly.

With several successful campaigns to their credit, heroic cornugons receive promotions to the upper layer of Baator, where they command vast, gruesome legions of baatezu. From there, distinguished action leads to promotion to gelugons, the ruthless inhabitants of the frigid layer of Caina.

Although powerful and cunning, the cornugons display treachery in their ranks least often of all baatezu, due to their militaristic nature. Their loyalty makes them an unusual asset. It is said that the 106 cornugons that guard the Dark Eight are completely loyal and would give their lives in defense of the council, behavior nearly unheard of in Baator. Whether this is due to genuine loyalty or fear of the pit fiends is unknown, but seldom in the history of the Dark Eight has a cornugon guardian displayed traitorous behavior.

Erinyes

Erinyes, most unusual of the baatezu, do not appear gruesome or disgusting but attractive, a fitting characteristic considering their mission. Erinyes are female but can look like mortal men or women of any race, and always the most perfect physical specimens. They cannot, however, pass for mortals, for their huge, feathery wings mark them as denizens of Baator.

Erinyes can communicate through telepathy but prefer direct speech when luring mortals. They can speak any known language.

Combat: Erinyes prefer to use powers rather than fight physically, but they can wield any weapon with proficiency. An erinyes can cause fear in any creature that looks upon it. The victim must make a DC 13 Charisma save or flee in panic for 1d6 rounds. Erinyes carry a rope of entanglement that they use in combat or to bind unsuspecting victims.

Erinyes possess a powerful Charm Person ability that works against any target the erinyes looks on within 60 feet, even if the victim does not look back. The victim must immediately make a DC 16 Charisma save. Failure means the victim becomes completely loyal to the erinyes and does anything to protect and obey it, even when that means the death of the victim or loved ones. Fortunately for mortal beings, an erinyes can only charm one person at a time and can only attempt to charm that person once per week. The effects of the charm last until the erinyes releases the victim or dies.

In addition to those available to all baatezu, an erinyes can use the spell-like powers Detect Invisibility, Invisibility, Locate Object, Polymorph (self), and Produce Flame. Once per day it can attempt to gate in either 1d8 spinagons (50% chance) or 1d4 barbazu (35% chance).

Habitat/Society: Cunning and evil, the solitary erinyes have the special duty among the baatezu of tempting mortals. Even though the erinyes are lesser baatezu, they report directly to the Dark Eight outside the normal chain of command.

Only 500 erinyes exist at any one time. Lesser baatezu are promoted to fill out their numbers.

As tempters, the erinyes can do something no other baatezu can do, not even the pit fiends: enter the Prime Material Plane unsummoned. There it tries, through its Charm Person power and its comely form to lure mortals back to Baator. They cannot bring anyone or anything with them when they pass into the Prime Material Plane, and they can only bring one person back when they return. They cannot bring back inorganic matter, so victims arrive in Baator without possessions.

Mortals so trapped are doomed to die in the inhuman plains of Baator unless their own strength can save them. A mortal who dies this way becomes a lemure and serves forever as a soldier of Baator. Because of this power to tempt and doom mortals, most baatezu respect the erinyes.

Ecology: Unlike other baatezu, the erinyes often refuse promotion from their station. Many do not wish to give up the special status afforded to them and return to the routine ranks of Baator.



Gelugons (Ice Devils)

Gelugons are ferocious baatezu that live in frigid Caina. They look alien, with 12-foot insectlike bodies, claws on hands and feet, and sharp pincers at the mouth. Their heads bulge with multifaceted eyes. The gelugon has a long, thick tail covered with razor-sharp spikes.



Combat: Gelugons are extremely strong, with 19 Strength (+4 damage adjustment). They attack four times per round with their two claws (1d4 points of slashing damage), pincers (2d4 slashing damage), and tail (2d4 bashing damage) instead of weapons. The tail radiates cold like the wind of Caina itself: a victim struck with the tail must make a DC 15 Strength save or be paralyzed by numbing cold for 1d6 rounds. The gelugon may direct each of its four attacks against a different opponent.

One in four gelugons carries a long spear (2d6 points of piercing damage plus Strength bonus). Those struck by the spear must make a DC 15 Strength save or be numbed by cold (slow for 2d4 rounds).

In addition to those available to all baatezu, the gelugon can use these spell-like powers: Detect Invisibility (always active), Detect Magic, Fly, Polymorph (self), and Wall of Ice. They can attempt to Gate in 2d6 barbazu (50% chance, once per day), 2d4 osyluth (35% chance, once per day), and 1d2 gelugons (20% chance, once per day). Because gelugons guard the front of Baator's lowest layer, there is a 25% chance that a pit fiend comes to aid them if the gelugons are losing in combat.

Gelugons can see perfectly in total darkness, and regenerate 2 hit points per round. They radiate fear in a 5 foot radius (DC 15 Charisma save or flee in panic for 1d4 melee rounds).

Habitat/Society: Second in power and station only to the pit fiends, gelugons are the guardians of Caina, the frigid eighth layer of Baator. Because Caina is a single layer away from the heart of Baator, the pit fiends have placed great trust in the gelugons.

Gelugons are the only baatezu native to Caina. Although other varieties of baatezu occasionally come to this cold place, they dislike it and prefer the hotter layers. Gelugons are unique in baatezu society in that they both lead and serve in their layer's armies. It is unknown how they choose their leaders.

The only portal to the fortress of Malsheem on Nessus, the lowest layer of Baator, lies at the bottom of a deep pit in Caina, guarded at all times by 9,999 gelugons.

Ecology: Wholly unnatural creatures, gelugons can only be created by promotion from lower stations.

When a gelugon has performed well, it may be promoted to pit fiend. Such promotion is difficult: First, the gelugon must serve flawlessly for 777 years. Any blemish on its record eliminates it from the promotion list. But 777 years of perfect service is the easy part. If the gelugon is selected to become a pit fiend, it enters the Pit of Flame, where it is tormented for 1,001 days. After almost three years of hideous, painful torture, the former gelugon emerges as a pit fiend.

Hamatula (Barbed Devils)

Hamatula are solitary patrollers of the third and fourth layers of Baator. They are large humanoids, covered from head to toe with sharp barbs right down to their long, meaty tails. Each hamatula has unusually long, sharp claws on its hands, and keen eyes that shift and dart about, giving the creature a nervous look.

Combat: Hamatula are guardians and patrol troops. They are excellent guardians and are never surprised.

Hamatula rarely use weapons in combat, preferring to attack with two raking claws (2d4 points of slashing damage) and bite (3d4 points of piercing damage). If a hamatula hits in combat with both claw attacks, it can hug its victim, impaling him on its cruel barbs (2d4 points of piercing damage, no attack roll required). The victim is now pinned and takes 2d4 points of piercing damage per round until released or until it breaks free. A hamatula that takes 15 points of damage in a single round will release its victim at the end of the round. A DC 14 Athletics check allows the victim to pull free of the barbs.



In addition to the magical abilities inherent to all baatezu, hamatula have the spell-like powers Affect Normal Fires, Hold Person, Produce Flame, and Pyrotechnics. Once per day they can also attempt to Gate in either 2d6 abishai (50% chance) or 1d4 hamatula (35% chance).

Hamatula radiate fear upon striking an opponent for the first time. The defender must make a DC 14 Charisma save or flee in panic for 1d6 rounds.

Habitat/Society: Hamatula zealously patrol the third and fourth layers of Baator for intruders, knowing that promotion and increased status hinge on success.

Relatively solitary, the hamatula travel in groups only when commanded to do so by a superior. They may be deployed in a small group to investigate a report of intrusion.

On Phlegethos, the fourth layer of Baator, the pit fiend Gazra lives in a crystal castle. The hamatula cast captured intruders into the cells under the castle for torture. Gazra oversees the first four layers of Baator with an army of 5,000 hamatula. Twenty hamatula with maximum hit points guard him at all times. Loyal service to their lord is the fastest way to rise in status.

Ecology: Unlike other baatezu, hamatula cannot pass from layer to layer on Baator or to other Lower Planes. Sages speculate that this ensures that the creatures do not wander from their duties.

Hamatula are doubly unique among the baatezu because only they produce a useful byproduct. A gland behind their ears produces a powerful hallucinogen that is harvested by greater baatezu and used to torment and interrogate prisoners. A few brave (or wealthy) sages have obtained samples of this secretion, though not enough to perform any meaningful experiments. They believe that greater quantities of this secretion could produce an extremely potent potion of illusion.

Lemures

The lowliest denizens of Baator, lemures are grotesque, disfigured blobs of molten flesh, with a vaguely humanoid torso and head. Their faces are equally unrecognizable, with twisted, melted features molded into permanent expressions of horrid anguish. Sometimes, lemures display some slight vestige of their mortal life: a facial feature, nervous twitch, or a small shred of clothing. However, these fragments of their former lives become less and less apparent as the lemure passes its tortured, wretched existence as the weakest baatezu in Baator. Lemures have no minds and no means of communicating.

Combat: Unless ordered otherwise, lemures relentlessly attack anything except another baatezu, regardless of danger. They never check morale.

In combat, they claw for 1d3 points of slashing damage. Their main strength is in their large numbers. Lemures attack in wave after wave,

dozens of them, until they either wear down more powerful opponents or are destroyed.

Lemures have no mind of their own, so they are immune to any mind-affecting spells such as Charm Person or illusions. They do not, however, have the spell-like abilities common to other baatezu.

Lemures regenerate 1 hit point per melee round. Any piece of a lemure, even its burnt ashes, regenerates until the creature is whole again. The only way to permanently destroy lemures is with holy water, a holy sword, or other holy item.

In desperate battles when success is more important than huge losses, baatezu leaders initiate a fearsome battle drive, a wedge formation of 1,000 or more lemures. On command from a superior, the lemures march slowly, mindlessly toward their destination. As they arrive, the lemure are invariably cut down by the dozens. Oblivious, they attack with +2 to their attack rolls. Eventually, the sheer number of lemures prevails, but they commonly see 70 to 90% casualties.

Habitat/Society: Lemures are wretched creatures, forever tormented by the other baatezu. Their existence is both dismal and insignificant.

They wander the first two layers of Baator in large hordes, avoiding other baatezu and relentlessly attacking intruders. Sages believe there are infinite numbers of lemures on Baator.

Ecology: Occasionally a lemure is selected to form a spinagon, a least baatezu. This is done randomly, and is not based on merit, although sometimes, for the pleasure of the baatezu involved, more than one lemure is selected for such a promotion. The mindless lemures are pitted against each other in a brutal fight to the death. Winners of such a fight are either promoted to spinagons or slaughtered outright, depending on their entertainment value. Lemures are occasionally transformed into wraiths or spectres, as well. Other baatezu consider the lemures beneath notice.



Pit Fiend

The most terrible baatezu of the Nine Hells, pit fiends appear to be giant, winged humanoids, very much like gargoyles in appearance, with huge wings that wrap around their bodies for defense. Pit fiend's fangs are large and drip with a vile, green liquid. Their bodies are red and scaly, often emitting flames when they are angered or excited. In the rare situations they choose to communicate, they use telepathy.

Combat: In physical combat, the pit fiend is capable of dealing out tremendous punishment, using its incredible 20 Strength. They can attack six times in a single round, dividing attacks against six different opponents. They can attack with two hard, scaly wing buffets for 1d4 points of bludgeoning damage per hit. Their powerful claws do 1d6 points of slashing damage per successful attack. The bite of a pit fiend is dreadful indeed, causing any creature bitten to take 2d6 points of piercing damage and receive a lethal dose of poison. A CON Saving Throw (DC 17) is required or the victim dies in 1d4 rounds. The bite also infects the victim with a disease (DC 17, see Cause Disease).

Pit fiends can also attack with their tail every round, inflicting 2d4 points of bludgeoning damage per hit. The tail can then hold and constrict the victim for 2d4 points of damage per round unless the victim makes a successful (DC 22) Athletics skill check to avoid being Grappled (DMG 69). Pit fiends can also carry jagged-toothed clubs which inflict 1d6+5 points of damage per hit (this replaces one claw attack).

Once per round a pit fiend can use one of the following spell-like powers, plus those available to all baatezu: Detect Magic, Detect Invisibility, Fireball, Hold Person, Improved Invisibility, Polymorph (self only), Produce Flame, Pyrotechnics, and Wall of Fire.

They can, once per year, cast a Wish spell. They may always Gate in two lesser or one greater baatezu with a 100% chance of success,

performing each action once per day. Once per day, a pit fiend can use a Symbol of Pain (DC 18) for 2d10 rounds.

Pit fiends regenerate 2 hit points per round and radiate a fear aura in a 20-foot radius (DC 20) or flee in panic for 1d10 rounds.

Habitat/Society: Pit fiends are the lords of the Nine Hells. They are the baatezu of the greatest power and the highest station. Pit fiends are found throughout the various layers of the Nine Hells but are very rare on the upper layers.

Wherever they are found, these mighty lords hold a position of great authority and power. They sometimes command vast legions consisting of dozens of complete armies, leading them into battle against the tanar'i. These huge forces are terrifying to behold, and any non-native of the lower planes who sees them flees in panic for 1d2 hours unless they make a DC 20 Charisma Saving Throw.



Ecology: Pit fiends are spawned from the powerful gelugons of the Nine Hells' eighth layer. When those icy fiends are found worthy, they are cast into the Pit of Flame for 1,001 days after which they emerge as pit fiends.

Spinagon (Spined Devil)

The spinagons are the smallest of the baatezu. In appearance, spinagons look much like gargoyles—small humanoids with wings and a spiked tail. They often carry small military forks or other nasty weapons. As natural weapons, spinagons have long, razor-sharp talons extending from their feet.

Spinagons communicate using telepathy.

Combat: Spinagons will not enter combat if they can avoid it, preferring to flee scenes of trouble in order to notify more powerful baatezu of the disturbance.

However, spinagons can be fairly potent combatants. They usually carry a small military fork that strikes for 1d6 points of damage.

While in flight, the spinagon can also rake with the claws on its feet for 1d4 points of slashing damage per successful hit.

Protruding from the spinagon's body are small spines and spikes that are effective weapons in combat. The spinagon can launch up to 12 of these spikes as projectiles while in flight, but no more than 2 in a single round. The spikes burst into flame when released from the body, causing flammable materials to catch fire upon contact. For purposes of range and damage, a spinagon's spikes are treated as darts (1d4 damage). In melee, 1d4 spikes can wound an opponent if the baatezu chooses to hurl itself upon an opponent (DC 12 DEX save to avoid this attack). A spined devil that makes this attack may take not other action that round.

Although they do not receive the spell-like abilities common to other baatezu, spinagons can use the following spell-like powers at will (caster level 3): Affect Normal Fires, Change Self (DC 12), Command (DC 12), Produce Flame, Scare (DC 13), and Stinking Cloud (DC 14).

They can attempt to Gate in 1d3 additional spinagons (35% chance of success, once per day).



Habitat/Society: Spinagons are very common throughout the layers of the Nine Hells, though they are particularly plentiful in the middle layers, three through seven. These creatures serve as messengers and lackeys for more powerful baatezu, which includes just about all of them. Spinagons are loyal messengers, almost never failing to properly deliver a letter or memorized missive. They are, however, scorned by many baatezu because they are weak and ill-equipped for combat.

Indirectly, the spinagons act as scouts for the Nine Hells. Because of the vast number of messages to deliver and errands to run that the spinagons have, there will usually be one just about everywhere in the plane. If one of these wretched, cowardly creatures discovers unauthorized intruders in the Nine Hells, they will immediately fly off to call a more powerful baatezu. They will never directly attack any intruders and will not fight unless cornered and unable to barter their way out. A spinagon would not, however, compromise its message to avoid combat.

Another duty of the spinagons is the herding of lemures. The spinagons will herd hundreds of the disgusting lemures and form large armies. They will often herd nupperibo to form an infernal horde, as well. When wars between the baatezu and tanar'ri rage, the spinagons are very busy creatures, forming armies for the more powerful baatezu. Usually scorned by the other baatezu, the spinagons find themselves the object of respect when a greater baatezu is looking to have its army formed quickly.

Ecology: Spinagons, though lowly, are in a position to gain status quickly. Because they often gather armies for greater baatezu, they can increase their status by performing the task quickly. Often, this leads to less influential baatezu getting their armies formed last, and the more important baatezu getting their armies immediately. Because of this, spinagons can advance quickly, but they are subject to abuse and even destruction by middle level baatezu disappointed with their performance.

The Nine Hells is a strange place, ruled by a perverse discipline that simultaneously encourages both structured behavior and treachery. But stranger still is the advancement process of the spinagon. When a spinagon is selected for advancement, those who have been served by it are given say as to how much advancement the spinagon receives. Stories tell of the pit fiend Greth advancing a spinagon to a hamatula!

BANSHEE (GROANING SPIRIT)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Exceptional (16-17)
TREASURE:	(D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	20
MOVEMENT:	75
HIT DICE:	7 (35 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 N
SPECIAL ATTACKS:	Death wail
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	10
SIZE:	M (5'-6' tall)
MORALE:	Elite (16-17)
XP VALUE:	4,000

The banshee or groaning spirit, is the spirit of an evil female elf - a rare thing indeed. Banshees hate the living, finding their presence painful, and seek to harm whomever they meet.

Banshees appear as floating, luminous phantasms of their former selves. Their image glows brightly at night but is transparent in sunlight (+10 to Stealth skill checks). Most banshees are old and withered, but a few (10%) who died young retain their former beauty. The hair of a groaning spirit is wild and unkempt. Her dress is usually tattered rags. Her face is a mask of pain and anguish, but hatred and ire burn brightly in her eyes. Banshees frequently cry out in pain - hence their name.

Combat: Banshees are formidable opponents. The mere sight of one causes fear, unless a DC 14 Charisma save is rolled. Those who fail must flee in terror for 2d6 rounds.

A banshee's most dreaded weapon is its wail or keen. Any creature within 30 feet of a groaning spirit when she keens must roll a DC 14 Charisma save. Those who fail die immediately, their faces contorted in horror. Fortunately, banshees can keen just once per day, and only at night. The touch of a groaning spirit causes 1d8 points of necrotic damage.

Banshees are noncorporeal and invulnerable to weapons of less than +1 enchantment. In addition, groaning spirits are highly resistant to magic. They are fully immune to charm, sleep, and hold spells and to cold- and electricity-based attacks. Holy water causes 2d4 points of damage if broken upon them. A dispel evil spell will kill a groaning spirit. A banshee is turned as a "special" undead.

Banshees can sense the presence of living creatures up to five miles away. Any creature that remains within five miles of a groaning spirit lair is sure to be attacked when night falls. The nature of this attack varies with the victim. Beasts and less threatening characters are killed via a touch. Adventurers or demihumans are attacked by keening. Creatures powerful enough to withstand the groaning spirit's keen are left alone.

When attacking adventurers, the groaning spirit attacks at night with her wail. If any characters save successfully, she then retreats to her lair. Thereafter, each night, the groaning spirit returns to wail again. This routine is repeated until all of the victims are dead or have left the groaning spirit's domain, or until the groaning spirit is slain.



Habitat/Society: Banshees loathe all living things and thus make their homes in desolate countryside or ancient ruins. There they hide by day, when they cannot keen, and wander the surrounding countryside by night. The land encircling a groaning spirit's lair is strewn with the bones of beasts who heard the groaning spirit's cry. Once a groaning spirit establishes her lair she will remain there.

The treasure of groaning spirits varies considerably and often reflects what they loved in life. Many hoard gold and fine gems. Other groaning spirits, particularly those that haunt their former homes, show finer tastes, preserving great works of art and sculptures, or powerful magical items.

It is nearly impossible to distinguish the cry of a groaning spirit from that of a human or elf woman in pain. Many a knight gallant has mistaken the two sounds, and then paid for the mistake with his life. Banshees

are exceptionally intelligent and speak numerous languages, including Common, Elvish, and other demihuman languages.

Banshees occasionally use their destructive powers to seek revenge against their former adversaries in life.

Ecology: Banshees are a blight wherever they settle. They kill without discretion, and their only pleasure is the misfortune and misery of others. In addition to slaying both man and beast, a groaning spirit's keen has a powerful effect upon vegetation. Flowers and delicate plants wither and die, and trees grow twisted and sickly, while hardier plants, thistles and the like, flourish. After a few years all that remains within five miles of a groaning spirit's lair is a desolate wilderness of warped trees and thorns mixed with the bones of those creatures that dared to cross into the groaning spirit's domain.

BARGHEST

CLIMATE/TERRAIN:	Gehenna/Prime Material Plane
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	High to genius (13-19)
TREASURE:	See below
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d2
ARMOR CLASS:	18 to 26
MOVEMENT:	75 or 150, see below
HIT DICE:	6+6 to 12+12 (36 to 72 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d4 S x2, see below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	1 per Hit Die
SIZE:	M to L (5'-9' tall)
MORALE:	Champion (18)
XP VALUE:	2,000 (6+6 HD) + 1,000/additional Hit Die

Of the various monsters that inhabit the rifts of the plane of Gehenna, the barghest is certainly the most common and one of the most fearsome. The barghest's natural shape is very much the same as that of a large goblin, and when dwelling among goblins, it generally retains that form.

While it appears to be a large goblin when it is a whelp, its skin darkens from yellow to a bluish-red as it grows larger and stronger, and eventually its skin turns an even blue at adulthood. The eyes of the monster glow orange when it is excited, but otherwise they are indistinguishable from those of a normal goblin.

A barghest is also able to assume at will the form of a large war dog or a wild dog. Hence, the creature has often been referred to as a "devil-dog", but this is a misnomer. The precise form taken can vary from creature to creature, but all forms are those of typical wild or war dogs, and it is almost impossible (DC 19 Perception Check) to tell one from its natural counterpart. However, natural dogs instantly recognize, fear, and hate a barghest, and they will attack it at any opportunity.

Combat: Barghests employ a claw/claw attack in battle. (In canine form, they only bite.) They may only be hit by weapons of +1 or better enchantment. They are not particularly vulnerable to any attack form, but in their canine shape they risk the failure of a Saving Throw when subjected to a Fireball, Flame Strike, or Meteor Swarm spell.

If attacked by such a spell while in canine form and a barghest fails its Saving Throw, it is instantly hurled to Gehenna. Those returned to the Outer Plane are most likely slain or enslaved by their full-grown fellows, but even if they are not so treated, they cannot return to the Prime Material Plane without outside assistance.

Barghests can perform the following spell-like abilities, once per round, at will: Shapechange (into either canine or goblinlike form), Levitate (DC 15), Misdirection (DC 15), and Project Image (DC 20). They can perform the following abilities once per day: Charm Monster (DC 14), Dimension Door, and Emotion (DC 17).

When in canine form, barghests can move at double their normal Movement Rate (150), Pass without Trace (as the spell), and make all Stealth skill checks with +4 bonus (in addition to its Proficiency Bonus).

Habitat/Society: These beings are native to Gehenna and tend to live in isolation on that plane. There, each barghest has its own stronghold and force of servitors, over which it rules despotically. Goblins readily recognize and worship barghests (even in their goblinoid form), but other races find them to be virtually indistinguishable from these common Prime Material monsters. The goblin hosts fear and serve the barghests, often going to great lengths to bring them suitable gifts and sacrifices, and the barghests respond by slaying powerful enemies of the goblins as well as generally enriching the goblins' treasure hoards.

Occasionally, a barghest on Gehenna will spawn a litter of six young, which are immediately sent to the Prime Material Plane to feed and grow. Those that survive eventually return to Gehenna, but while they are away, they must feed upon humans and demihumans. Barghest whelps are found either alone or in pairs on the Prime Material Plane, generally living near isolated communities of humans or with bands of goblins.



When barghest whelps first come to the Prime Material, they are relatively weak, having only 6+6 Hit Dice. However, for every 8 Hit Dice worth of devoured victims, they gain another Hit Die (with additional hit points equal to their Hit Dice). Hence, a 6+6 HD barghest who devours eight experience levels becomes a 7+7 HD barghest.

Note that 0-level characters are worth only one-half of an experience level to the barghest, so they are considerably less attractive targets than high-level heroes. In addition, each time a barghest gains a Hit Die, its Armor Class increases by 1 and its Strength score increases from an initial 18 to a maximum of 24. When the barghest finally achieves full growth and power, it discovers the ability to Plane Shift to Gehenna, where it seeks its own reeking valley rift to lord over.

What treasure barghests gather into their own strongholds in Gehenna is unknown, although it is rumored to be great. However, while they live upon the Prime Material Plane, they accumulate no personal treasure.

Ecology: The barghest passes through different stages in its life. As a whelp it is a hunter and tracker consigned to the Prime Material Plane. There it grows in cunning and wisdom until it is ready to enter into the next stage of its life. At this phase it returns to Gehenna and becomes a leader. It is still a hunter, though now its tactics and attitudes are greater, to match the game - other intelligent beings - that it hunts.

BASILISK

	Lesser	Greater	Dracolisk
CLIMATE/TERRAIN:	Any land	Any land	Any land
FREQUENCY:	Uncommon	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1-2)	Low (6-8)	Low to average (6-10)
TREASURE:	F	H	C, I
ALIGNMENT:	Nil	Neutral	Chaotic evil
NO. APPEARING:	1d4	2d4-1	1d2
ARMOR CLASS:	16	18	17
MOVEMENT:	30	30	45, Fl 75 (E)
HIT DICE:	6+6 (36 hp)	10 (50 hp)	7+7 (42 hp)
NO. OF ATTACKS:	1	3	3
DAMAGE/ATTACK:	1d10 S	1d6 S x2/ 2d6 P	1d6 S x2, 3d4 P
SPECIAL ATTACKS:	Gaze	Gaze	Gaze
SPECIAL DEFENSES:	Nil	See below	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (7' long)	L (12' long)	H (15-20' long)
MORALE:	Steady (13-15)	Champion (18)	Champion (18)
XP VALUE:	1,400	7,000	3,000

These reptilian monsters all possess a gaze that enables them to turn any fleshy creature to stone; their gaze extends into the Astral and Ethereal planes.

Basilisk

Although it has eight legs, its sluggish metabolism accounts for its slow Movement Rate. A basilisk is usually dull brown in color, with a yellowish underbelly.

Its eyes glow pale green.

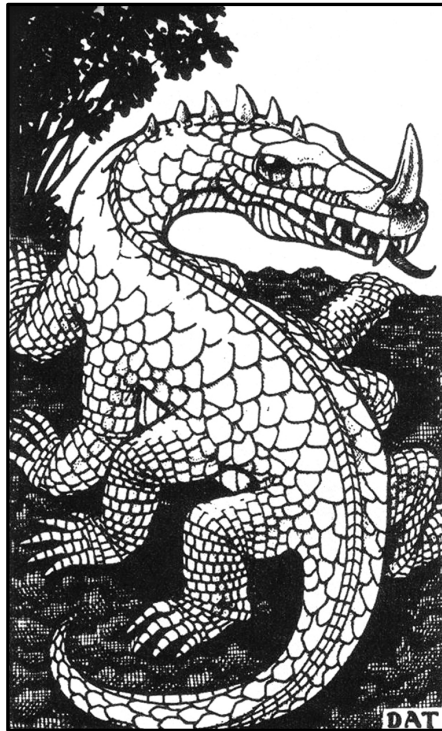
Combat: While it has strong, toothy jaws, the basilisk's major weapon is its gaze (DC 13 WIS Saving Throw) which petrifies those who meet this gaze. However, if its gaze is reflected, and it sees its own eyes, it will become petrified itself, but this requires light at least equal to bright torchlight and a good, smooth reflector.

In the Astral Plane its gaze kills; in the Ethereal plane it turns victims into ethereal stone. These will only be seen by those in the Ethereal plane or who can see ethereal objects.

Greater Basilisk

The greater basilisk is a larger cousin of the more common reptilian horror, the ordinary basilisk. These monsters are typically used to guard treasure.

Combat: The monster attacks by raising its upper body, striking with sharp claws, and biting with its toothy maw. The claws carry Type K poison (DC 15 CON save).



Its foul breath is also poisonous, and all creatures, coming within 5 feet of its mouth, even if just for a moment, must roll successful DC 13 CON Saving Throws against poison or die (check each round of exposure). The DC to resist its petrifying gaze is 15.



Even if a polished reflector is used under good lighting conditions, the chance for a greater basilisk to see its own gaze and become petrified is only 10%, unless the reflector is within 10 feet of the creature. (While its gaze weapon is effective to 50 feet, the creature's oddly-shaped eyes are near-sighted, and it cannot see its own gaze unless it is within 10 feet.)

Greater basilisks have a keen sense of smell and hearing (they have a +10 to all Perception skill checks).

Dracolisk

The sages say that the dracolisk is the offspring of a rogue black dragon and a basilisk of the largest size.

The result is a deep brown, dragon-like monster that moves with relative quickness on six legs. It can fly, but only for short periods - a turn or two at most.

Combat: This horror can attack with its taloned forelegs and deliver vicious bites. In addition, it can spit a stream of acid 5 feet wide and up to 30 feet away. The acid causes 4d6 points of damage, half-damage if a successful DC 14 DEX Saving Throw is rolled. The dracolisk can spit up to three times per day.

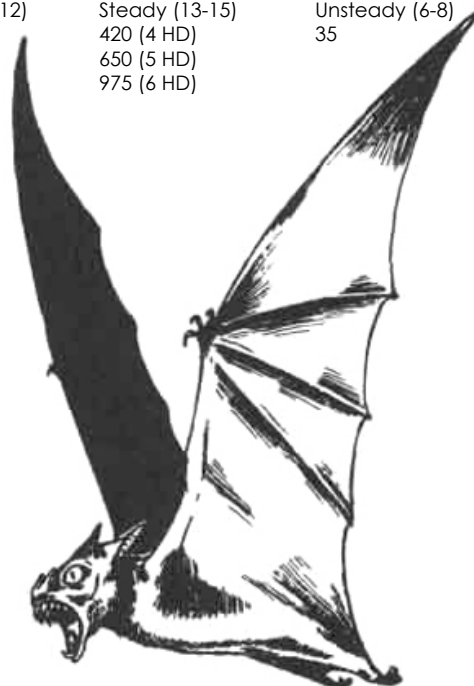
The eyes of a dracolisk can petrify any opponent within 20 feet if the monster's gaze is met (DC 14 Wisdom Saving Throw to resist). Because its hooded eyes have nictating membranes, the monster is only 10% likely to be affected by its own gaze.



BAT

	Azmyth	Common	Fire	Huge	Large
CLIMATE/TERRAIN:	Any land	Any land	Elemental Plane (Fire)	Warm caves	Any land
FREQUENCY:	Rare	Common	Common	Uncommon	Rare
ORGANIZATION:	Swarm	Flock	Pack	Solitary	Flock
ACTIVITY CYCLE:	Any	Night	Any	Night	Night
DIET:	Omnivore	Omnivore	Blood	Omnivore	Omnivore
INTELLIGENCE:	High (13-15)	Animal (1-2)	Semi- (3-5)	Low (6-8)	Animal (1-2)
TREASURE:	Nil	Nil	I	C	Nil
ALIGNMENT:	Chaotic neutral	Neutral	Neutral evil	Neutral evil	Neutral
NO. APPEARING:	1	1d100	1d10+10	1d8	3d6
ARMOR CLASS:	18	15 (see below)	14	13 (see below)	14 (see below)
MOVEMENT:	15, Fl 120 (A)	5, Fl 120 (B)	30, Fl 105 (B)	15, Fl 75 (C)	15, Fl 90 (C)
HIT DICE:	2 (10 hit points)	¼ (1-2 hit points)	2 (10 hit points)	4 to 6 (20 to 30 hp)	½ (2 hit points) or 1 (5 hit points)
NO. OF ATTACKS:	2	1	1	1	1
DAMAGE/ATTACK:	1 P/1d2 P	1 P	1d4 P + 1d4 F	2d4 P	1d2 P or 1d4 P
SPECIAL ATTACKS:	Magic use	See below	Heat, blood brain	See below	Nil
SPECIAL DEFENSES:	Magic use	Nil	Darkvision 120', detect invisibility, immune to fire, reform body	See below	See below
MAGIC RESISTANCE:	8	Nil	Nil	Nil	Nil
SIZE:	S (3')	T (1')	S (2')	H (12'-16')	M (5'-6')
MORALE:	Elite (16-17)	Unreliable (4-5)	Average (9-12)	Steady (13-15)	Unsteady (6-8)
XP VALUE:	650	15	175	420 (4 HD) 650 (5 HD) 975 (6 HD)	35

	Night Hunter	Sinister
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Pack	Band
ACTIVITY CYCLE:	Night/any	Any
DIET:	Carnivore	Omnivore
INTELLIGENCE:	Average to High (9-15)	Average to Exceptional (9-17)
TREASURE:	M, O, Z (in lair)	Nil
ALIGNMENT:	Neutral evil	Lawful evil
NO. APPEARING:	1d12 (1-30 in lair)	1d6
ARMOR CLASS:	14	17
MOVEMENT:	10, Fl 90 (A)	10, Fl 105 (A)
HIT DICE:	2+2 (12 hit points)	4+4 (22 hit points)
NO. OF ATTACKS:	4	1
DAMAGE/ATTACK:	1d4 P/1d2 P/1d2 P/ 1d6 P or 3d4 P	1d4+1 P
SPECIAL ATTACKS:	Nil	Magic use
SPECIAL DEFENSES:	Nil	Energy field
MAGIC RESISTANCE:	Nil	14
SIZE:	M (7')	L (9')
MORALE:	Steady (13-15)	Champion (18)
XP VALUE:	175	2,000



Common Bats

Bats are common animals in many parts of the world. While ordinary bats are annoying but harmless, larger varieties can be quite deadly. With almost 2,000 different species of bats known, one can find wingspans from less than two inches across to 15 feet or more. The small body of the ordinary bat resembles a mouse, while the wings are formed from extra skin stretched across its fore limbs. The larger bats are scaled up but otherwise similar in appearance.

Despite the common belief that bats are blind, nearly all known species have rather good eyesight. In the dark, however, they do not rely on their visual acuity, but navigate instead by echo-location. By emitting a high-pitched squeal and listening for it to bounce back to them, they can "see" their surroundings by this natural form of sonar.

Combat: Ordinary bats attack only if cornered and left with no other option. If startled, bats tend to become frightened and confused. This causes them to swarm around and often fly into things. The typical bat swarm ends up putting out torches (1% chance per bat encountered per round), confusing spell casting (a DC 10 Concentration Check is required to cast spells), inhibiting combatants' ability to wield weapons (-2 penalty to all melee and ranged weapon attacks), and otherwise getting in the way.

Under ideal flying conditions, a bat's Armor Class rating rises from 12 to 16.

Habitat/Society: While bats are found almost anywhere, they prefer warm and humid climes. Some species hibernate during the cold season and a few are known to migrate. Bats live in caves, dark buildings, or damp crevices, hanging by their toes during the day, and leaving at dusk to feed during the night. In large, isolated caverns there may be thousands of bats.

Ecology: Most bats eat fruit or insects, though some include small animals or fish in their diets. The rare vampire bat travels at night to drink the warm blood of living mammals, but its victims are rarely humans or demihumans. Care must be taken not to confuse the vampire bat with the true vampire in this regard.

Rot grubs and carrion crawlers are among the few creatures known to live in the guano on the floor of large bat-infested caverns, making any expeditions into such caves dangerous indeed. If the noxious odor from the guano is not enough to subdue the hardiest of adventurers (a DC 10 Constitution check to avoid being sickened), these crawling denizens are.

Azmyth

Azmyths live on flowers, small plants, and insects. They are solitary wanderers, though they do have "favorite haunts" to which they return. They often form partnerships with humanoids for mutual benefit, sometimes forming loyal friendships in the process. Azmyths have been known to accompany creatures for their entire lives, and then accompany the creatures' offspring. The life span of azmyths are presently unknown but is believed to be over 100 years. They are not familiars as magic-users understand the term; no direct control can be exercised over one, except by spells.

Azmyths have crested heads and bearded chins, white, pupil-less eyes, and leathery gray, mauve, or emerald green skin. They emit shrill squeaks of alarm or rage, and endearing, liquid chuckles of delight or amusement. They communicate by telepathy that has a range of 60 feet and have Darkvision to 90 feet. They can Know Alignment three times per day, become Invisible (self only for six rounds or less, ending when the azmyth makes a successful attack) once per day, and create Silence 15' Radius, centered on themselves, once per day.

In combat, the azmyth bites for 1 point of damage and stabs with its powerful needle-sharp tails for 1d2 points. Twice per day, an azmyth can unleash a shocking grasp attack, transmitting 1d8+6 points of electrical damage through any direct physical contact with another creature. This attack can be combined with a physical attack for cumulative damage.

Fire Bat

Fire bats are more than just bats made of fire – though to a casual observer, they probably appear to be just that, and nothing more. First of all, they're surprisingly intelligent. They hunt in packs and fight with a cunning that no terrestrial bat could ever develop. Second, their form and nature distinguish them from both normal bats and pure elementals. The creatures are relatively bat-like but are 2 feet long with a 4-foot wingspan. They aren't comprised entirely of fire but have physical bodies that burn with a steady, super-hot flame. Red-tinged fire bat skin is leathery and tough, moreso than a normal bat's – even their thin wings are difficult to cut or pierce.

Fire bat flight also differs from that of normal bats: They don't glide, but instead propel themselves with the heated gases expelled from their own flames. They can even fly through fire and magma. Unlike other bats, fire bats prefer well-lit areas to darkness, although they're able to see perfectly well in both (they have 120-foot Darkvision). Their enhanced sonar-like ability allows them to detect even invisible creatures and objects.

The most dramatic difference, however, between fire bats and normal bats is that the former is immortal. When reduced to 0 or fewer hit points, fire bats reform as small balls of flame elsewhere on the Elemental Plane of Fire, eventually regaining their original form. This is true even on their home plane, though few primes realize it. Seemingly nothing except certain spells can decrease the number of fire bats on the plane of Fire. Between this ability and their method of reproduction (see "Ecology" below), fire bats have the potential to someday engulf the entire plane.



Combat: In combat, a fire bat swoops down and bites its foes, draining blood and burning them at the same time (both the bite and the burn inflict 1d4 points of damage, for a total of 2d4 points per attack). A successful hit in combat indicates that the fire bat has latched onto its prey and does not need to make further attack rolls to inflict more damage. Each round it drains more blood and burns the victim further. (Victims immune to fire still suffer 1d4 points of damage from the bite and blood drain.) After three rounds of draining, the fire bat drops off its victim, sated with blood. If the victim dies before those three rounds are over, the fire bat attacks other victims in order to finish feeding.

A fire bat pack always divides up its attacks equally among a group of opponents. If 25% or more of the pack's attacking numbers have been reduced through casualties or by sated bats, the pack flees. But that doesn't mean that whatever prey is left is safe. After the bats recover from their losses, the pack returns and hounds its opponents, making further attacks until all have had their fill or until the prey is completely dead. Since sated bats produce more of their kind (see below), a greater number of beasts may return than were in the original pack.

Immersion in a fire bat (even briefly) in 10 or more gallons of water extinguishes its flames. It takes a fire bat 10 rounds to reignite its flames. Without its flames, the bat cannot fly and inflicts only 1d4 points of damage.

As stated above, a "slain" fire bat simply reappears somewhere on the plane of Fire. To permanently destroy a fire bat, a caster must cast Affect Normal Fires, Dispel Evil, Dispel Magic, or Protection from Fire on the creature, and then kill it. Also, slaying an extinguished fire bat (by any means) has a 75% chance of permanently destroying the creature.

Habitat/Society: Fire bats have propagated to the point where the Elemental Plane of Fire is quite filled with them. The bats maintain a good relationship with fire elementals and frequent areas where these creatures are found. Fact is, they sometimes dwell within fire elementals and feed upon the creatures that the elementals consume. Sometimes, when a magic-user or cleric summons a fire elemental, the fire bats within it accompany the summoning. This is bad for the summoner, for while he has control over the elemental, the spell or device used most likely holds no sway over the unexpected fire bats.

Fire bats are enemies of salamanders, efreet, and many other creatures of flame, preying on them as they are in turn preyed upon. Nevertheless, they are occasionally encountered with such creatures, enslaved as guardians through magic common to the plane of Fire.

Ecology: Fire bats gorged on blood reproduce by splitting into two distinct, adult individuals. This process takes about a day. Once it has reproduced, the bat cannot do so again for up to a year. During this time, the fire bat is only 50% as likely to attack and feed as those capable of reproduction.

Huge Bat (Mobat)

Mobats prefer warm-blooded prey that they bite to death with their fangs. They have a dim and evil intelligence that gives them a desire for shiny objects. Because the typical mobat has a wingspan of 12 to 16 feet, they must have large areas to serve as flight runways.

Because Mobats' flight is rapid and silent (DC 18 Perception skill check to notice their approach). They can also give a piercing screech that causes such great pain that victims seek to cover their ears rather than fight, unless a DC 13 Wisdom Saving Throw successful. This screech is always used if the prey resists and it is effective in a 20-foot radius about the mobat. When not in flight, mobats have Armor Class 10.

Large Bat

These creatures are large versions of the carnivorous variety of the ordinary bat with 3-foot-long bodies and 5- to 6-foot-long wingspans. They dwell in dark caverns, usually underground, and depend on their sonar in flight to compensate for their poor eyesight. 10% of giant bats are of the more powerful, 1 Hit Die, variety.

Extremely maneuverable in flight, large bats have an Armor Class of 14 while flying. The creature must land (usually on its victim) to attack with its bite. Under such conditions, they have an Armor Class of 10. The typical example of this species inflicts 1d2 points of piercing

damage with its teeth while the larger does 1d4 points of piercing damage. Anyone bitten by a large bat has must make a DC 10 Constitution check or catch a disease (sickening the target until removed).

Night Hunter

This species, known as dragazhar, is named after the adventurer who first domesticated one, long ago. Nocturnal on the surface, it is active anytime in the gloom of the underworld. It eats carrion if it must, but usually hunts small beasts. Desperate dragazhar are known to attack livestock, drow, or humans.

Night hunters swoop down to bite prey (1d4), rake with their wing claws (1d2 each), and slash (1d6) or stab (3d4) with their dexterous, triangular-shaped, razor sharp tails. They stalk their prey, flying low and dodging behind hillocks, ridges, trees, or stalactites, to attack from ambush. They have Darkvision to a distance of 120 feet, but rarely surprise opponents, since they emit echoing, loon-like screams when excited.

Night hunter lairs usually contain over 30 creatures. They typically live in double-ended caves, or above ground in tall, dense woods. Night hunters do not tarry to eat where they feel endangered, so their lairs often contain treasure fallen from prey carried there. Night hunters roost head-down when sleeping. They are velvet in hue, even to their claws, and have violet, orange, or red eyes.

Sinister

These mysterious jet-black creatures most closely resemble manta rays. They have no distinct heads and necks, and their powerfully-muscled wings do not show the prominent finger bones common to most bats. A natural ability of levitation allows them to hang motionless in midair. This unnerving appearance and behavior has earned them their dark name, but sinisters are not evil. Above ground, they prefer to hunt at night, when their 180' Darkvision is most effective. They eat carrion if no other food is available, and regularly devour flowers and seed pods of all sorts.

Sinisters are both resistant to magic and adept in its use. In addition to their pinpoint, precision levitation, they are surrounded at all times by a naturally-generated 5-foot-deep energy field akin to a wall of force. This field affords no protection against spells or melee attacks, but missile attacks are stopped utterly; normal missiles are turned away, and such effects as Magic Missile and Melf's Acid Arrow are absorbed harmlessly. In addition, all sinisters can cast one Hold Monster (as the spell) once per day. They usually save this for escaping from creatures more powerful than themselves, but may use it when hunting, if ravenous.



Curiously, though they are always silent (communicating only with others of its kind via 20-foot-range limited telepathy), sinisters love music—both vocal and instrumental. Many a bard making music at a wilderness campfire has found him or herself surrounded by a silent circle of floating sinisters. Unless they are directly attacked, the sinisters will not molest the bard in any way, but may follow the source of the music, gathering night after night to form a rather daunting audience.

Sinisters are usually encountered in small groups and are thought to have a long life span. Their social habits and mating rituals are unknown.

BEAR

	Black	Brown
CLIMATE/TERRAIN:	Temperate land	Temperate land
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Family	Family
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Semi- (3-5)	Semi- (3-5)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1d3	1d6
ARMOR CLASS:	13	14
MOVEMENT:	60	60
HIT DICE:	3+3 (18 hit points)	5+5 (28 hit points)
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d3 S x2/1d6 P	1d6 S x2/1d8 P
SPECIAL ATTACKS:	Hug	Hug
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6'+ tall)	L (9'+ tall)
MORALE:	Average (9-12)	Average (9-12)
XP VALUE:	175	420

	Cave	Polar
CLIMATE/TERRAIN:	Any land	Any cold
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Family	Family
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Semi- (3-5)	Semi- (3-5)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1d2	1d6
ARMOR CLASS:	14	14
MOVEMENT:	60	60, Sw 45
HIT DICE:	6+6 (36 hit points)	8+8 (48 hit points)
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d8 Sx2/1d12 P	1d10 Sx2/2d6 P
SPECIAL ATTACKS:	Hug	Hug
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	H (12'+ tall)	H (14'+ tall)
MORALE:	Average (9-12)	Average (9-12)
XP VALUE:	650	1,400

A rather common omnivorous mammal, bears tend to avoid humans unless provoked. Exceptions to this rule can be a most unfortunate occurrence.

Bears are, in general, large and powerful animals which are found throughout the world's temperate and cooler climates. With dense fur protecting them from the elements and powerful claws protecting them from other animals, bears are the true rulers of the animal kingdom in the areas where they live.

The so-called black bear actually ranges in color from black to light brown. It is smaller than the brown bear and the most widespread species by far.

Combat: Although black bears are usually not aggressive, they are able fighters when pressed. If a black bear strikes the same target with both paws, it also hugs for 2d4 points of bludgeoning damage (DC 13 Athletics skill check to break free).

Habitat/Society: All bears have excellent senses of hearing and smell but rather poor eyesight. The size shown is an average for the variety and larger individuals will, of course, be correspondingly more powerful.

One common misconception people hold about bears is that they hibernate during the winter. In fact, they sleep most of the time, but their metabolism does not slow down, and they often wake up and leave their lairs during warm spells.

Bears live in small family groups. Female bears are very protective of their young, and more than one individual has been badly injured when taunting or playing with seemingly harmless bear cubs.

Ecology: All of these ursoids are omnivorous, although the gigantic cave bear tends towards a diet of meat.

Bears are fairly intelligent animals that can be trained to perform in a variety of ways, particularly if captured as cubs. Bears can thus be found dancing in circuses or accompanying "mountain men" in the wilderness.



Brown Bear

The brown bear, of which the infamous grizzly is the most well-known variety, is a bear of very aggressive disposition. Brown bears are more carnivorous than their smaller cousins, the black bears. The grizzly in particular will often bring down large game such as deer and elk.

Brown bears are aggressive hunters. If a brown bear scores a paw hit with a roll of 18 or better it will also hug for 2d6 points of bludgeoning damage (DC 17 Athletics skill check to break free). Brown bears will continue to fight for 1d4 melee rounds after reaching 0 to -9 hit points. At -10 or fewer hit points, they are killed immediately.

Cave Bear

Cave bears are quite aggressive, willing to attack well-armed parties without provocation. If a cave bear scores a paw hit with an 18 or better it also hugs for 2d8 points of bludgeoning damage (DC 18 Athletics skill check to break free). Cave bears will continue to fight for 1d4 melee rounds after reaching 0 to -9 hit points, they are killed immediately.

Polar Bear

These powerful swimmers feed mostly on marine animals. A paw hit of 18 or better indicates a "hug", which inflicts 3d6 points of bludgeoning damage (DC 18 Athletics skill check to break free). These aggressive animals will fight for 2d3 rounds after being brought to 0 through -9 hit points, but beyond that they will die instantly.

BEBILITH

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	25
MOVEMENT:	45, Wb 90
HIT DICE:	12 (60 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4 S x2/2d6 P
SPECIAL ATTACKS:	Armor destruction, poison
SPECIAL DEFENSES:	+2 weapons to hit, protective magic, webs
MAGIC RESISTANCE:	10
SIZE:	H (15' long)
MORALE:	Champion (18)
XP VALUE:	13,000

Also known as creepers of the Abyss and barbed horrors, bebiliths are huge arachnids that roam the Abyss, preying on the tanar'ri.

Cruel, unwavering harbingers of death and torture, bebiliths are hideous, misshapen spiders with hard, chitinous shells. Their two forelegs each end in a brutal barb, and their mouths are filled with

fangs that drip poisonous liquid.

Bebiliths can apparently speak to each other through mind contact. They cannot communicate otherwise.

Combat: These spider-like creatures get a +12 to all Perception skill checks and are immune to attacks from nonmagical weapons and magical weapons of less than +3 enchantment. They are always surrounded by a Protection from Good spell they can reverse at will.



Bebiliths viciously attack anything they see, without mercy. Their sharp forelegs cause 1d6 points of slashing damage each, and a foreleg hit may also ruin the target's armor or shield. For each hit the armor must make a DC 16 Item Saving Throw (armor is damaged in the following order: Shield [if any] and then armor. Ruined armor or shields no longer improve the target's Armor Class and must be repaired. Magical enchantments are lost, regardless of repair. If the target wears neither armor nor shields, foreleg attacks from a bebilith do normal damage.

A bebilith can also bite (1d12 points of piercing damage and poison; DC 18 CON save or die in 1d4 rounds). If a poisoned body is not Blessed within 1 hour of death, the corpse bursts into flames and disintegrates.

Four times per day, a bebilith can shoot a powerful web substance from its spinner. This web covers 8,000 cubic feet (a 20-foot cube, or any other shape the bebilith desires). The web must begin adjacent to the creature and reach no more than 60 feet away. The web acts like a Web spell, except that it is permanent.

If sorely pressed, the bebilith can Plane Shift to the Astral Plane at will. It may magically pull one opponent into the Astral with it; the bebilith need only be in melee with the opponent, and the opponent must fail a DC 16 Wisdom Saving Throw. Of course, if the target can leave the Astral Plane under its own power, the bebilith cannot stop it.

Habitat/Society: Bebiliths prey on, or by some accounts punish, the tanar'ri of the Abyss. They seem to select, by unknown means, certain groups of the major tanar'ri and exterminate them completely, in brief but horrible wars of annihilation. Of equal mystery is the precise way a tanar'ri, one of the cruelest and most chaotic creatures in existence, incurs the wrath of these assassins.

Although creatures roam the Abyss that could destroy a bebilith as a matter of course, nothing ever does. The bebiliths have developed an uncanny mystique, and among the denizens of the Abyss, destroying one is taboo.

Some visitors to the Abyss report constructive use of this taboo, such as by entering a bebilith's vicinity to escape pursuing tanar'ri. Of course, the clever escapees then must escape the bebilith.

Conjuring an illusory bebilith would seem a natural idea for the resourceful traveler, but recorded accounts show mixed results. Apparently the tanar'ri recognize bebiliths not only by sight and sound, but by odor and perhaps spiritual aura. These qualities test the capacity of most illusionists.

Scholars proposed the spiritual aura idea because those who have been in the vicinity of the bebilith report a general malaise and sense of futility. However, given the creature's power, this feeling could be just as easily attributed to sheer terror.

Ecology: Information about the bebilith has surfaced at the cost of many lives, for few who see a creeper of the Abyss live to tell the tale. Mages and alchemists pay extraordinary prices for bebilith spinnerets (2,000 gp and up). They believe, so far without evidence, that the spinneret figures in powerful spells and magical items of binding.

BETLE, GIANT

	Bombardier	Boring	Fire	Rhinoceros	Stag	Water
CLIMATE/TERRAIN:	Any forest	Any land	Any land	Any jungle	Any forest	Fresh water
FREQUENCY:	Common	Common	Common	Uncommon	Common	Common
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Night	Night	Any	Any	Any
DIET:	Carnivore	Omnivore	Omnivore	Herbivore	Herbivore	Omnivore
INTELLIGENCE:	Non- (0)	Animal (1-2)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	C, R, S, T	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	3d4	3d6	3d4	1d6	2d6	1d12
ARMOR CLASS:	16	17	16	18	17	17
MOVEMENT:	45	30	60	30	30	15, Sw 45
HIT DICE:	2+2 (12 hp)	5 (10 hp)	1+2 (7 hp)	12 (60 hp)	7 (35 hp)	4 (20 hp)
NO. OF ATTACKS:	1	1	1	2	3	1
DAMAGE/ATTACK:	2d12 S	5d4 S	2d4 S	3d6 S/2d8 P	4d4 S/1d10 Px2	3d6 S
SPECIAL ATTACKS:	Acid cloud	Nil	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Fire cloud	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	S (4' long)	L (9' long)	S (2 1/2' long)	L (12' long)	L (10' long)	M (6' long)
MORALE:	Elite (16-17)	Elite (16-17)	Steady (13-15)	Elite (16-17)	Elite (16-17)	Elite (16-17)
XP VALUE:	120	175	35	4,000	975	120

Giant beetles are similar to their more ordinary counterparts, but thousands of times larger - with chewing mandibles and hard wings that provide substantial armor protection.

Beetles have two pairs of wings and three pairs of legs. Fortunately, the wings of a giant beetle cannot be used to fly, and in most cases, its six bristly legs do not enable it to move as fast as a fleeing man. The hard, chitinous shell of several varieties of these beetles are brightly colored, and sometimes have value to art collectors. While their shells protect beetles as well as plate mail armor, it is difficult to craft armor from them, and a skilled alchemist would need to be brought in on the job.

All beetles are basically unintelligent and always hungry. They will feed on virtually any form of organic material, including other sorts of beetles. They taste matter with their antennae, or feelers; if a substance tasted is organic, the beetle grasps it with its mandibles, crushes it, and eats it. Because of the thorough grinding of the mandibles, nothing eaten by giant beetles can be revived by anything short of a wish. Beetles do not hear or see well, and rely primarily on taste and feel.

Except as noted below, giant beetles are not really social animals; those that are found near each other are competitors for the same biological niche, not part of any family unit.

Bombardier Beetle

The bombardier beetle is usually found above ground in wooded areas. It primarily feeds on offal and carrion, gathering huge heaps of the stuff in which to lay its eggs.

Combat: If it is attacked or disturbed, there is a 50% chance each round that it will turn its rear toward its attacker and fire off an 8-foot, spherical cloud of reeking, reddish, acidic vapor from its abdomen. This cloud causes 3d4 points of acid damage per round to any creature within range. Furthermore, the sound caused by the release of the vapor has a chance of stunning and deafening any creature with a sense of hearing within a 15-foot radius (DC 11 CON save). Stunning lasts for 2d4 rounds, plus an additional 2d4 rounds of deafness afterwards. The giant bombardier can fire its vapor cloud every third round, but no more than twice in eight hours.

Ecology: The bombardier action of this beetle is caused by the explosive mixture of two substances that are produced internally and combined in a third organ. If a bombardier is killed before it has the opportunity to fire off both blasts, it is possible to cut the creature open and retrieve the chemicals. These chemicals can then be combined to produce a small explosive, or fire a projectile, with the proper equipment.

The chemicals are also of value to alchemists, who can use them in various preparations. They are worth 50 gp per dose.

Boring Beetle

Boring beetles feed on rotting wood and similar organic material, so they are usually found individually inside huge trees or massed in underground tunnel complexes.

Combat: The large mandibles of the boring beetle have a powerful bite and will inflict up to 20 points on damage to the victim.

Habitat/Society: Individually, these creatures are not much more intelligent than other giant beetles, but it is rumored that nests of them can develop a communal intelligence with a level of consciousness and reasoning that approximates the human brain. This does not mean that each beetle has the intelligence of a human, but rather that, collectively, the entire nest has attained that level. In these cases, the beetles are likely to collect treasure and magical items from their victims.

Ecology: In tunnel complexes, boring beetles grow molds, slimes, and fungi for food, beginning their cultures on various forms of decaying vegetable and animal matter and wastes.

One frequent fungus grown is the shrieker, which serves a dual role. Not only is the shrieker a tasty treat for the boring beetle, but it also functions as an alarm when visitors have entered the fungi farm. Boring beetles are quick to react to these alarms, dispatching the invaders, sometimes eating them, but, in any case, gaining fresh organic matter on which to raise shriekers and other saprophytic plants.



Fire Beetle

The smallest of the giant beetles, fire beetles are nevertheless capable of delivering serious damage with their powerful mandibles. They are found both above and below ground, and are primarily nocturnal.

Combat: Despite its name, the fire beetle has no fire attacks, relying instead on its huge mandibles to inflict up to three times the damage of a dagger in a single attack.

Ecology: Fire beetles have two special glands above their eyes and one near the back of their abdomens. These glands produce a luminous red glow, and for this reason they are highly prized by miners and adventurers. This luminosity persists for 1d6 days after the glands are removed from the beetle, and the light shed will illuminate a radius of 10 feet.

The light from these glands is "cold" - it produces no heat. Many mages and alchemists are eager to discover the secret of this cold light, which could be not only safe, but economical, with no parts to heat up and burn out. In theory, they say, such a light source could last forever.



Rhinoceros Beetle

This uncommon monster inhabits tropical and subtropical jungles. They roam the rain forests searching for fruits and vegetation; crushing anything in their path. The horn of a giant rhinoceros beetle extends about 6 feet.

Combat: The mandibles of this giant beetle inflict 3d6 points of damage on anyone unfortunate enough to be caught by them; the tremendous horn can cause 2d8 points of damage by itself.

Ecology: The shell of this jungle dweller is often brightly colored or iridescent. If retrieved in one piece, these shells are valuable to clerics of the Egyptian pantheon, who use them as giant scarabs to decorate temples and other areas of worship. It is a representation of this, the largest of all beetles, that serves as the holy symbol for clerics of Apschai, the Egyptian god whose sphere of influence is said to include all insects.

Stag Beetle

These woodland beetles are very fond of grains and similar growing crops, and they sometimes become great nuisances when they raid cultivated lands.

Combat: Like other beetles, they have poor sight and hearing, but they will fight if attacked or attack if they encounter organic material they consider food. The giant stag beetle's two horns are usually not less than 8 feet long; they inflict up to 10 points of damage each.

Ecology: The worst damage from a stag beetle raid is that done to crops; they will strip an entire farm in short order. Livestock suffers too, stampeding in fear and wreaking more havoc. The beetles may even devour livestock, if they are hungry enough.

Water Beetle

The giant water beetle is found only in fresh water no less than 30 feet deep.

Combat: Voracious eaters, these beetles prey upon virtually any form of animal, but will eat almost anything. Slow and ponderous on land, they move very quickly in water. Giant water beetles hunt food by scent and by feeling vibrations.

Habitat/Society: Water beetles sometimes inhabit navigable rivers and lakes, in which case they can cause considerable damage to shipping, often attacking and sinking craft to get at the tasty morsels inside.

Ecology: Although they are air breathers, water beetles manage to stay underwater for extended periods of time by catching and holding a bubble of air beneath their giant wings. They will carry the bubble underwater, where it can be placed in a cave or some other cavity capable of holding an air supply.



BEHIR

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	See below
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d2
ARMOR CLASS:	16
MOVEMENT:	75
HIT DICE:	12 (60 hit points)
NO. OF ATTACKS:	2 or 7
DAMAGE/ATTACK:	2d4 P and 1d4+1 B or 2d4 P and 1d6S x 6
SPECIAL ATTACKS:	Lightning bolt
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (40' long)
MORALE:	Champion (18)
XP VALUE:	7,000



The behir is a snake-like reptilian monster whose dozen legs allow it to move with considerable speed and climb at fully half its normal Movement Rate. It can fold its limbs close to its long, narrow body and slither in snake-fashion if it desires. The head looks more crocodilian than snake-like but has no difficulty in opening its mouth wide enough to swallow prey whole, the way a snake does.

Behir have band-like scales of great hardness. Their color ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous enough but are actually used for preening the creature's scales and not for fighting.

Combat: A behir will attack its prey by first biting and then looping its body around the victim and squeezing. If the latter attack succeeds, the victim is subject to six talon attacks next round.

A behir can discharge a 20-foot long stroke of electrical energy once every 10 rounds. This lightning bolt will cause 6d6 points of damage unless a DC 16 Dexterity Saving Throw is made. In the latter case, the target takes only half damage.

On a natural attack roll of 20 the behir swallows man-sized prey whole. Any creature swallowed takes 1d4 points of crushing (bludgeoning) and 1d6 points of acid damage each round. The behir will digest its meal 2 hours after it has died and, at that time, the victim is totally gone and cannot be raised from the dead. Note, however, that a creature swallowed can try to cut its way out of the behir's stomach. The inner armor class of the behir is 13, but each round the creature is in the behir it subtracts 1 from the damage each of its attacks does. This subtraction is cumulative, so on the second melee round there is a -2, on the third a -3, and so on.

Habitat/Society: Behir are solitary creatures, meeting others of their kind only to mate and hatch a clutch of 1d4 eggs. The female guards these eggs for eight months while the male hunts for the pair. When the young hatch, they are immediately turned out of the nest to fend for themselves, and the adults separate.

Newly hatched behir are about 2 feet long. Behir grow at a rate of 8 feet per year until fully mature. Interestingly enough, newly hatched behir do not have all of their legs, having instead only six or eight. Additional pairs of legs grow slowly over time until the creature has its full complement when it reaches adulthood.

Behir range over a territory of about 400 square miles, often living high up a cliff face in a cave.

Behir are never friendly with dragonkind and will never be found coexisting in the same geographical area with any type of dragon. If a dragon should enter a behir's territory, the behir will do everything it can to drive the dragon out. If the behir fails in this task, it will move off to find a new home. A behir will never knowingly enter the territory of a dragon.

Ecology: Behir are useful to mages, clerics, and alchemists for a number of concoctions. The horns of a behir can be used to brew the

ink necessary to inscribe a lightning bolt scroll, and the sharp talons can likewise be used by a cleric to make the ink for a neutralize poison scroll. The heart of the behir is one of the more common ingredients for ink for a protection from poison scroll.

As behir sometimes swallow prey whole, there is a 10% chance that there will be some small items of value inside the monster. More often than not (60%) these will be gems (10 x Q). Otherwise, there is a 30% chance that there will be from 1d8 pieces of jewelry and a 10%

chance that a single small magical object of an indigestible nature may be found. Such objects are never found in a behir's lair, because the creature expels this waste and buries it elsewhere.

The scales are valued for their hardness and color, and are worth up to 500 gp to an armorer who can use them to fashion a highly ornate set of scale mail armor.

BEHOLDER AND BEHOLDER-KIN

	Beholder	Death Kiss	Eye of the Deep	Gauth	Spectator	Undead
CLIMATE/TERRAIN:	Any remote	Any remote	Deep ocean	Any remote	Any remote	Any remote
FREQUENCY:	Rare	Very rare	Very rare	Rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Day	Day	Day	Any
DIET:	Omnivore	Carnivore	Omnivore	Magic	Omnivore	Nil
INTELLIGENCE:	Exceptional (16-17)	Average to High (9-15)	Very (11-12)	Exceptional (16-17)	Very to High (11-15)	Special, see below
TREASURE:	I, S, T	I, S, T	R	B	See Below	E
ALIGNMENT:	Lawful evil	Neutral evil	Lawful evil	Neutral evil	Lawful neutral	Lawful evil
NO. APPEARING:	1	1	1	1	1	1
ARMOR CLASS:	20/18/13	16/14/12	15	20/18/13	16/13/13	20/18/13
MOVEMENT:	FL 15 (B)	FL 45 (B)	Sw 30	FL 45 (B)	FL 45 (B)	FL 15 (C)
HIT DICE:	9 to 13 (45 to 75 hp)	13 (75 hp)	10 to 12 (50 to 60 hp)	6+6 (36 hp) or 9+9 (54 hp)	4+4 (24 hp)	9 to 13 (45 to 75 hp)
NO. OF ATTACKS:	1	10 or 1	3	1	1	1
DAMAGE/ATTACKS:	2d4 P	1d8 P x 10 or 1d8 B	2d4 S x2/1d6 P	3d4 P	1d4+1 P	2d4 P
SPECIAL ATTACKS:	Magic	Blood drain	Magic	Magic	Magic	Magic
SPECIAL DEFENSES:	Anti-magic ray	Regeneration	Nil	Regeneration	Magic	Anti-magic ray
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	1	Nil
SIZE:	M (4'-6' in diameter)	H (6'-12' in diameter)	S-M (3'-5' in diameter)	L (4'-6' in diameter)	M (4' in diameter)	L (4'-6' in diameter)
MORALE:	Fanatic (19)	Fanatic (19)	Champion (18)	Champion to fanatic (18-19)	Elite (16-17)	Fanatic (19)
XP VALUE:	14,000	8,000	4,000	6+6 HD: 6,000 9+9 HD: 9,000	4,000	13,000

	Hive Mother	Director	Examiner	Lensman	Overseer	Watcher
CLIMATE/TERRAIN:	Any remote	Any remote	Any remote	Any remote	Any remote	Any remote
FREQUENCY:	Very rare	Very rare	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Squad	Squad	Squad	Solitary	Solitary
ACTIVITY CYCLE:	Any	Day	Night	Day	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Insectivore	Omnivore	Scavenger
INTELLIGENCE:	Genius (18-19)	Average (9-10)	Genius (18-19)	Low (6-8)	Supra-genius (20)	Semi- (3-5)
TREASURE:	I, S, T G	Vx4	R	U	Nil	Nil
ALIGNMENT:	Lawful evil	Lawful evil	Lawful neutral	Neutral evil	Lawful evil	Neutral
NO. APPEARING:	1	1d4+1	1d6	1d10	1	1d4
ARMOR CLASS:	20	16	15	17	18/13	13
MOVEMENT:	FL 30 (A)	75, FL 15 (A)	FL 30 (C)	45	5	FL 30 (A)
HIT DICE:	20 (100 hp)	8 (40 hp)	8 (40 hp)	2 (10 hp)	14 (70 hp)	3+3 (18 hp)
NO. OF ATTACKS:	1	2	1	1	1	1
DAMAGE/ATTACKS:	5-20 P	2d4 S x2	1d6 P or by weapon	1d8 P or by weapon	3d4 P	3d6 P
SPECIAL ATTACKS:	Magic	Magic	Magic	Nil	Magic	Magic
SPECIAL DEFENSES:	Anti-magic ray	Nil	Magic	Magic	Magic	Magic
MAGIC RESISTANCE:	1	4	5	Nil	7	Nil
SIZE:	H (8' in diameter)	H (8-10' in diameter)	M (4' in diameter)	M (5' tall)	H (15' tall)	L (6' in diameter)
MORALE:	Fanatic (19)	Fanatic (19)	Steady (13-15)	Elite (16-17)	Champion (18)	Average (9-12)
XP VALUE:	24,000	10,000	6,000	175	15,000	420

Beholder

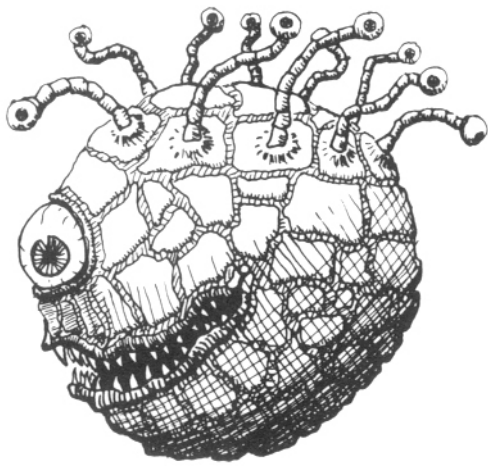
The beholder is the stuff of nightmares. This creature, also called the sphere of many eyes or the eye tyrant, appears as a large orb dominated by a central eye and a large toothy maw, has 10 smaller eyes on stalks sprouting from the top of the orb. Among adventurers, beholders are known as deadly adversaries.

Equally deadly are a number of variant creatures known collectively as beholder-kin, including radical and related creatures, and an undead variety. These creatures are related in manners familial and arcane to the "traditional" beholders, and share a number of features,

including the deadly magical nature of their eyes. The most extreme of these creatures are called beholder abominations.

The globular body of the beholder and its kin is supported by levitation, allowing it to float slowly about as it wills.

Beholders and beholder-kin are usually solitary creatures, but there are reports of large communities of them surviving deep beneath the earth and in the void between the stars, under the dominion of hive mothers.



All beholders speak their own language, which is also understood by all beholder-kin. In addition, they often speak the tongues of other lawful evil creatures (Infernal).

Combat: The beholder has different Armor Classes for different parts of their body. When attacking a beholder, determine the location of the attack before striking (as the various Armor Classes may make a strike in one area, and a miss in another):

Roll	Location	Armor Class	Hit Points
01-75	Body	20	45 to 75
76-85	Central eye	13	1/3 rd of body
86-95	Eyestalk	18	10
96-00	One smaller eye	13	10

Each of the beholder's eyes, including the central one has a different function. The standard smaller eyes of a beholder are as follows:

Eye	Function
1.	Charm Person (as spell)
2.	Charm Monster (as spell)
3.	Sleep (as spell, but only one target)
4.	Telekinesis (250 pound weight)
5.	Flesh to Stone (as spell, 100' range range)
6.	Disintegrate (60' range)
7.	Fear (as wand)
8.	Slow (as spell, but only a single target)
9.	Cause Serious Wounds (150' range)
10.	Death ray (as Death Spell, single target, 100' range)

The central eye produces an anti-magic ray with a 400' range, which covers a 90 degree arc before the creature. No magic (including the effects of the other eyes) will function within that area. Spells cast in or passing through that zone cease to function.

A beholder may activate the magical powers of its eyes at will. Generally, a beholder can use 1d4 smaller eyes if attackers are within a 90 degree angle in front, 1d6 if attacked from within a 180 degree angle, 1d8 if attacked from a 270 degree arc, and all 10 eyes if attacked from all sides. The central eye can be used only against attacks from the front. If attacked from above, the beholder can use all of the smaller eyes.

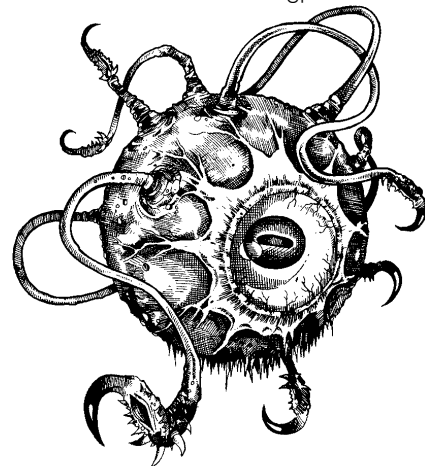
The beholder can withstand the loss of its eyestalks, each eyestalk/smaller eye having 10 hit points. This loss of hit points is over and above any damage done to the central body. Any hits against the body or central eye wound the beholder normally. Destroying the central eye (by dealing damage equal to 1/3 or more of its hit points) will eliminate the anti-magic ray. As such, a beholder with 45 hit points has a central eye that will take 15 points before being destroyed while one with 75 hit points will have a central eye that can take 25 hit points before being destroyed. Both beholders would have smaller eyestalks/eyes that take 5-12 (1d8+4) points of damage to destroy, but such damage would not affect the body or central eye. Slaying the body will kill the beholder and render the eyes powerless. Destroyed eyestalks (but not the central eye) can regenerate at a rate of one lost member per week.

Habitat/Society: The beholders are a hateful, aggressive and avaricious race, attacking or dominating other races, including other beholders and many of the beholder-kin. This is because of a xenophobic intolerance among beholders that causes them to hate all creatures not like themselves. The basic, beholder body-type (a sphere with a mouth and a central eye, eye-tipped tentacles) allows for a great variety of beholder subspecies. Some have obvious differences, there are those covered with overlapping chitin plates, and those with smooth hides, or snake-like eye tentacles, and some with crustacean-like joints. But something as small as a change in hide color or size of the central eye can make two groups of beholders sworn enemies. Every beholder declares its own unique body-form to be the "true ideal" of beholderhood, the others being nothing but ugly copies, fit only to be eliminated.

Beholders will normally attack immediately. If confronted with a particular party, there is a 50% chance they will listen to negotiations (bribery) before raining death upon their foes.

Ecology: The exact reproductive process of the beholder is unknown. The core racial hatred of the beholders may derive from the nature of their reproduction, which seems to produce identical (or nearly so) individuals with only slight margin for variation. Beholders may use parthenogenic reproduction to duplicate themselves, and give birth live (no beholder eggs have been found). Beholders may also (rarely) mate with types of beholder-kin.

The smaller eyes of the beholder may be used to produce a *potion of levitation*, and as such can be sold for 50 gp each.



Death Kiss or Eye of Terror (Beholder-kin)

The Death Kiss, or "bleeder," is a fearsome predator found in caverns or ruins. Its spherical body resembles that of the dreaded beholder, but the "eyestalks" of this creature are bloodsucking tentacles, its "eyes" are hook-toothed orifices. They favor a diet of humans and horses but will attack anything that has blood. An older name for these creatures is eye of terror.

The central body of a death kiss has no mouth. Its central eye gives it 120-foot Darkvision, but the death kiss has no magical powers. A death kiss is likely to be taken for a beholder when sighted (DC 15 Perception check to recognize it). The 10 tentacles largely retract into the body when not needed, resembling eyestalks, but can lash out to a full 20-foot stretch with blinding speed. The tentacles may act separately or in concert, attacking a single creature or an entire adventuring company.

A tentacle's initial strike does 1d8 points of damage as the barb-mouthed tip attaches to the victim. Each attached tentacle drains 2 hit points worth of blood per round, beginning the round after it hits. Finally, bleeders can ram opponents with their mass. This attack does 1d8 points of bludgeoning damage.

Like the beholder, the death kiss has variable Armor Classes. In ordinary combat, use the following table, though situations may dictate other methods (should the creature be attacking with a tentacle from 20 feet away, then no attack on the body or central eye may be made, while attacks on the stalk and mouth are still possible).

Roll	Location	Armor Class	Hit Points
01-75	Body	16	75
76-85	Central eye	12	15
86-95	Tentacle stalk	18	5
96-00	Tentacle mouth	13	-

A hit on a tentacle-mouth inflicts no damage, but stuns the tentacle, causing it to writhe helplessly for 1d4 rounds. If its central eye is destroyed, a bleeder locates beings within 10 feet by smell and sensing vibrations, but it is otherwise unaffected.

Tentacles can be torn free from the victim with a DC 17 Athletics (Strength) but this forceful removal deals 1d6 points of piercing damage per tentacle, since the barbed teeth are violently torn free from the tentacle.

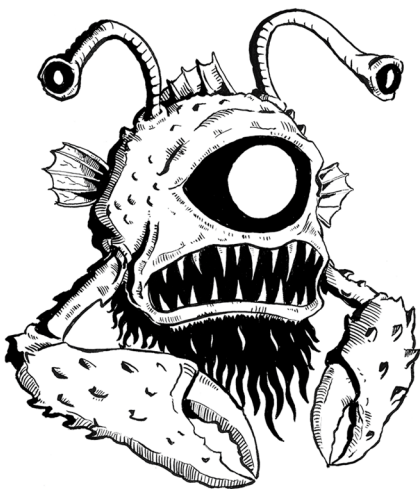
If an attached tentacle is damaged but not destroyed, it instantly and automatically drains sufficient hit points, in blood, from the victim's body to restore it to a full 5 hit points. This reflex effect occurs after every non-killing hit on a tentacle, even if it is wounded more than once in a round. This cannot occur more than twice in one round. The parasitic healing effect does not respond to damage suffered by the central body or other tentacles. A death kiss can retract a draining tentacle, but voluntarily does so only when its central body is at 5 hit points or less or when a victim has been drained to 0 hit points.

So long as it has ingested blood within the past hour, a death kiss beholder regenerates 1 hit point per round to its body, central eye, and stalks.

A death kiss may "shut itself down," remaining motionless and insensitive on the ground, and can remain alive in that state for long periods of time. To awaken from its hibernation, the creature requires an influx of electrical energy, considerable heat, or the internal shock caused by a blow, fall, wound, or magical attack; any of the above stimulants must deal at least 5 points of damage to the death kiss to awaken it. Adventurers finding a hibernating death kiss usually provide such stimulation, thinking the sleeper helpless prey.

Eyes of terror are solitary hunters, fully inheriting the paranoia and ego of their cousins, the beholders. If they encounter one of their kin, the result is often a mid-air struggle to the death. The loser's body becomes an incubator and breeding ground for the death kiss' offspring. Within one day, 1-4 young will "hatch". Each new bleeder has half its parent's hit points, and fully matures in 1 month.

The death kiss has an organ in the central, upper body that is a valued ingredient in magical potions and spell inks concerned with levitation (and may be sold like beholder eyes). In addition, a brain or nerve node, deep in a bleeder's body hardens into a soft-sided, faceted red gem upon the creature's death. Called "bloodeyes," these typically fetch a market price of 75 gp each. They are valued for adornments since they glow more brightly as the wearer's emotions intensify.



Eye of the Deep (Beholder-kin)

This is a water breathing version of the beholder, and dwells only at great depths, floating slowly about, stalking prey. They have two crab-

like pincers which inflict 2d4 points of slashing damage each, and a wide mouth full of sharp teeth that does 1d6 points of piercing damage.

The primary weapons of the eyes of the deep, however, are their eyes. The creature's large central eye emits a cone of blinding light 5 feet wide at its start, 30 feet long, and 20 feet wide at its base. Those in the cone must make a DC 15 Wisdom Saving Throw or be blinded for 2d4 rounds.

The eye of the deep also has two smaller eyes on long stalks; using both to create illusions (as a Phantasmal Force spell). Acting independently, the small eyes can cast Hold Person and Hold Monster spells respectively.

The eye of the deep has an Armor Class of 15 everywhere, including its eyes and eye stalks. If its eyestalks are severed, they will grow back in about a week.

Roll	Location	Armor Class	Hit Points
01-85	Body	15	50-60
86-90	Central eye	15	1/3 rd of body
91-00	Tentacle stalk	15	5



Gauth (Beholder-kin)

The Gauth is a relative of the beholder that feeds on magic. Its spherical body is 5 feet in diameter and brown in color, mottled with purple and gray. Located in the center of the gauth's forward hemisphere is a large central eye surrounded by a ring of smaller eyes that are protected by ridges of tough flesh. These secondary body eyes provide the creature with normal vision in lighted areas and Darkvision to 90 feet. On the underside is the beast's fearsome mouth with its accompanying cluster of four feeding tendrils, while the top is adorned with a crown of six eye stalks. Attacks on the creature hit as follows:

Roll	Location	Armor Class	Hit Points
01-85	Body	20	36 or 54
86-90	Central eye	13	1/3 rd of body
91-00	Eyestalk/tendrils	18	5

While the gauth is similar to the beholder, its ability to feed on the energy of magical objects makes it even more dangerous in some ways.

When a gauth moves into combat, it begins to glow, much as if it were the object of a *faerie fire* spell, to attract the attention of its foes. A creature that meets the gaze of the central eye must roll a successful DC14 Wisdom Saving Throw or be affected as if the victim of a *Feeblemind* spell.

If a gauth chooses to bite with its great maw, the sharp fangs inflict 3d4 points of damage. The four tendrils around the mouth can Grapple victims (the gauth has a +8 bonus to Athletics skill checks made to grapple), but they can inflict no damage. They have an unusual physiology that enables them to regenerate 1 hit point every 10 minutes.

A gauth in combat can also employ its six eye stalks. These eyes have the following powers:

Eye	Function
1.	Cause Serious Wounds (as spell, 30' range).
2.	Repulsion (as spell, 10' foot wide line, 40' range)
3.	Cone of Cold (3d6 cold damage, 30' cone) 3/day
4.	Lightning Bolt (3d6 lightning damage, 80' range) 4/day
5.	Paralyzation (as Hold Person, 40' range, single target)
6.	Dweomer drain (40' range, single target, see below)

Perhaps the most feared of the gauth's powers, its dweomer drain, permits the gauth to drain charges from magical items. It has a 40-foot range and can be targeted on one individual per round. In addition to preventing one object from functioning for the duration of that round, this power drains one charge from a charged object. Permanent objects, such as magical swords, are rendered powerless for one round by this ability. Artifacts are not affected by the dweomer drain. The eye has no effect on spells that have been memorized (but not yet cast) and it will not break the concentration of a magic-user. It does dispel one spell that is in place on its target, however.

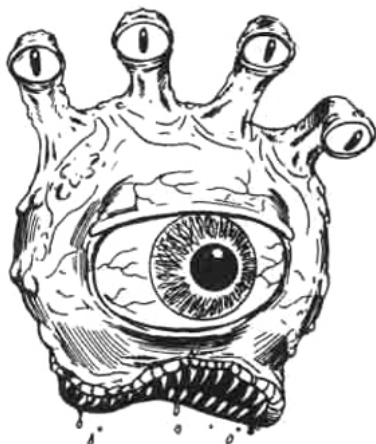
A Dispel Magic spell cast on any of the gauth's eye stalks prevents its use for 1d4 rounds. The central eye, any fully retracted eye stalks, the body's ability to glow, and the gauth's natural levitation are not subject to injury by such a spell.

If a gauth is slain, its magical energy dissipates. Usually, this is a harmless event, but there is a 2% chance that it is catastrophic, inflicting 4d6 points of force damage to all creatures within 10 feet (DC 15 DEX save for half damage). Gauth are immune to their own powers and to those of other gauth.

Although gauth are not known to fight over territories or prey, they do go to great lengths to avoid each other. Even when they encounter another of their kind in the wilderness, they often ignore them utterly.

A gauth can survive by eating meat but it greatly prefers to devour magical objects. In some unknown manner, the creature is able to absorb magical energy and feed on it. Every 10 minutes that an object spends in the gauth's stomach causes it to lose one charge. A permanent object is rendered inoperative after one day (artifacts are not affected, nor do they provide sustenance). Magical objects that cannot be entirely digested by a gauth are spat out after they have been drained of all their power.

Gauth are thought to live a century or so. Within a week of their "natural" death, two young gauth emerge from the corpse. Although smaller than their parent (each has 2+2 or 3+3 HD and a bite that causes only 2d4 points of damage), they have all the powers of a full-grown adult.



Spectator (Beholder-Kin)

Another relative of the beholder, the spectator is a guardian of places and treasures, and capable of limited planar travel. Once it is given a task, the spectator will watch for up to 101 years. It will allow no one to use, borrow, or examine an item or treasure, except the one who gave it its orders. The spectator has a large central eye and four smaller eye stalks protruding from the top of its hovering, spherical body.

The spectator is difficult to surprise, with a +10 to all Perception skill checks and a +4 to initiative rolls. Spectators are not aggressive

creatures and will attempt to communicate (and implant a Suggestion to leave the area) unless it is attacked. Striking a spectator has the following effects:

Roll	Location	Armor Class	Hit Points
01-70	Body	16	24
71-80	Central eye	13	1
81-00	Eyestalk	13	1

A spectator, if blinded in all of its eyes, cannot defend its treasure and will Plane Shift to the outer plane of Nirvana. This is the only condition under which it will leave its post. Its eyes regenerate in one day and then it returns. If the treasure is gone, the creature again leaves for Nirvana, never to return.

Spectator has a general magic resistance of 1. As long as the central eye is undamaged, it can also reflect one spell cast at it, per round, sending it back against the caster. This does not apply to spells with a range of touch or area of effect spells. Reflection occurs only if the spectator rolls a successful Saving Throw against the spell. If the Saving Throw fails, magic resistance must be rolled. Reflection is possible only if the caster is standing within the 60 degree arc of the central eye. Only the spellcaster is affected by a reflected spell.

All of the smaller eyes may be used at the same time against the same target. Their powers are:

Eye	Function
1.	Create Food and Water
2.	Cause Serious Wounds (180' range, DC 15)
3.	Paralyzation (as Hold Person, 90' range, single target, DC 15)
4.	Telepathy (120' range, single target; communication is possible in this way, and the beast can also plant a Suggestion if the target fails a DC 15 Wisdom Saving Throw; the Suggestion is always to leave in peace).

If properly met, the spectator can be quite friendly. It will tell a party exactly what it is guarding early in any conversation. If its charge is not threatened, it can be very amiable and talkative, using its Telepathy.

Spectators move by a very rapid levitation, in any direction. They will drift aimlessly when asleep (20% likely when encountered), never touching the ground.

The treasure being guarded is 90% likely to be a magical item. If the spectator gains incidental treasure while performing its duty, this is not part of its charge and it will freely allow it to be taken. Incidental treasure can be generated as follows: 40% for 3-300 coins of mixed types, 30% for 1d6 gems of 50 gp base value, 20% for 1d4 potions, 15% for a +1 piece of armor, 15% for a +1 weapon, and 5% for a miscellaneous magical item valued at 1,000 XP or less.

Spectators are summoned from Nirvana by casting Monster Summoning V with material components of three or more small eyes from a beholder. (The chance of success is 10% per eye.) The spectator can be commanded only to guard some treasure. It performs no other duty, and if commanded to undertake some other task, it returns to Nirvana immediately. If its guarded treasure is ever destroyed or stolen, the spectator is released from service and returns to Nirvana. The summoner may take the item with no interference from the spectator, but this releases the creature.

Undead Beholder (Death Tyrant)

Death tyrants are rotting, mold-encrusted beholders. They may be shriveled, wounds exposing their internal, spherical networks of circular ribs, among the remnants of their exoskeletal plates. All sport wounds, some have eyestalks missing, or a milky film covering their eyes. They move and turn more slowly than living beholders, striking and bringing their eyes to bear last in any combat round.

An undead beholder can use all the powers of its surviving eyes, just as it did in life. The powers of 1d4+1 eyes (select randomly, including the central eye) are lost due to injuries or death, and the change to undeath. Although a death tyrant "heals" its motive energies through time, it cannot regenerate lost eyestalks or their powers.

Charm powers are lost in undeath. The two eyes that charmed either become useless (60%), or function as weak Hold Monster effects (40%). A being failing to save against such a Hold remains held as long as the eye's gaze remains steadily focused on them. If the eye is turned on

another being, or the victim hooded, or forcibly removed, the Hold is negated. Death tyrants are immune to Sleep, Charm and Hold spells.

If not controlled by another creature through magic, a death tyrant hangs motionless until its creator's instructions are fulfilled (for example, "Attack all humans who enter this chamber until they are destroyed or flee. Do not leave the chamber."). If no instructions are given to a "new" death tyrant, it attacks all living things it perceives. Death tyrants occur spontaneously in very rare instances. In most cases, they are created through the magic of evil beings - from human mages to illithid villains. Some outcast, magic-using beholders have even been known to create death tyrants from their own unfortunate brethren. Death tyrants have no self-awareness or social interaction; they are mindless servants of more powerful masters. "Mindless" is a relative term; the once highly intelligent brains of death tyrants still use eyes skillfully to perceive and attack nearby foes.

Death tyrants are created from dying beholders. A spell, thought to have been developed by human mages in the remote past, forces a beholder from a living to an undead state, and imprints its brain with instructions. "Rogue" death tyrants also exist: those whose instructions specifically enable them to ignore all controlling attempts. These are immune to the control attempts of all other beings. Beholders often leave them as traps against rivals.

Human spell researchers report that control of a death tyrant is very difficult. A beholder's mind fluctuates wildly in the frequency and level of its mental activity, scrambling normal Charm Monster and Control Undead spells. A special spell must be devised to command a death tyrant.



Hive Mother (Beholder-Kin)

The legendary hive mothers are also called the "Ultimate tyrants", or just "Ultimates". They are twice the size of typical beholders and differ in appearance as well.

Their mouths are larger, so large that they can gulp down a man-sized target on a natural die roll of 20. Once swallowed, the prey takes 5d4 points of acid damage each round until it is dead or escapes. The beholder's mouth is not very deep, so a victim can escape by making a DC 15 Athletics skill check.

The ultimate has no eyestalks, but its magical eyes are protected by hooded covers in the flesh of the creature's body, so that they cannot be severed. The central eye has 15 hit points.

Roll	Location	Armor Class	Hit Points
01-90	Body	20	100
91-00	Central eye	13	15

The ultimate's true ability is in controlling the actions of large numbers of beholders and beholder-kin. A hive mother may have 1d6+4 ordinary beholders under its command, or 2d8+4 abomination beholder-kin (see below), which it communicates with telepathically. A nesting hive mother spells disaster for the surrounding region, as it can apparently create a community of beholders, beholder-kin, and abominations. If destroyed, the beholders and beholder-kin will turn on each other or seek their own lairs.

Hive mothers may be the ancestral stock of the better known beholder, the next step of its evolution, a magical mutation, or a separate species. The reality remains unknown.

Director (Abomination)

Directors are a social, warrior-beholder, and breed specialized mounts. They mindlink with their mounts to better control them.

Directors resemble beholders, but their central eye is smaller. They possess only six small eyes on retractable eye stalks. Directors have a fanged mouth below the central eye and possesses three clawed, sensory tendrils on their ventral surface. These tendrils are used to cling to the mount and link with its limited mind.

Directors' eyes have their own powers:

Eye	Function
1.	Magic Missile (as spell, 2/round)
2.	Burning Hands (as spell)
3.	Wall of Ice (as spell)
4.	Slow (as spell)
5.	Enervation (as spell)
6.	Improved Phantasmal Force (as spell)

A director's central eye has the power of deflection -- all frontal attacks on director suffer a -2 penalty to the attack roll and damage is halved. The director also gains a +2 bonus to all Saving Throws against spells cast by those in the field of vision of the central eye.

Director Mounts

Director mounts seem to have derived from an insect stock, as they are covered in chitin and have simple eye spots and multiple limbs. Directors may use all of their normal powers while mounted, within the restrictions of beholder targeting angles.

A crawler is a typical director mount that resembles a cross between a centipede and a spider. It has 4 Hit Dice (20 hit points) and an Armor Class of 18. It has 10 legs, two pairs of frontal antennae, and two fighting spider fangs that can be used for separate stabbing attacks causing 2d4 points of piercing damage each. Victims who fail to roll DC 12 CON Saving Throws are paralyzed for 1d4 rounds. Crawlers are omnivores that prefer to eat smaller creatures. Unmounted, they may roll into a ball to gain an AC of 20. They have cutting mandibles beneath their front fangs.

Examiner (Abomination)

An examiner is a 4-foot diameter sphere with no central eye and only four small eyes, each at the end of an antenna, mounted atop the sphere. They have one small, lamprey-like mouth on their ventral surface. The mouth is surrounded by four multi-jointed limbs ending in gripper pads. These limbs can pick up and manipulate tools, the chief strength of the examiner.

Examiners are scholars and clerks involved in spell and magical item enhancement, research, and creation. They can use any artifact or tool as well as humans, and they can wield up to four items at a time. Examiners regenerate 1 point of damage each round. The powers of their four eyes are given below.

Eye	Function
1.	Enlarge or Reduce Person (as spell)
2.	Identify or Legend Lore (as spell)
3.	Transmute Form (similar to a Stone Shape spell, but works on all types of nonmagical, nonliving material)
4.	Spell Turning (as spell)

Examiners are not the bravest of beholder-kin, but they are potentially the most dangerous with their command of artifacts. They are often the lackeys of beholders, overseers, and hive mothers.

Lensman (Abomination)

A lensman has one eye set in the chest of its five-limbed, starfish-shaped, simian body. Beneath the eye is a leering, toothy maw. Four of the five limbs end in three-fingered, two-thumbbed, clawed hands. The fifth limb, atop the body, is a prehensile, whip-like tentacle. Its chitin is soft and there are many short, fly-like hairs. Lensmen are the only kin to wear any sort of garb - a webbing that is used to hold tools and weapons. Their preferred weapons are double-headed pole arms.

Lensmen are semi-mindless drones that don't question their lot in life. The eye of each lensman possesses only one of the following six special powers (all at caster level 6).

D6 Roll Function

1.	Emotion (as spell)
2.	Heal (as spell)
3.	Dispel Magic (as spell)
4.	Tongues (as spell)
5.	Phantasmal Force (as spell)
6.	Protections (as scrolls, any type, but only one at a time)

Overseer (Abomination)

Overseers resemble fleshy trees. They have 13 limbs, each of which ends in a bud that conceals an eye; one of these limbs forms the top spine, and three yammering mouths surround the spine. There are eight thorny, vine-like limbs that are used to grasp tools and for physical defense, inflicting 1d10+2 points of damage each. Overseers sit on root-like bases and can inch along when movement is required. They cannot levitate.

Overseers are covered with a fungus which changes color as the overseers desire, commonly mottled green, gray, and brown.

Overseers may use any physical weapons or artifacts. The powers of their 13 eyes are as follows.

Eye Function

1.	Cone of Cold (as spell)
2.	Dispel Magic (as spell)
3.	Paralysis (as spell)
4.	Chain Lightning (as spell)
5.	Telekinesis (as spell)
6.	Emotion (as spell)
7.	Mass Charm (as spell)
8.	Domination (as spell)
9.	Mass Suggestion (as spell)
10.	Major Creation (as spell)
11.	Spell Turning (as spell)
12.	Serten's Spell Immunity (as spell)
13.	Temporal Stasis (as spell)

An overseer's AC is 18, but each eye stalk is AC 13 and is severed if it suffers 10 points of damage.

Like hive mothers (that operate with them), overseers can convince similar beholders and beholder-kin to work together. Overseers are very protective of their health and always have one or two beholder guards and at least a half dozen directors protecting their welfare.

Watcher (Abomination)

Watchers are 6-foot-diameter spheres with three central eyes arranged around the circumference of the sphere. These eyes are huge and unlidged. On the crown of the sphere is a compound eye and a ring of six eye spots that make it difficult to surprise a watcher.

A large tentacle with a barbed prehensile pad extends from the ventral surface, right behind the small mouth with its rasp-like tongue. Watchers feed on carrion and stunned prey. They are information gatherers that prefer misdirection and flight to actual confrontation.

Watchers can attack with their single tentacle for 3d6 points of damage. The tentacle also inflicts an electrical shock; victims who fail a DC 12 CON save are stunned for 1d6 rounds.

Each of a watcher's main eyes has two powers, and the compound eye on top may draw on three different abilities. The six eye spots have no special powers.

Main Eye Powers (2 per eye)

1.	True Seeing and ESP
2.	Advanced Illusion and Demi-Shadow Magic
3.	Telekinesis 1,000 lb. and Teleport

Compound Eye Powers

Message, Tongues, and Suggestion

Other Beholders and Beholder-kin

The beholder races are not limited to the ones presented here. The plastic nature of the beholder race allows many mutations and abominations in the breed, including, but not limited to, the following.

Astereater: This abomination is a great boulder-like beholder-kin without eyes.

Beholder Mage: Shunned by other beholders, this is a beholder which has purposely blinded its central eye, so that it might cast spells. It does so by channeling spell energy through an eyestalk, replacing the normal effect with that of a spell of its choice.

Casharin: An undead beholder that spreads the rotting disease which killed it.

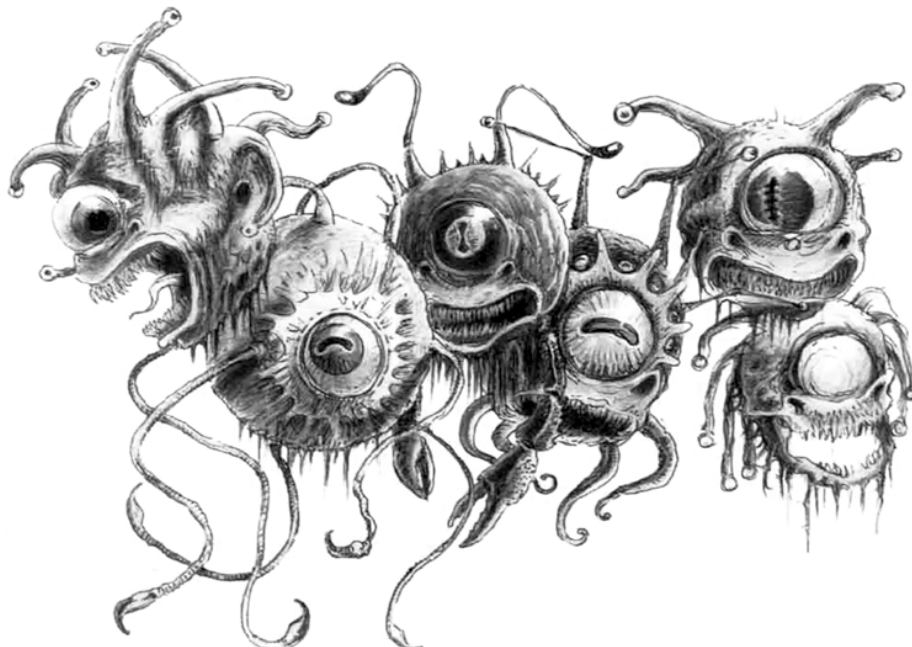
Doomsphere: This ghost-like undead beholder is created by magical explosions.

Elder Orb: These are extremely ancient beholders of godlike intelligence and power. Though they have lost the function of some of their eyestalks, they have more hit points and are able to cast spells. They can supposedly create and control death tyrants.

Gorbel: The gorbel is a wild, clawed beholder-kin lacking magic but with the nasty habit of exploding if attacked.

Orbus: This is a stunted, pale-white beholder retaining only its anti-magic eye and reputed to have great magical ability.

In addition, there are beholders which are in all appearances "normal" but have eyes with alternate magical abilities, such as a detect lie instead of a death ray. Such creatures are usually treated as outcasts by all the beholder and beholder-kin races.



BIRD

Bird	#AP	AC	MV	HD	# AT	Dmg/AT	Morale	XP Value
Blood Hawk	1d12+3	13	5, Fl 120 (B)	1+1 (6 hp)	3	1d4 S x2/1d6 P	Steady (13)	120
Boobrie	1d2	15	75, Fl 75 (D)	9 (45 hp)	3	1d6 S x2/2d8 P	Steady (13-15)	2,000
Condor	1d2	13	15, Fl 120 (D)	3+3 (18 hp)	1	1d4+1 S	Average (9-12)	175
Crow (See Raven)								
Eagle, Giant	1d20	13	15, Fl 240 (D)	4 (20 hp)	3	1d6 S x2/2d6 P	Elite (16-17)	420
Eagle, Wild	1d8+4	14	5, Fl 150 (C)	1+3 (8 hp)	3	1d2 S x2/1 P	Average (9)	175
Eblis	4d4	17	60, Fl 60 (C)	4+4 (24 hp)	4	1d4 S x2, 1d4 Px2	Champion (18)	650 (normal) 1,400 (spell-user)
Falcon	1d2	15	5, Fl 180 (B)	1-1 (4 hp)	3	1 S x2/1 P	Unsteady (6-8)	65
Flightless	2d10	13	90	1 to 3 (5 to 15 hp)	1	1 HD: 1d4 P 2 HD: 1d6 P 3 HD: 1d8 P	Average (9-10)	1 HD: 15 2 HD: 35 3 HD: 65
Hawk, Large	1d2	14	5, Fl 165 (B)	1 (5 hp)	3	1d2 S x2/1 P	Average (9-10)	65
Owl	1 (2)	15	5, Fl 135 (D)	1 (5 hp)	3	1d2 S x2/1 P	Unsteady (6-8)	65
Owl, Giant	1d4+1	14	15, Fl 90 (E)	4 (20 hp)	3	2d4 S x2/1d4+1 P	Steady (13-15)	270
Owl, Talking	1	17	5, Fl 180 (C)	2+2 (12 hp)	3	1d4 S x2/1d2 P	Champion (18)	975
Raven	4d8	13	5, Fl 180 (B)	¼ (1 hp)	1	1 P	Average (9-10)	15
Raven, Giant	4d4	16	15, Fl 90 (D)	3+2 (17 hp)	1	1d4+2 P	Elite (16-17)	175
Raven, Huge	2d4	14	5, Fl 135 (C)	1-1 (4 hp)	1	1d2 P	Steady (13-15)	35
Swan	2d8	13	15, Fl 90 (D)	1+2 (7 hp)	3	1 S x2/1d2 P	Unsteady (6-8)	65
Vulture	4d6	14	15, Fl 135 (E)	1+1 (6 hp)	1	1d2 P	Unsteady (6-8)	65
Vulture, Giant	2d6	13	15, Fl 120 (D)	2+2 (12 hp)	1	1d4 P	Average (9-10)	120

Avians, whether magical or mundane in nature, are among the most interesting creatures ever to evolve. Their unique physiology sets them apart from all other life, and their grace and beauty have earned them a place of respect and adoration in the tales of many races.

Blood Hawk

Blood hawk hunt in flocks and are fond of humanoids. They continue to attack humans even if the melee has gone against them. Male blood hawks kill humans not only for food but also for gems, which they use to line their nests as an allurement to females.

Boobrie

The boobrie, giant relative of the stork, stands 12 feet tall. A boobrie's diet consists of giant catfish and other wetland denizens. When times are lean, the boobrie feeds on snakes, lizards, and giant spiders. Its occasional dependence on a diet of creatures that deliver a toxic bite has made the boobrie immune to all poisons. When a boobrie hunts, it finds a grove of tall marsh grass or similar vegetation and slips into it. Once in its hunting blind, it remains still for hours at a time, until prey comes within sight. When employing this means of ambush, its opponents must make a DC 15 Perception skill check to avoid surprise.

Condor

Condors measure three to six feet and have a wingspan of 13 to 20 feet. They rarely land except to feed - they even sleep in flight. Condor eggs and hatchlings are worth 30-60 gp. They can be trained to act as spotters or retrievers. Humanoids of small or tiny size can train them as aerial mounts. Used in this way, they can carry 80 pounds, either held in their claws or riding atop their backs.

Eagle

An eagle typically attacks from great heights, letting gravity hurtle it toward its prey. If an eagle dives more than 100 feet, its diving speed is double its normal flying speed and the eagle is restricted to attacking with its claws. These high-speed attacks gain a +2 attack bonus and double damage. Eagles have a +5 to all Perception skill checks because of their exceptional eyesight and hearing. Eagles mate for life and, since they nest in one spot, it is easy to identify places where eagles are normally present. On occasion, in an area of rich feeding, 1d8+4 eagles are encountered instead of the normal individual or pair. Eagles generally hunt rodents, fish, and other small animals. Eagles also feed on the carrion of recently killed creatures as well. Eagles never attack humanoids, though small creatures like brownies have to be wary of a hunting eagle.

Eagle, Giant

Giant eagles stand 10 feet tall and have wing spans of up to 20 feet.

They share the coloration and fighting methods of their smaller cousins. However, if a giant eagle dives more than 50 feet, it adds +4 to its attack roll and doubles its claw damage.

Giant eagles have exceptional eyesight and hearing and cannot be surprised except at night or in their lair, and then only 10% of the time. Far more social than normal eagles, up to 20 nests can be found in the same area, one nest for each mated pair. Giant eagles can be trained, and their eggs sell for 500 to 800 gp.

Eblis

Their bodies look like those of storks, with grey, tan, or off-white plumage on their bodies and sleek black necks. Their heads are narrow and end in long, glossy-black, needle-like beaks. Eblis speak a language of chirps, whistles, and deep-throated hoots. In addition, spellcasting eblis have managed to learn a rudimentary version of common, allowing them to converse with those they encounter. Each community is led by one individual with spellcasting ability. These eblis cast 2d4 spells per day as 3rd level casters. To determine the available spells, roll 1d8 and consult the following table. Duplicate rolls indicate the spell may be employed more than once per day.

Roll	Spell	Roll	Spell
1	Audible Glamer	5	Hypnotic Pattern
2	Blur	6	Spook
3	Change Self	7	Wall of Fog
4	Hypnotism	8	Whispering Wind

Eblis love shiny objects (like gems); even the most wise and powerful of the eblis can be bribed with an impressive jewel. An eblis community consists of 2d4 huts built from straw and grasses common to the marsh around the community. Care is taken by the eblis to make these huts difficult to detect. In fact, only a determined search of the area by a ranger or someone with the animal lore proficiency is likely to uncover the community.

All eblis secrete an oil that coats their feathers and provides them with a resistance to fire damage.

The evil nature of the eblis is best seen in the delight it takes in hunting and killing. When an eblis spots travelers with an object it desires for its nest, it attacks. Since the eblis is cunning, these attacks often take the forms of ambushes.

Falcon

Falcons are smaller, swifter, and more maneuverable than hawks. These birds of prey are easily trained and are preferred by hunters over hawks. Trained falcons sell for around 1,000 gp each.

Flightless Bird

These avians are typified by the ostrich, emu, and rhea. Although they share many of the physiological adaptations that enable other birds to take wing and break the bonds of earth, they are unable to fly.

The ostrich is the largest and strongest, standing 8 feet tall and weighing 300 pounds. The animal's small head and short, flat beak are perched atop a long, featherless neck. The ostrich is able to run at 40 miles per hour. If forced to fight, an ostrich uses its legs to deliver a kick that inflicts 1d8 points of damage.

The emu reaches 6 feet high and 130 pounds. Unlike those of their larger cousins, the wings of an emu are rudimentary appendages hidden beneath their coarse, hair-like feathers.

The rhea resembles a small ostrich, standing 3 feet tall and weighs 80 pounds. The differences between the two species lie in the structure of the feet and the tail feathers. Ostriches have two toes, while rheas have three, and ostriches have elegant, flowing tail plumes, while the rhea's are far shorter. Long feathers on the bird's sides swoop down to cover the stunted tail feathers.

Hawk

Hawks have wingspans up to 5 feet. They attack in plummeting dives, usually from a height of 100 feet or more. This dive gives them a +2 attack bonus, enabling their talons to inflict double damage. Hawks cannot attack with their beaks during the round in which they use a dive attack. After the initial dive, hawks fight by biting and pecking with their beaks, tearing at their opponents with their talons. Hawks target eyes and, on a natural 20, strike an eye with its beak strikes. Opponents struck in the eye are blinded for 1d10 rounds and must make a DC 11 CON save or lose the use of the eye. Because of their superior eyesight, hawks have a +5 to all Perception skills checks. Any intruder threatening the nest is attacked, regardless of size. If taken young and trained by an expert, hawks can be taught to hunt. Fledglings bring 500 gp and trained hawks sell for as much as 1,200 gp.

Owl

Owls hunt rodents, small lizards, and insects, attacking humans only when frightened (or magically commanded). They have 120' Darkvision and quadruple normal hearing. They fly in total silence, and ambush prey unless it makes a DC 15 Perception check. Owls gain a +5 to all Perception skill checks during hours of dusk and darkness; during daylight hours, their eyesight is worse than that of humans, suffering a -2 to all Perception skill checks if discovered in their daylight roosting place. Owls attack with sharp talons and hooked beaks. If they swoop from a height of 50 feet or more, each attack is +2 and inflicts double damage, but no beak attack is possible.

Owl, Giant

These nocturnal creatures inhabit very wild areas, preying on rodents, large game birds, and rabbits. They are too large to gain swoop bonuses but can fly in nearly perfect silence; opponents are surprised unless they make a DC 15 Perception check. Giant owls may be friendly toward humans, though they are naturally suspicious. Parents will fight anything that threatens their young. Eggs sell for 1,000 sp and hatchlings sell for 2,000 sp.

Owl, Talking

Talking owls appear as ordinary owls but speak Common and six other languages (DM's option). Their role is to serve and advise champions of good causes on dangerous quests, which they do for 1d3 weeks if treated kindly on the first encounter; a talking owl feigns a broken wing to see how a party will react. Talking owls can Detect Good at will. They have a Wisdom score of 21.

Raven (Crow)

Ravens and crows are often mistaken as bad omens by superstitious farmers and peasants. They attack with strong claws and their long, sharp beaks. Ravens employ a grab and peck approach to combat. On a natural 20 these birds attack an opponent's eyes. If successful, the attack causes the opponent to lose an eye unless it makes a DC 10 CON save. All birds of this type travel in flocks. Any encountered solo are actually scouts. As soon as they see any approaching

creature, the scouts give warning cries and maintain a safe distance to keep track of them. Because of the scouts, ravens cannot be surprised during daylight conditions.

Raven, Giant

Giant ravens are both pugnacious and easily trained (if raised from fledglings); often used as guards and messengers. While they are too small to be used as mounts by all but small humanoids (i.e., faerie folk and PCs under the effects of a *potion of diminution*), the strength of these birds is enough to carry an adult halfling.

Raven, Huge

Huge ravens have malicious dispositions, occasionally serving evil masters. Not all raven familiars and consorts are evil - the alignment of the master is a decisive factor in such arrangements.



Swan

These aquatic birds tend to inhabit areas frequented by similar waterfowl. Such areas include rivers, ponds, lakes, and marshes. Swans possess acute senses. They gain a +5 to Perception skill checks made to detect intruders. There is a 10% chance that any swan encounter includes one or more swanmays (q.v.) in avian form.

Vulture

Vultures are scavengers that search the skies for injured or dead creatures to feed upon. They measure 2 to 3 feet long with a wingspan of up to 7 feet. Greasy blue-black feathers cover the torso and wings; its pink head is bald. Vultures are cowards and will wait until an intended meal stops moving. If six or more vultures are present, they may attack a weakly moving victim. If the victim defends itself, the vultures move out of reach but maintain their deathwatch. Creatures that are unconscious, dead, or magically sleeping or held are potential meals. If the surviving combatants are further than 20 feet from the fallen creatures, the vultures alight and begin feeding. Because of their diet, vultures have developed a natural resistance to disease and organic toxins (+4 to saves versus diseases and natural poisons).

Vulture, Giant

Giant vultures measure 3 to 5 feet. Domesticated giant vultures can be trained to associate specific species (i.e., as humanoids) with food, hence the birds concentrate on locating those creatures. Giant vulture eggs and hatchlings are worth 30-60 gp. Because of their diet, vultures have developed a natural resistance to disease and organic toxins (+5 to saves versus diseases and natural poisons).

BODAK

CLIMATE/TERRAIN:	The Abyss
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Low to average (6-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	15
MOVEMENT:	45
HIT DICE:	9+9 (54 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Death gaze
SPECIAL DEFENSES:	+1 weapons to hit, see below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (13-15)
XP VALUE:	5,000



A Sigil legend called "The Bodak Who Walked Home" is probably apocryphal, but it expresses the eternal hope of triumph against vastly more powerful forces.

Once an evil king named Basiliedus ruled his small city-state through dark magic. he captured a fair named Helen and sought to make her his queen.

Helen's lawful husband, Diomed the swordsman, went to the palace of the dark lord and demanded his wife. Basiliedus, who could have killed the swordsman with a mere word or gesture, asked what he would do to win back his bride.

"Anything," answered Diomed. So Basiliedus suggested that Diomed visit the Abyss and bring back a handful of soil.

Diomed agreed, and Basiliedus transported him there, feeling glee at the swordsman's awful fate of Diomed.

Years passed, and Helen sickened and died, escaping at last the loveless union forced on her.

One day a cowed man, evidently a rich merchant, came to Basiliedus' castle. He claimed to have a present for the hated lord.

The cowed one was shown into Basiliedus' audience chamber. "I have brought you this," said the visitor he poured soil from a black silk bag onto the floor. The soil became blood, and the blood became snakes.

Basiliedus knew was soil from the Abyss, but before he could act, the visitor removed his cowl. The sight of the bodak killed all within, and Diomed, the bodak, walked outside the to tell the people their dread lord was dead. The sun scorched his impure flesh, but just before the rotting mass fell, Diomed is said to have smiled.

The grim bodaks are formed from hapless mortals who ventured into parts of the Abyss too deadly for them. Bodaks are humanoids with gray, pearly skin and hairless; muscular bodies of no apparent gender. Their eyes are empty and milky-white, deeply set into their long, distorted features.

Bodaks are only vaguely humanoid in appearance, but sometimes retain some small feature of the mortal they once were. This may manifest itself in a nervous twitch, a peculiar combat style, or anything else that the bodak may have possessed during its normal lifetime.

Bodaks have no language of their own. They speak the language common to the tanar'ri and their dark servants, and generally they remember a few words of the Common speech.

Combat: Any person or creature that meets a bodak's death gaze must make a DC 15 Charisma save or die. The gaze is effective to 30 feet. A victim who dies in the Abyss transforms into a bodak in one day.

Only cold-iron weapons or +1 or better magical weapons can hit a bodak. They are immune to Charm, Hold, Sleep, and Slow spells, and to all poison.

Bodaks possess Darkvision to 180 feet. Unaccustomed to its brightness, bodaks hate the sun. Direct sunlight inflicts 1 point of radiant damage per round. Different attacks harm them as follows:

Attack Form	Damage
Acid damage	Full
Cold damage	Half
Cold-iron weapon	Full
Fire damage (magical)	Half
Fire damage (normal)	None
Force damage	Full
Gas (poisonous, etc.)	Half
Lightning damage	None
Poison damage	None
Silver or mythral weapon	None

Bodaks have a faint attachment to their former lives as mortals. Rarely, this preoccupation causes the bodak to pause in combat while it considers its actions. There is a base 5% chance, rolled once per encounter, that the creature sees something in an enemy that reminds it of its mortal life. The bodak pauses and make no attacks for one melee round. After that, the bodak takes a -2 penalty to all attacks against that one character.

Bodaks can attack once per round with hand weapons such as swords and maces, but they rarely carry weapons or bother with them in combat.

Habitat/Society: Bodaks wander the Abyss in abhorrent hatred of their own inhuman endurance. They hate and attack anything they see, even creatures of obviously greater power.

Ecology: Many mortals have traveled to the Abyss to fight the foul creatures that inhabit it. However, some places in the Abyss are so loathsome and secretive that mortals are simply not allowed to enter. A mortal foolish enough to visit these and die is painfully transformed into a bodak.

Benign Bodak

For reasons unknown, occasionally a good-aligned mortal's mind survives the transition from man to bodak. This "benign bodak" has all the powers and abilities of a bodak, but the mind of the mortal it once was. Such creatures usually die quickly in the Abyss. Note that even though a benign bodak retains its memory and consciousness, it cannot cast spells, even if it could as a mortal.

BOGGLE

CLIMATE/TERRAIN:	Any, especially subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	Nil (25% M or Q)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d3 (2d8)
ARMOR CLASS:	15
MOVEMENT:	45, Cl 45
HIT DICE:	4+4 (24 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4 S x2/1d4 P
SPECIAL ATTACKS:	Rear claw rake
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Unsteady (6-8)
XP VALUE:	270

Boggles are clever gibbering thieves and scavengers, behaving much like some species of monkey. They are 3-foot-tall hairless humanoids with rubbery hides that range in color from dark gray to blackish-blue. They have large bulbous bald heads with large ears; the rest of their body parts are disproportionate and vary from individual to individual. For example, their noses may be large and misshapen, broad and flat, mere slits, and so forth. Arms, legs, hands, feet, torso, and abdomen vary from spindly to oversized and misshapen. They can stretch and compress their bodies to an amazing degree.

Boggles have a rudimentary language of grunts and whistles and can be trained to understand others.

Combat: Boggles have an exceptional sense of smell (+6 to all Perception skill checks) and can detect invisible creatures by scent. Boggles can Spider Climb at will. A favorite tactic is to climb a wall and leap on prey from above to bring their hind claws to bear. Unless acting as guardians they tend to be thieves and raiders rather than a serious physical threat. They can attack with claws and bite. If both claws hit the boggle can rake with its hind claws as well (two attacks for 1d4 damage each).

Boggles can stretch their limbs and bodies to twice their normal length or contract to half size. Their resilient hides reduce damage from bludgeoning weapons by half. They are also naturally resistant to fire damage.

Boggles can secrete a viscous, nonflammable oily substance from pores in their skin. Not only does this make them hard to catch (they get a +6 to all Athletics skill checks to resist Grapple attempts), but anyone treading on the oil (except those adapted to slippery surfaces, like boggles) must make a DC 12 Acrobatics skill check or fall prone. Boggles will try to steal items from creatures who have fallen. They are immune to the Grease spell.

The most unusual power of a boggle is its ability use any complete frame - such as a hole, a door frame, grillwork, a pocket, or a bag - as a dimensional portal. They can jump, reach, step, or poke their heads into one frame, to appear from another frame within 100 feet, allowing them to grab or strike from an unexpected direction if a frame is available. Only boggles can use the portal, but it might be possible for enough of them to pull a Medium-sized creature through.

Habitat/Society: Boggles are a cowardly lot and tend to be whiners if threatened with violence. They have low intelligence, but the cleverness of monkeys. They taunt, bluster, and scold with their gibbering-from a distance. Boggles do not value treasure, but they do like bright, shiny objects such as precious coins, gems and jewelry as well as bits of polished junk, and can be tempted with food and sweets.

The social organization of boggles is loosely familial. A gen of 2d4 adults and young live in a pocket warren, which might require the boggle dimensional portal ability to enter. Boggle kids tend to be more roly-poly than their adult counterparts and roll and bounce about rather than running. Old boggles are extremely rare, as they tend to lose their sight, sense of smell, and elasticity as they age.

A boggle nest is usually a pit-marked cavern, an earthen burrow or den, or a hideaway hollowed in a wall. Here, boggles build claylike frames and cubbies, using their oil and the debris of their digging to form a mortar, like a mud wasp's nest. Their treasures might be found here in some walled-off cubby.

Ecology: Boggles scavenge their food, existing on organic refuse, insects, plants and lichens, and kills stolen from other predators. They seem particularly fond of ants, grubs, and sweets, and can be enticed with a bit of a bribe. Boggles sometime herd beetles, slugs, and lizards in their nests.

The boggles' innate survival instinct combined with their slipperiness and special abilities makes them difficult to capture. Other races, such as goblins, hobgoblins, and orcs have been known to use boggles as watchdogs and trackers because of their sharp senses. When guard boggles sense intruders, they set up a high-pitched keening wail. Goblin boggle handlers use high frequency whistles and collars with inward turned barbs to control their boggles.

**BRAIN MOLE**

CLIMATE/TERRAIN:	Any/Below ground
FREQUENCY:	Very rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Night
DIET:	Psionic energy
INTELLIGENCE:	Animal (1-2)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d3
ARMOR CLASS:	11
MOVEMENT:	5, Br 5
HIT DICE:	¼ (1 hit point)
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	Nil
SIZE:	T (3" long)
MORALE:	Unsteady (6-8)
XP VALUE:	35

These small, furry animals are nearly blind, and look like normal moles. Brain moles are seldom seen, however. They live in underground tunnels, burrowing through rock as easily as through dirt. Usually, the only discernible evidence of a brain mole's presence is a network of blistered stone or mounded dirt above ground, which marks the tunnel complex. These creatures damage more than landscapes, however. Brain moles feed on psionic activity. From the protection of their tunnels, they will psionically burrow into a victim's brain, and drain his psionic energy.

Combat: A brain mole commonly attacks its victim in forests or underground; in either case, the creature is usually out of its direct line of sight. The mole waits for a psionically endowed being to appear above it, or it will burrow in search of prey.

Brain moles have an innate psionic sense and can automatically detect any psionic activity within 600 feet. However, they can only feed on psionic energy when their victim is nearby: within 100 feet if the victim is a psionist or psionic creature. The mole can't get a fix on its prey until the victim actually uses a psionic power.

Once a brain mole locates a victim it will attempt to establish contact with Mindlink. If contact is made, it will attempt to feed. A brain mole does not attack maliciously. It must feed at least once a week, or it will die.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
8	2/1/5	MT/M-	13	100

Sciences: Mindlink
Devotions: Inflict Pain

A brain mole can perform Inflict Pain up to a range of 100 feet. Strangely enough, a brain mole must establish contact with Mindlink before using Inflict Pain. Furthermore, it can only perform Inflict Pain upon psionics or psionic creatures, feeding off the psychic damage that it inflicts.

Habitat/Society: Brain moles live in family units that include one male, one female, and 1d6 young (one of which may be old enough to feed by itself). Large brain mole towns of up to 3d6 family units have been reported. Of course, these only occur in places frequently traveled by the psionically empowered.

Ecology: Though brain moles can be dangerous to some, others keep them as pets. The moles are rather friendly, and easily tamed. They are favored by royalty, who enjoy the special protection which only brain moles can provide. Some sages claim that even a dead brain mole can offer protection from psionic attacks, provided the carcass is worn about one's neck as a medallion. Sometimes, nobles who have been harassed by a particular psionist will send heroes out on quests for the little furry rodents.



On the open market, adult brain moles sell for 50 gp. Youngsters sell for 5 gp each.

BROKEN ONE

	Common	Greater
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Any (night)	Any (night)
DIET:	Varies	Varies
INTELLIGENCE:	Low (6-8)	High (13-15)
TREASURE:	I, K, M	I, K, M (Z)
ALIGNMENT:	Neutral evil	Neutral evil
NO. APPEARING:	3d4	1d4
ARMOR CLASS:	10-13 (see below)	15-18 (see below)
MOVEMENT:	45	45
HIT DICE:	3 (15 hit points)	5 (25 hit points)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1d6 (or by weapon)	1d8 (or by weapon)
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Regeneration	Regeneration
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (4-7'tall)	M (4-7' tall)
MORALE:	Unsteady (6-8)	Steady (13-15)
XP VALUE:	175	650

Broken ones (or animal men) are the tragic survivors of scientific and magical experiments gone awry. While they were once human, their beings have become mingled with those of animals and their very nature has been forever altered by the shock of this event. It is rumored that some broken ones are the result of failed attempts at

Resurrection, Reincarnation, or Polymorph spells.

While broken ones look more or less human, they are physically warped and twisted by the accidents that made them. The characteristics of their non-human part will be clearly visible to any who see them. For example, a broken one who has been infused with the essence of a rat might have horrific feral features, wiry whiskers, curling clawed fingers, and a long, whip-like tail.

Broken ones know whatever languages they knew as human beings and 10% of them can communicate with their non-human kin as well. It is not uncommon for the speech of a broken one to be heavily accented or slurred by the deformities of its body.

Combat: Broken ones tend to be reclusive creatures and combat with them is rare. Still, they are strong opponents. Broken ones are almost always blessed with a greater than human stamina (+6 to all Constitution Saving Throws and skill checks). In addition, broken ones heal at a greatly accelerated rate, regenerating 1 hit point each round.

A broken one will often wield weapons in combat, inflicting damage according to the weapon used. Many broken ones have also developed claws or great strength, which makes them deadly in unarmed combat. Hence, all such creatures inflict 1d6 points of damage in melee (the damage type varies, depending on their appendages). Unusually strong strains might receive bonuses to attack and damage rolls.

Many broken ones have other abilities (Twilight Vision, Darkvision, keen hearing, etc.) that are derived from their animal half. As a general rule, each creature will have a single ability of this sort and a +6 to Perception skill checks.

Habitat/Society: Broken ones tend to gather together in bands of between 10 and 60 persons. Since they seldom find acceptance in human societies, they seek out their own kind and dwell in secluded areas of dense woods or rocky wastes far from the homes of men. From time to time they will attack a human village or caravan, either for supplies, in self-defense, or simply out of vengeance for real or imagined wrongs. If possible, they will try to seek out their creator and destroy him for the transformations he has brought upon them.

When a society of these monsters is found, it will always be tribal in nature. There will be from 10d6 typical broken ones with one greater broken one for every 10 individuals. The greater broken ones (described below) will act as leaders and often have absolute power over their subjects.

Ecology: Broken ones are unnatural combinations of men and animals. Their individual diets and habits are largely dictated by their animal natures. Thus, a broken one who has leonine characteristics would be carnivorous, while one infused with the essence of a horse would be vegetarian. There are no known examples of a broken one who has been formed with the essence of an intelligent nonhuman creature.

Broken ones do manufacture the items they need to survive. These are seldom of exceptional quality, however, and are of little or no interest to outsiders. Occasionally, broken ones may be captured by evil wizards or sages who wish to study them.

Greater Broken Ones

From time to time, some animal men emerge who are physically superior. While they are still horrible to look upon and cannot dwell among men, they are deadly figures with keen minds and powerful bodies. Their twisted and broken souls, however, often lead them to acts of violence against normal men.

These creatures regenerate at twice the rate of their peers (2 hit points per round) and inflict 1d8 points of damage in unarmed combat. When using weapons, they gain a +4 bonus on all attack and damage rolls. Like their subjects, they often have special abilities based on their animal natures. Such powers, however, are often more numerous (1d4 abilities) and may be even better than those of the animal they are drawn from. For example, a greater broken one who is created from scorpion stock might have a chitinous shell that gives it AC 18 and it might have a poisonous stinger.

BROWNIE

	Brownie	Buckawn	Killmoulis	Quickling
CLIMATE/TERRAIN:	Temperate rural	Temperate forests	Human areas	Temperate forests
FREQUENCY:	Rare	Rare	Uncommon	Very Rare
ORGANIZATION:	Tribal	Clan	Solitary	Clan
ACTIVITY CYCLE:	Nocturnal	Day	Nocturnal	Nocturnal
DIET:	Vegetarian	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	High (13-15)	Average to Very (9-12)	Average (9-10)	High to Genius (13-19)
TREASURE:	O, P, Q	X	K	O, P, Q, X
ALIGNMENT:	Lawful good	Neutral	Neutral (chaotic good)	Chaotic evil (neutral)
NO. APPEARING:	4d4	5d4	1d3	4d4
ARMOR CLASS:	17	17	14	23
MOVEMENT:	60	60	75	480
HIT DICE:	½ (3 hit points)	1 (5 hit points)	½ (2 hit points)	Common: 1+2 (7 hit points) Leader: 3+6 (21 hit points) Elder: 4+8 (28 hit points) 3
NO. OF ATTACKS:	1	1	1	1d2 (by weapon)
DAMAGE/ATTACK:	1d2 (by weapon)	1d2 (by weapon)	1d2 (by weapon)	Spells, poison
SPECIAL ATTACKS:	Spells	Spells, poison	See below	Spells, poison (leaders)
SPECIAL DEFENSES:	+4 to all Saving Throws	See below	See below	Invisibility, +10 to DEX saves
MAGIC RESISTANCE:	Nil	2	4	Nil
SIZE:	Tiny (2' tall)	Tiny (2' tall)	Tiny (under 1' tall)	Tiny (2' tall)
MORALE:	Steady (13-15)	Steady (13-15)	Average (9-12)	Elite (16-17)
XP VALUE:	175	420	35	Common: 2,000 Leader: 3,000 Elder: 4,000

Brownie

Brownies are small, benign humanoid creatures who may be very distantly related to halflings. Peaceful and friendly, brownies live in pastoral regions, foraging and gleaning their food.

Standing no taller than 2 feet, brownies are exceedingly nimble. They resemble small elves with brown hair and bright blue eyes. Their brightly colored garments are made from wool or linen with gold ornamentation. They normally carry leather pouches and tools for repairing leather, wood, and metal.

Brownies speak the language of fairies (Sylvan), as well as Elven, Halfling, Gnomish, and Common.

Combat: Brownies prefer not to engage in combat, and only do so if threatened. Angry brownies rarely meet their foes in hand to hand combat, relying instead on magic.

Since their senses are so keen, it is nearly impossible to surprise brownies (+10 to all Perception skill checks). Like many fey creatures, brownies have Twilight Vision. They are superb at blending into their surroundings and can become all but invisible when they choose (+10 to all Stealth skill checks). This, combined with their great agility, gives them an AC of 17.

Brownies use spells to harass and drive away enemies. They can use the following spells, once per day (as a 6th level caster): Protection from Evil, Ventriloquism, Dancing Lights, Continual Light, Mirror Image (3 images), Confusion, and Dimension Door. If cornered and unable to employ any spells, brownies attack with tiny short swords.

Habitat/Society: Brownies live in rural areas, making their homes in small burrows or abandoned buildings. They often live close to or on farms, as they are fascinated by farm life.

Brownies live by harvesting wild fruits and gleaning grain from a farmer's field. Being honest to the core, a brownie always performs some service in exchange for what is taken. One might milk a farmer's cows and take only a small amount.

Some brownies go so far as to become house brownies. They observe the families in a given area, and if one meets their high moral standards, these brownies secretly enter the household. At night, while the residents are asleep, they perform a variety of helpful tasks: spinning, baking bread, repairing farm implements, keeping foxes out of the hen house, mending clothes, and performing other household tasks. If a thief creeps silently into the house, they will make enough noise to awaken the residents. Watchdogs and domestic animals consider brownies friendly and never attack or even bark at them.

All brownies ask in exchange for their labor is a little milk, some bread, and an occasional bit of fruit. Etiquette demands that no notice be taken of them. If the residents boast about the presence of a brownie,

the brownie vanishes.

Brownies are not greedy, but they do have small hoards of treasure which they have taken from evil monsters or received as gifts from humans. A brownie sometimes leaves his treasure in a location where a good person in need is bound to find it.

Strangers and outsiders are constantly watched by the brownies of the community until their motives are established. If the brownies decide that a stranger is harmless, he is left in peace. If not, the brownies unite and drive the intruder out.

Brownies know every nook and cranny of the areas where they live, and thus make excellent guides. If asked politely, there is a 50% chance that a brownie will agree to act as a guide.

Ecology: Brownies are basically vegetarians who live very comfortably on the gleanings of agricultural life. They make efficient use of leftovers that are too small for humans to notice. When brownies glean from fields, they do so after harvest, gathering grains and fruits which might otherwise be wasted.



Buckawn

Buckawns are similar to the more common brownie, but they are trickier and less friendly. Unlike their better-known kin, they distrust all other races and shun all contact with them. If they are pressed or disturbed, buckawns have no qualms about removing the offending party once and for all.

Buckawns look much like normal brownies, but they generally have darker skin and lighter hair. They tend to dress in russets and greens, enabling them to blend in with the wild lands they inhabit.

Brownies and buckawns speak the same tongue (Sylvan), although they find each other's accents to be quite horrid. Most buckawns can also speak one or more other languages, such as Common, Halfling, Gnomish, or Elvish.

Combat: Although small in stature, a buckawn makes a very dangerous adversary. The reasons for this center on the creature's

great dexterity and natural magical abilities.

Buckawns are very nimble creatures whose great agility makes them difficult targets in combat. While this accounts for their low Armor Class, it also enables grants them a +10 bonus to all Stealth skill checks.

Buckawns have keen senses (+10 to all Perception skill checks). Their hearing is far more sensitive than that of normal humans, and they know every sound of the forest around them, so unusual sounds are quickly detected. Their sense of smell, likewise, is highly refined—they can detect strange scents as quickly as a bloodhound. While these other senses are fine indeed, buckawn vision is truly wondrous. Buckawn, like brownies, have Twilight Vision. Further, they can detect invisible creatures at a glance without the slightest effort on their part.

Buckawns are able to employ a wide variety of magical powers in their own defense. Once each round they are able to invoke any one of the following powers: Audible Glamer Change Self, Dancing Lights, or Invisibility. In addition, they are able to employ Entangle, Pass without Trace, Summon Insects, or Fumble spells once each per day. In all cases, these powers are initiated with but a thought, requiring no recognizable casting of any sort. They take effect instantly and can be employed as an action on the buckawn's part. All buckawn spells function as if cast by a 6th level caster.

Buckawns favor knives and darts in combat. They are quick to employ poison or other drugs on their weapons if they have some special hatred for their opponent. Buckawn poisons are among the most potent ones known to man, with a DC 16 CON save required to resist their effects. Buckawn poisons are very valuable because of their great potency. While these are hard to come by, they are worth twice as much as normal poisons.

Habitat/Society: Buckawns are a reclusive folk. Only on the rarest of occasions will a buckawn clan have anything to do with other creatures. Further, it is worth noting that this attitude applies also to buckawns from other clans. While they are not instantly attacked or driven away, strange buckawns are treated with extreme caution until their motivations and capabilities are known.

A buckawn clan lives in a single home carved into the bowels of a great tree. More often than not, this is the largest tree in the forest. One third of the clan is charged with hunting the small animals the buckawn like to eat, while the rest of the band is split evenly between domestic upkeep and gathering the fruits and nuts that round out their diet. On rare occasions, a buckawn clan may keep a herd of chipmunks or squirrels as livestock, thus eliminating the need to hunt.

Ecology: Buckawns are magical creatures that fit into the fabric of wilderness life in much the same way that sprites, pixies, and dryads do. They are a reflection of the life force in the woodlands; so long as their woods are green and growing, the buckawn are bright and alive. If any form of rot or decay works its way into their corner of the world, the buckawn sicken and die if they cannot overcome this enemy of the forest.

Killmoulis

The killmoulis is a distant relative of the brownie, standing under 1-foot in height but with a disproportionately large head and a prodigious nose (their keen sense of smell gives them a +10 to Perception skill checks). Like other brownies, they have Twilight Vision.

Killmoulis are able to blend into surroundings, with a +10 to all Stealth checks.

They live in symbiotic relationships with humans, usually where foodstuffs are handled, making their homes under the floors, and in the walls and crawlspaces.



Quickling

Although they were once like any other race of brownie, quicklings sought out dark and dangerous magical powers. It may be that they intended to do good with their powers at one time, but the evil magic was too strong for them and they were corrupted.

Quicklings are small and slender beings, looking much like miniature elves with very sharp, feral features. Their ears are unusually large and rise to points above their heads. Quickling eyes are cold and cruel with a tiny spark of yellow light. Their skin is a pale blue to blue-white and their hair is often silver or snowy white.

Quicklings dress in fine clothes of bright colors. They are fond of silver and black, often selecting fabrics and metals in these colors. Quicklings never wear any form of armor or cumbersome clothes.

Quicklings speak Sylvan but speak very quickly. To those unfamiliar with it, their speech is nothing but a meaningless stream of noise with individual sounds and words passing so quickly that no human can follow it. If quicklings wish to communicate with other beings, they must take care to speak very slowly. Many quicklings can speak either Common or Elvish, while some of them can speak Halfling or Gnomish.

Combat: Quicklings have a +10 bonus to Stealth checks when not moving; +6 when moving.

Quicklings are far more dangerous in combat than their minute size would lead opponents to believe. This is due primarily to the great speed at which they travel and their tremendous agility. In combat, a quickling can dart about so rapidly that it attacks three times in a single round. In addition, they are visible only as blurs when moving, giving them an excellent Armor Class. Quicklings required to roll a Dexterity Saving Throw to avoid damage do so with a +10 modifier.

In combat, quicklings employ their sleek, needle-like daggers. Quickling leaders are 75% likely to employ poisoned blades that cause unconsciousness if the victim fails a DC 13 CON Saving Throw.

Quicklings have certain inherent magical powers they can employ at will. Only one power can be active at any given time. Once per day they may invoke the following powers (at caster level 6): Ventriloquism, Forget, Levitate, Shatter, Dig, and Color Spray.

Habitat/Society: When the ancestors of the quickling began to experiment with the dark forces that eventually corrupted them, they had no idea what the effects would be. Where once they were a gentle race of woodland beings, quickling are now savage hunters and cruel killers. They regard all other humanoids as enemies to be hunted down and killed.

Quickling live in extended family units, in the same way as buckawns. Each group of quickling is led by an individual of 3 Hit Dice. Clans with more than ten members have two such leaders, as well as an elder with 4 Hit Dice.

Quicklings dwell in places that are dark and evil. Adventurers have reported encountering them in groves of twisted and wicked-looking trees, near poisoned or cursed springs, and in overgrown areas once ruled by powerful chaotic beings.

As a rule, quicklings avoid contact with the outside world except when it promotes their own evil ends. In some cases, they have been known to deal with other evil races of magical nature (like imps and quasits) or powerful evil magic-users and clerics. On these occasions, the combination of such forces is a great danger to all in the area.

Ecology: Because of their greatly accelerated metabolism, quicklings are the shortest lived of any sylvan race. They mature less than one year after birth and are fully adult by the age of two. Old age sets in at ten years and they often die before they turn 12. No known quickling has ever lived beyond 15 without the aid of powerful magic.



BUGBEAR

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Low to average (6-10)
TREASURE:	Individual: J, K, L, M, (B)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2d4
ARMOR CLASS:	15
MOVEMENT:	45
HIT DICE:	3+3 (18 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4 S or by weapon
SPECIAL ATTACKS:	Surprise, +2 to damage
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (7' tall)
MORALE:	Steady to Elite (13-17)
XP VALUE:	120
Bugbear leader:	175
Bugbear chief:	175
Bugbear shaman:	175

Bugbears are giant, hairy cousins of goblins who frequent the same areas as their smaller relatives.

Bugbears are large and very muscular, standing 7' tall. Their hides range from light yellow to yellow brown and their thick coarse hair varies in color from brown to brick red. Though vaguely humanoid in appearance, bugbears seem to contain the blood of some large carnivore. Their eyes recall those of some savage bestial animal, being greenish white with red pupils, while their ears are wedge shaped, rising from the top of their heads. A bugbear's mouth is full of long sharp fangs.

Bugbears have a nose much like that of a bear with the same fine sense of smell. It is this feature which earned them their name, despite the fact that they are not actually related to bears in any way. Their tough leathery hide and long sharp nails also look something like those of a bear but are far more dexterous.

The typical bugbear's sight and hearing are exceptional (+5 to Perception skill checks), and they can move with amazing agility when the need arises (+5 to Athletics skill checks). Bugbears have Darkvision out to 60 feet.

The bugbear language, a dialect of Goblin, is a foul sounding mixture of gestures, grunts, and snarls which leads many to underestimate the intelligence of these creatures. In addition, most bugbears can speak Goblin.

Combat: Whenever possible, bugbears prefer to ambush their foes. They have a +5 to all Stealth and Deception skill checks made to ambush or otherwise surprise foes.



If a party looks dangerous, bugbear scouts will not hesitate to fetch reinforcements. A bugbear attack will be tactically sound, if not brilliant. They will hurl small weapons, such as maces, hammers, and spears before closing with their foes. If they think they are outnumbered or overmatched, bugbears will retreat, preferring to live to fight another day.

Habitat/Society: Bugbears prefer to live in caves and in underground locations. A lair may consist of one large cavern or a group of caverns. They are well-adapted to this life, since they operate equally well in daylight and darkness.

If a lair is uncovered and 12 or more bugbears are encountered, they will have a leader. These individuals have 4+4 Hit Dice (24 hit points), an Armor Class of 16, and great strength that gives them a +3 to all damage inflicted in melee combat.

If 24 or more bugbears are encountered, they will have a chief in addition to their leaders. Chiefs have 5+5 Hit Dice (30 hit points) an Armor Class of 17, and a +4 bonus to all damage caused in melee. Each chief will also have a sub-chief who is identical to the leaders described above.

In a lair, half of the bugbears will be females and young who will not fight except in a life or death situation. If they are forced into combat, the females attack as hobgoblins and the young as kobolds. Lairs and large groups of bugbears will sometimes have shamans, who have the spellcasting abilities of a 1st to 3rd level cleric.

The species survives primarily by hunting. They have no compunctions about eating anything they can kill, including humans, goblins, and any monsters smaller than themselves. They are also fond of wine and strong ale, often drinking to excess.

Bugbears are territorial, and the size of the domains vary with the size of the group and its location. It may be several square miles in the wilderness, or a narrow, more restricted area in an underground region.

Intruders are considered a valuable source of food and treasure, and bugbears rarely negotiate. On occasion, they will parley if they think they can gain something exceptional by it. Bugbears sometimes take prisoners to use as slaves.

Extremely greedy; bugbears love glittery, shiny objects and weapons. They are always on the lookout to increase their hoards of coins, gems, and weapons through plunder and ambush.

Ecology: Bugbears have two main goals in life: survival and treasure. They are superb carnivores, winnowing out the weak and careless adventurer, monster and animal. Goblins are always on their toes when bugbears are present, for the weak or stupid quickly end up in the stewpot.



BULETTE

CLIMATE/TERRAIN:	Temperate/Any terrain
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Animal (1-2)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d2
ARMOR CLASS:	20/14
MOVEMENT:	70, Br 15
HIT DICE:	9 (45 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	4d12 P/3d6 S x2
SPECIAL ATTACKS:	Jump
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L 12' long
MORALE:	Steady (13-15)
XP VALUE:	4,000

Aptly called a landshark, the bulette (pronounced boo-lay) is a terrifying predator that lives only to eat. The bulette is universally shunned, even by other monsters.

It is rumored that the bulette is a cross between an armadillo and a snapping turtle, but this is only conjecture. The bulette's head and hind portions are blue-brown, and they are covered with plates and scales ranging from gray-blue to blue-green. Nails and teeth are dull ivory. The area around the eyes is brown-black, the eyes are yellowish, and the pupils are blue green.

Combat: A bulette will attack anything it regards as edible. The only things that it refuses to eat are elves, and it dislikes dwarves. The bulette is always hungry and is constantly roaming its territory in search of food. When burrowing underground, the landshark relies on vibrations to detect prey. When it senses something edible (i.e., senses movement), the bulette breaks to the surface crest first and begin its attack. The landshark has a temperament akin to the wolverine - stupid, mean, and fearless. The size, strength, and numbers of its opponents mean nothing. The bulette always attacks, choosing as its target the easiest or closest prey. When attacking, the bulette employs its large jaw and front feet.

The landshark can jump up to 8 feet upwards with blinding speed and does this to escape if cornered or injured. While in the air, the bulette strikes with all four feet, causing 3d6 points of slashing damage for each of the rear feet as well. The landshark has one

vulnerable area: the shell under its crest is only AC 14 (but it is only raised during intense combat).

Habitat/Society: Fortunately for the rest of the world, the bulette is a solitary animal, although mated pairs (very rare) will share the same territory. In addition, other predators rarely share a territory with a landshark for fear of being eaten. The bulette has no lair, preferring to wander over its territory, above and below ground, burrowing down beneath the soil to rest. Since their appetites are so voracious, each landshark has a large territory that can range up to 30 square miles.

Bulettes consume their victims, clothing, weapons, and all, and the powerful acids in the stomach quickly digest the armor, weapons, and magical items of their victims. They are not above nibbling on chests or sacks of coins either, the bulette motto being eat first and think later. When everything in the territory is eaten, the bulette will move on in search of a new territory. The sole criteria for a suitable territory is the availability of food, so a bulette will occasionally stake out a new territory near human and halfling territories and terrorize the residents.

Very little is known of the life cycle of the bulette. They presumably hatch from eggs, but no young have ever been found, though small landsharks of 6 Hit Dice have been killed. It may be that the bulette is hatched from very small eggs, with few young surviving to maturity. Still other sages theorize that the bulette bears live young. There is also evidence that the bulette, like carp and sharks, grow larger as they get older, for unusually large landsharks of 16 foot length and longer have been seen. Certainly no one has ever come upon the carcass of a bulette that died of old age.

Ecology: The bulette has a devastating effect on the ecosystem of any area it inhabits. Literally nothing that moves is safe from it - man, animal, or monster. In the process of hunting and roaming, the landshark will uproot trees of considerable size. In hilly and rocky regions, the underground movements of the bulette can start small landslides. Ogres, trolls, and even some giants all move off in search of greener and safer pastures when a bulette appears. A bulette can turn a peaceful farming community into a wasteland in a few short weeks, for no sane human or demihuman will remain in a region where a bulette has been sighted.

There is only one known benefit to the existence of the bulette: The large plates behind its head make superb shields, and dwarven smiths can fashion them into exceptional shields (see page 20 of the *Dungeon Master's Guide*). Some also claim that the soil through which a bulette has passed becomes imbued with magical, rock-dissolving properties. Many would argue, however, that these benefits are scarcely worth the price.



BULLYWUG

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate swamp
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to average (6-10)
TREASURE:	J, K, M, Q, (x5); C in lair
ALIGNMENT:	Chaotic evil
NO. APPEARING:	10d8
ARMOR CLASS:	14 (better with armor)
MOVEMENT:	15, Sw 75 (45 in armor)
HIT DICE:	1 (5 hit points)
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1d2 S x2/1d4+1 P or by weapon
SPECIAL ATTACKS:	Hop
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	S to M (4'-7')
MORALE:	Average (9-12)
XP VALUE:	65
Leader or sub-chieftain	130
Chieftain	270
High Chieftain	420
Advanced bullywug	65
Shaman	270



The bullywugs are a race of bipedal, frog-like amphibians. They inhabit swamps, marshes, meres, or other dank places.

Bullywugs are covered with smooth, mottled olive green hide that is reasonably tough, giving them a natural AC of 14. They can vary in size from smaller than the average human to about seven feet in height. Their faces resemble those of enormous frogs, with wide mouths and large, bulbous eyes; their feet and hands are webbed. Though they wear no clothing, all bullywugs use weapons, armor, and shields if they are available. Bullywugs have their own language and the more intelligent ones can speak a limited form of the Common tongue.

Combat: Bullywugs always attack in groups, trying to use their numbers to surround their enemies. Whenever they can, bullywugs attack with their hop, which can be up to 30 feet forward and 15 feet upward. When attacking with a hop, bullywugs add a +1 bonus to their attack rolls, and double the damage if using a piercing weapon. This skill, combined with their outstanding camouflage abilities, frequently puts the bullywugs in an ideal position for an ambush (+5 to all Stealth skill checks).

Habitat/Society: More intelligent than frogs, all bullywugs live in organized or semi-organized socially fascist groups, cooperating for the purpose of hunting and survival. They live primarily on fish and any other game, preferring a diet of meat. They are adept hunters and fisherman, and skilled in the use and construction of snares and nets.

Bullywug society is a savage one. Males are the dominant sex, and females exist only to lay eggs. Though females and young make up about one-half of any tribe, they count for little in the social order. The only signs of respect that bullywugs ever bestow are toward their leader and their bizarre frog god. The race is chaotic evil, and totally lacking in any higher emotions or feelings.

The leader of a bullywug community is a large individual with 2 Hit Dice (10 hit points). Communities of 30 or more bullywugs have five sub-chieftains (2 HD each) and a powerful chieftain (3 HD, +1 to damage). Communities of 60 or more bullywugs have a high chieftain (4 HD, +2 to damage) and five sub-chieftains (2 HD, +1 to damage).

All bullywugs favor dank, dark places to live, since they must keep their skin moist. Most bullywugs live in the open and maintain only loose territorial boundaries. Ordinary bullywugs do not deal with incursions into their territory very efficiently, but they kill and eat interlopers if they can. They hate their large relatives (advanced bullywugs, see below) with a passion, and make war upon them at every opportunity. Bullywugs prize treasure, though it benefits them little. They value coins and jewels, and occasionally a magical item can be found amongst their hoard.

On an individual level, bullywugs lack the greed and powerlust seen in the individuals of other chaotic races, such as orcs. Fighting among members of the same group, for example, is almost nonexistent. Some would say that this is because they lack the intelligence to pick a fight, and not from a lack of spite. The tribes are led by the dominant male, who kills and eats the previous leader when it is too old to rule. This is one of the few instances when they fight among themselves.

Ecology: Bullywugs tend to disrupt ecosystems, rather than fill a niche in them. They do not have the intelligence to harvest their food supplies sensibly and will fish and hunt in an area until its natural resources are depleted, and then move on to a new territory. They hate men, and will attack them on sight, but fortunately prefer to dwell in isolated regions far from human beings.



Bullywug, Advanced

A small number of bullywugs are larger and more intelligent than the rest of their kind. These bullywugs make their homes in abandoned buildings and caves, and send out regular patrols and hunting parties. These groups tend to be well equipped and organized, and stake out a regular territory, which varies with the size of the group. They are more aggressive than their smaller cousins and will fight not only other bullywugs but other monsters as well. The intelligent bullywugs also organize regular raids outside their territory for food and booty, and especially prize human flesh. Since they are chaotic evil, all trespassers, including other bullywugs, are considered threats or sources of food.

For every 10 advanced bullywugs in a community, there is a 10% chance of a 2nd level shaman (cleric) being present.

BUNYIP

CLIMATE/TERRAIN:	Temperate
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Animal (1-2)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	15
MOVEMENT:	60
HIT DICE:	5 (25 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 S
SPECIAL ATTACKS:	Roar, sever limb
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' long)
MORALE:	Average (9-12)
XP VALUE:	175

The bunyip is an aquatic animal about six feet long that combines the physical characteristics of a seal and a shark. Unlike the former, however, the bunyip is utterly unable to venture onto land. Like a shark, the bunyip breathes by means of gills. Its body is covered with shaggy black hair and a long mane, which is almost always a dark gray or black in color.

Although the bunyip is not an inherently evil creature, it is very mischievous. Because of its great bulk and powerful jaws, a playful bunyip is quite likely to inflict serious injury on swimmers and can overturn small boats.

Combat: The bunyip can sense the approach of human beings or similar creatures through a latent sense of telepathy. When the bunyip notes the presence of such creatures, it may (50% chance) decide to confront them.

A bunyip coming upon a small creature that is swimming or struggling in the water (a dwarf, gnome, or halfling for example) is 80% likely to attack the creature.

To do so, it lifts its head from the water and unleashes a mighty roar which forces all characters to make a DC 13 Charisma Saving Throw or flee from the bunyip in panic for 2d4 rounds.

When the bunyip elects to engage in combat, it bites with its powerful jaws. Its sharp, shearing teeth inflict 1d6 points of damage. This bite may sever a limb from the victim. If the bunyip's attack roll is a natural 20, a limb has been removed and swallowed by the bunyip unless the victim makes a DC 13 CON Saving Throw.

Like a shark, a bunyip is excited by the smell and taste of blood. When a bunyip detects traces of blood in the water it may (50% chance) enter a feeding frenzy and begin attacking anything it comes across. In such cases, the bunyip receives a bonus of +2 to its attack rolls. However, because the bunyip is unable to properly defend itself while in a feeding frenzy, its enemies also receive a bonus of +2 on their attack rolls.

Habitat/Society: The bunyip is a solitary creature that spends much of its time swimming about, leisurely feeding, and occasionally harassing other creatures. Bunyips prefer to dwell in open water, such as lakes or rivers, but can sometimes be found in swamps and marshes.

Once each year, a bunyip seeks out a mate and the two travel to the sea. Once they reach salt water, the female undergoes slight physiological changes and the actual mating occurs. Three months later, she gives birth to a single pup that remains with her for the first two years of its life. Shortly after the pup is born, the father leaves, returning to his former home to await the next mating season.

When the pup is old enough, the mother turns it out and, like the father, returns to her former home. At this point, the pup has only 3 Hit Dice and its bite causes only 1d4 points of damage. In all other ways, however, it is similar to its parents. For the next three years, the pup will be too young to mate. With the coming of its sixth year, however, it will join the bunyip mating rituals.

Ecology: The diet of a bunyip is made up primarily of fish and other aquatic creatures. From time to time, they have been known to lunge at creatures on the edge of the water or at low-flying birds and such, but this is done only when the local food supply is low.

Although bunyip meat is safe for human consumption, it is unusually oily and rather strong tasting. Thus, they are not hunted by most cultures.

The hide of a bunyip can be made into a rugged leather, but this has no special qualities to set it above other animals that are easier to hunt. As a result, the bunyip is generally free from molestation by trappers, though some few are caught by accident.



CARRION CRAWLER

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Non- (0)
TREASURE:	B
ALIGNMENT:	Neutral
NO. APPEARING:	1d6
ARMOR CLASS:	17 (head)/13 (body)
MOVEMENT:	60
HIT DICE:	3+3 (18 hit points)
NO. OF ATTACKS:	8 or 1
DAMAGE/ATTACK:	Special or 1d2 P
SPECIAL ATTACKS:	Paralysis
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9' long)
MORALE:	Special
XP VALUE:	420



The carrion crawler is a scavenger of subterranean areas, feeding primarily upon carrion. When such food becomes scarce, however, it will attack and kill living creatures.

The crawler looks like a cross between a giant green cutworm and a cephalopod. Like so many other hybrid monsters, the carrion crawler may well be the result of genetic experimentation by a mad, evil wizard.

The monster's head, which is covered with a tough hide that gives it Armor Class 17, sprouts eight slender, writhing tentacles. The body of the carrion crawler is not well protected and has an armor class of only 13. The monster is accompanied by a rank, fetid odor which often gives warning of its approach.

Combat: The carrion crawler can move along walls, ceilings and passages very quickly, using its many clawed feet for traction.

When attacking, the monster lashes out with its 2' long tentacles, each of which produces a sticky secretion that can paralyze its victims for 2d6 minutes. A save DC 12 Strength Saving Throw is allowed to escape these effects. They kill paralyzed creatures with their bite which inflicts 1d2 points of damage. The monster will always attack with all of its tentacles.

Carrion crawlers are non-intelligent and will continue to attack as long as any of their opponents are not paralyzed. Groups of crawlers

attacking together will not fight in unison but will each concentrate on paralyzing as many victims as they can. When seeking out prey, they rely primarily on their keen senses of sight and smell. Clever travelers have been known to fool an approaching carrion crawler with a sight and smell illusion, thus gaining time to make good their escape.

Habitat/Society: Carrion crawlers are much-feared denizens of the underground world. They live in lairs, venturing out in search of carrion or food every few days. Some underground inhabitants such as goblins and trolls will make use of carrion crawlers by leaving the bodies of dead foes out in designated areas. This keeps the creatures at a good distance from their own homes and encourages them to "patrol" certain areas. Some orcs have been known to chain live prisoners near the lairs of these fearsome monsters.

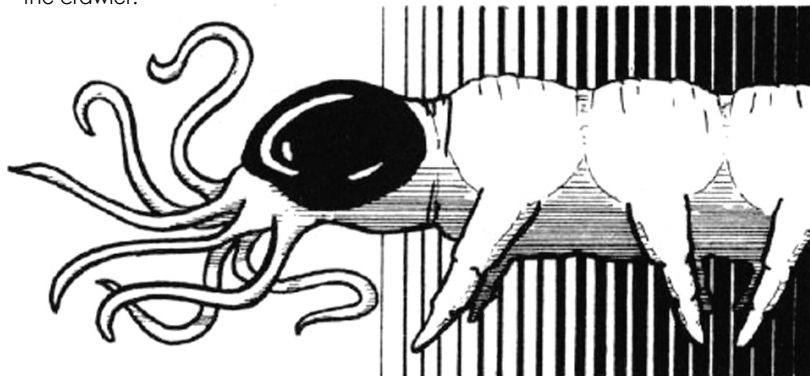
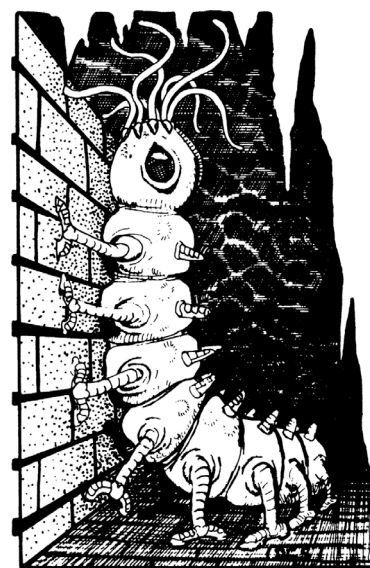
Carrion crawlers will sometimes live with a mate or in a small group numbering no more than 6. This does not mean that they cooperate in hunting, but merely share the same space and compete fiercely for the same food. If 2 crawlers have made a kill or discovered carrion, they will often fight over the food, sometimes killing one another in the process.

The carrion crawler mates once a year. Several days after mating, the female will go off in search of a large kill. When she has found or killed an adequate food supply, she lays about 100 eggs among the carrion. The grubs hatch one week later and begin feeding.

Maternal care ceases once the eggs have been laid and it is not uncommon for eggs to later be eaten by the female who laid them. Females die a few weeks after laying their eggs, exhausted by the effort. Males live only a short time longer, having mated with as many females as possible. Grubs have been known to consume one another in feeding frenzies and are a favorite food of adult carrion crawlers. Few of the grubs reach maturity, but those who do have eaten voraciously and will achieve their full size in a single year. When they reach maturity, the mating cycle begins again.

These monsters exist on the most basic instinctual level, having no more intelligence than earthworms or most insects. The carrion crawler is driven by two urges: food and reproduction. It has absolutely no interest in the collection of treasure.

Ecology: The carrion crawler provides the same useful, if disagreeable, function that jackals, vultures, and crows perform. Like so many other predators, carrion crawlers instinctively prey on the weak, sick, and foolish. In the long run, this has a beneficial effect on the prey, strengthening its gene pool. The carrion crawler also works wonders in overcrowded caverns, quickly eliminating population problems among the weaker monsters. Thus, the life cycle of the crawler is inextricably linked to those of its prey - when the prey flourishes so does the crawler.



CAT, GREAT

	Cheetah	Jaguar	Leopard	Lion, Common	Lion, Mountain
CLIMATE/TERRAIN:	Warm plains	Tropical jungle	Tropical jungle or forest	Warm plains and grasslands	Any warm or temperate lands
FREQUENCY:	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Family group	Solitary	Solitary	Pride	Solitary
ACTIVITY CYCLE:	Day	Any	Any	Day	Dawn or dusk
DIET:	Carnivorous	Carnivorous	Carnivorous	Carnivorous	Carnivorous
INTELLIGENCE:	Animal (1-2)	Semi- (3-5)	Semi- (3-5)	Semi- (3-5)	Semi- (3-5)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1d4	1d2	1d2	2d6	1d2
ARMOR CLASS:	15	14	14	14	14
MOVEMENT:	75	75	75	60	60
HIT DICE:	3 (15 hp)	4+4 (24 hp)	4 (20 hp)	5+5 (30 hp)	3+3 (18 hp)
NO. OF ATTACKS:	3	3	3	3	3
DAMAGE/ATTACK:	1d2 S x2/1d8 P	1d3 x2/1d8 P	1d3 S x2/1d6 P	1d4 S x2/1d10 P	1d3 S x2/1d6 P
SPECIAL ATTACKS:	Rear claws 1d2 S x2	Rear claws 1d4+1 S x2	Rear claws 1d4 S x2	Rear claws 1d6+1 S x2	Rear claws 1d4 S x2
SPECIAL DEFENSES:	Keen senses	Keen senses	Keen senses	Keen senses	Keen senses
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	M (4' long)	L (5' long)*	M (4' long)	M (5' long)	M (4' long)
MORALE:	Average (9-12)	Average (9-12)	Average (9-12)	Average (9-12)	Average (9-12)
XP VALUE:	175	420	270	650	270

	Lion, Spotted	Lynx, Giant	Tiger	Smilodon
CLIMATE/TERRAIN:	Warm plains and desert	Subarctic forest	Subarctic to tropical forest	Subarctic to tropical forest
FREQUENCY:	Rare	Rare	Uncommon	Rare
ORGANIZATION:	Pride	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Night	Night	Night
DIET:	Carnivorous	Carnivorous	Carnivorous	Carnivorous
INTELLIGENCE:	Semi- (3-5)	Very (11-12)	Semi- (3-5)	Animal (1-2)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2d4	1d4	1d4	1d2
ARMOR CLASS:	15	14	14	14
MOVEMENT:	60	60	60	60
HIT DICE:	6+6 (36 hp)	2+2 (12 hp)	5+5 (30 hp)	7+7 (42 hp)
NO. OF ATTACKS:	3	3	3	3
DAMAGE/ATTACK:	1d4 S x2/1d12 P	1d2 S x2/1d2 P	1d4+1 S x2/1d10 P	1d4+1 S x2/2d6 P
SPECIAL ATTACKS:	Rear claw rake 2d4 S x2	Rear claw rake 1d3 S x2	Rear claw rake 2d4 S x2	Rear claw rake 2d4 S x2
SPECIAL DEFENSES:	Keen senses	Keen senses, see below	Keen senses	Keen senses
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (5' long)	M (5' long)	L (8' long)	L (10' long)
MORALE:	Average (9-12)	Average (9-12)	Average (9-12)	Steady (13-15)
XP VALUE:	975	175	650	1,400



Cheetah

The cheetah is a medium-sized, lightly built cat. Its fur is sand colored and it is covered with dark spots. The cheetah is unique among cats because of its non-retractable claws. Their keen senses give them a +6 to Perception skill checks.

A skilled hunter endowed with natural camouflage; cheetahs have a +8 to all Stealth skill checks. They are famed for their tremendous bursts of speed and can run at quadruple speed (300 feet per round) for three rounds. The cat must rest 30 minutes before sprinting again. Cheetahs can spring 10 feet upward or 20 feet forward. If both forepaws hit during an attack the cheetah can rake with each of its rear claws. If defending their young, cheetahs receive a +2 on their attack and damage rolls and will fight to the death.

Cheetahs inhabit warm plains and grasslands, often sharing their range with lions. Their favorite prey are the antelope that inhabit the plains, and they rarely attack men. Cheetahs are territorial, but may live alone, in pairs and in groups. The female raises a litter of 2-4 young alone. The young, who stay with their mother for as long as 2 years, can be completely trained and domesticated.

The fortunes of the cheetah rise and fall with those of its prey; when the population of antelope and other game declines, so does that of the cheetah.

Jaguar

The jaguar is a powerful cat with a deep chest and muscular limbs. Its color ranges from light yellow to brownish red, and it is covered with dark spots. Their keen senses give them a +6 to all Perception skill checks.

The jaguar will attack anything that it perceives as a threat. It relies on stealth to close with its prey (+6 to Stealth skill checks), often pouncing from above. The jaguar can leap 30' to attack. If both of its forepaws strike it will rake with its two rear claws.

The jaguar inhabits jungles, spending a great deal of time in tree tops. It climbs, swims, and stalks superbly. Jaguars are solitary and territorial, meeting only to mate. If found in a lair, there is a 75% chance there will be 1-3 cubs. Cubs do not fight effectively.

Their strength and ferocity make jaguars one of the most feared predators of the jungle.

Leopard

The leopard is a graceful cat with a long body and relatively short legs. Its color varies from buff to tawny, and its spots are rosette shaped. Their keen senses give them a +6 to Perception skill checks.

Leopards prefer to leap on their prey and gain a +6 to all Stealth skill checks. Leopards can spring upward 20 feet or ahead 25 feet. If they

strike successfully with both forepaws, they rake with their rear claws. Leopards are solitary, inhabiting warm deserts, forest, plains, and mountains. They hunt both day and night preying on animals up to the size of large antelopes. They swim and climb well, and will often sit in treetops sunning themselves. Leopards will also drag their prey to safety in the treetops to devour in peace. The female bears 1-3 young, and cares for them for up to two years. If found in the lair, there is a 25% chance that there will be cubs there. The young have no effective attack.

A skilled predator, the leopard is often threatened by human incursions. In areas where it is hunted, it is nocturnal.

Common Lion

Among the largest and most powerful of the great cats, lions have yellow or golden brown fur. The males are distinguished by their flowing manes. Their keen senses give them a +7 to Perception skill checks.

Both male and female lions are fierce fighters. Lions hunt in prides, with females doing most of the actual hunting. They have a +5 to all Stealth skill checks. All lions can leap as far as 30 feet. If a lion hits with both forepaws, it can rake with its rear claws.

Lions prefer warmer climates, thriving in deserts, jungles, grasslands, and swamps. They live and hunt in prides, and are extremely territorial. A pride usually consists of 1-3 males and 1-10 females. Lions frequently kill animals the size of zebras or giraffes. Lionesses will cooperate when hunting, driving their prey into an ambush. They have been known to attack domestic livestock but will almost never attack men. A lair will contain from 1-10 cubs which are 30%-60% grown. Cubs are unable to fight. Lions are poor climbers and dislike swimming.

Lions flourish only when the supply of game is adequate. Their size and strength have made them a favorite target of human hunters.

Mountain Lion

Not a true lion, this brownish cat is lankier than its large cousins. Except for their size, males and females are difficult to tell apart. Their keen senses give them a +6 to Perception skill checks.

The mountain lion is more cautious and less aggressive than its larger relatives. They can spring upward 15 feet or ahead 20 feet to attack or retreat. If they score hits with both of their forepaws, they will rake with their back ones. It will not attack men unless threatened. They have a +6 to all Stealth skill checks.

Mountain lions range in warm and temperate mountains, forests, swamps, and plains. They are solitary, with males and females each maintaining separate territories. Their favorite prey are deer. The female rears 2-4 cubs alone, which remain with her for 1-2 years.

The mountain lion is flexible and elusive. It is adept at surviving on the fringes of human civilization.

Spotted Lion

Spotted lions are large, fierce, dappled versions of the lion. They are generally found in the plains of the Pleistocene epoch, and rarely occur elsewhere. Their keen senses give them a +7 to Perception skill checks. They have a +7 to all Stealth skill checks.

Giant Lynx

The giant lynx is distinguished by its tufted ears and cheeks, short bobbed tail, and dappled coloring. It has a compact muscular body, with heavy legs and unusually large paws.

The giant lynx is the most intelligent of the great cats and uses its wits in combat. Their keen senses give them a +5 to Perception skill checks. The lynx can leap up to 15 feet and have a +5 to all Stealth skill checks. If a giant lynx strikes with both forepaws, it attempts a rear claw rake. The giant lynx almost never attacks men.

The giant lynx prefers cold coniferous and scrub forests. They can communicate in their own language with others of its kind, which greatly increases its chances of survival. The nocturnal lynx stalks or ambushes its prey, catching rodents, young deer, grouse, and other small game. The cubs remain with their mother for 6 months.

The giant lynx has all the advantages of the great cats plus the added bonus of a high intelligence which makes it even more adaptable.

Tiger

The tiger is the largest and most feared of the great cats. Tigers have reddish-orange fur and dark vertical stripes.

A tiger is a redoubtable foe in battle and have a +7 to all Perception skill checks. They are experts in stalking and often hunt in pairs or groups (+7 to Stealth skill checks). They can leap 10 feet upward, and spring forward 30 feet to 50 feet to attack. If they strike successfully with both forepaws, they can rake with their rear claws.

This species ranges from the subarctic to the tropics, generally inhabiting wooded or covered terrain. Tigers are nocturnal, solitary, graceful climbers and swimmers who are capable of sustained high speed. These animals rarely fight among themselves but will protect their territories ferociously. They are also the most unpredictable and dangerous of the great cats, not hesitating to attack men. Their favorite prey includes cattle, wild pigs and deer. Females raise their 1-3 cubs alone. The cubs remain with their mother for several years. If encountered in the lair, there is a 25% chance that the cubs will be present.

Feared by men, tigers are hunted aggressively, and are threatened by the destruction of forests. In the untamed wilderness, however, the tiger occupies the top predatory niche.



Smilodon

Although not truly a member of the cat family, the so-called sabre-toothed tiger is similar to them in many ways. Smilodons are known for their 6 inches long fangs which are capable of inflicting terrible wounds. They are similar to normal tigers but are found only during the Pleistocene epoch.



"Whaddya mean we gotta talk to this lynx?? The last monster we talked to ate half of the party!"

CAT, SMALL

	Cat, Domestic	Cat, Wild	Elven Cat
CLIMATE/TERRAIN:	Any inhabited	Any non-arctic	Temperate forest
FREQUENCY:	Common	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1-2)	Animal (1-2)	Semi- to low (2-7)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1 (1d12)	1 (1d4+1)	1
ARMOR CLASS:	14	15	16
MOVEMENT:	75	90	90
HIT DICE:	½ (2 hp)	1 (5 hp)	3+6 (21 hp)
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1 S x2/1 P	1d2 S x2/1d2 P	1d2 S x2/1d3 P
SPECIAL ATTACKS:	Rear claw rake, 1d2 S x2	Rear claw rake, 1d2 S x2	See below, rear claw rake, 1d2 S x2
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	4
SIZE:	T (1' tall)	T (1'-2' tall)	T (1' tall)
MORALE:	Average (9-12)	Average (9-12)	Elite (16-17)
XP VALUE:	7	35	650

Cats of different sizes and colorations are common throughout the world. Some are pets, while many are wild.

Combat: Cats are efficient hunters, moving with grace and stealth; gaining a +6 to Stealth skill checks. A cat's excellent senses grant them a +4 bonus to Perception skill checks. Its senses also allow it to hunt efficiently at night.

Cats attack with their claws and teeth; if they hit with front claws, they rake with rear claws. A domestic cat's claws and rake each count as only one attack, rather than one per claw.

Cats have retractable claws which can be extended for climbing or drawn in for speed. They are agile climbers and can scale or move in trees at half normal Movement Rate. They can leap great distances to avoid obstacles or spring onto prey.

Habitat/Society: Cats are common in settled regions. Many cultures keep them as pets, and they can be found in the homes of nobles and peasants alike. Some societies worship cats as divine beings, while other nations fear and hate them as the minions of evil.

Ecology: Cats are commonly used to control rodent populations, though some hunters use them to recover downed birds and other small prey.

Domestic Cat

There are many breeds of domestic cat, all of which share basic characteristics, differing only in outward appearance. An average adult cat weighs eight to ten pounds, though some pampered specimens can weigh as much as 25 pounds.

Cats seldom attack creatures larger than themselves, though they will defend themselves. They often chase and kill mice, birds, rats, and other small creatures.

A well-treated cat will live for 15 years or more. The cat's gestation period is about two months, with 1d4+1 kittens in each litter. Kittens are weaned when about eight weeks old. Mother cats will fight to the death to defend kittens.

Wild Cat

Wild cats are very similar to domestic cats, and some were pets that went feral. Generally, wild cats are tougher, stronger, and more capable hunters than domestic cats.



Elven Cat

Cats kept by elves have evolved into magical creatures, possibly aided by arcane means. They are very intelligent and have their own language, and many can speak a crude form of the elvish tongue. Some live with gnomes, brownies, or woodland creatures, and also speak a basic form of their keepers' language. Most have gray-brown fur with dark stripes.

Elven cats are very stealthy, gaining a +8 bonus to all Stealth skill checks and have a +6 to all Perception skill checks. They are excellent climbers, can leap 20 feet with ease, and enjoy swimming and playing in water (+6 to all Athletics skill checks).

Elven cats have magical abilities that they use to avoid enemies. They have limited ESP which is used to determine intent. They can use Enlarge Person and Fumble once per day, and Reduce Person and Tree twice per day. For magical abilities, elven cats are treated as 9th level spellcasters.

Enlarge Person and Reduce Person work as the respective spells but may only target the elven cat. Tree allows them to take the form of a shrub or tree limb.

CATERWAUL

CLIMATE/TERRAIN:	Temperate mountains
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	Q (x4)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	14
MOVEMENT:	90 or 120, see below
HIT DICE:	4+4 (24 hit points)
NO. OF ATTACKS:	3, see below
DAMAGE/ATTACK:	1d4 S x2/1d6 P
SPECIAL ATTACKS:	Screech, rake
SPECIAL DEFENSES:	Haste
MAGIC RESISTANCE:	Nil
SIZE:	M (5' long)
MORALE:	Steady (13-15)
XP VALUE:	420



Caterwauls are vicious feline predators with short, midnight-blue fur, yellow eyes and a long, prehensile tail. The face has an almost elven look, with its delicately pointed ears and almond-shaped eyes.

Combat: The caterwaul's preferred method of attack is to hide (it gets a +8 to Stealth skill checks) in a tree or rock outcropping above a trail and leap onto its victim, chasing it only if necessary. Caterwauls can move on their hind legs at great speed (90), then drop to all fours to move even faster (120).

The caterwaul attacks with two claws for 1-4 points of damage, plus a bite for 1-6 points. In addition, if a caterwaul strikes with both claws, it may rake twice for a further 1d6 points of slashing damage (with each attack requiring another attack roll).

Once per minute (6 melee rounds), the caterwaul can emit a high-pitched, keening sound in addition to its melee attacks. This keening inflicts 1d8 points of thunder damage on all creatures within 60 feet unless they make a DC 12 Wisdom save for half damage. Caterwauls

usually use this attack during their first round of melee. Also, once per minute (6 melee rounds), a caterwaul can Haste itself (as the spell, PHB 125). The caterwaul cannot keen or make melee attacks during the round in which it Hastes itself. The Haste lasts three rounds.

Habitat/Society: The caterwaul is normally a militantly solitary creature, leaving its mother after only three months of life. The normal lifespan of a caterwaul is 5 years. During its life it will breed a maximum of three times. Caterwauls do not mate for life, as this would necessitate a permanent companion.

Caterwauls are generally found in low mountains, especially those with thick vegetation. Like most felines, the caterwaul hates water, but it can swim if necessary. Its diet is exclusively meat, generally large rodents, but larger prey is not uncommon, and it will occasionally supplement its hunting with a raid on domestic sheep or cattle. After killing something the size of a sheep or larger, the caterwaul will gorge itself, and then it may not hunt again for up to ten days. It will, however, defend its territory at any time from all intruders. The caterwaul is not a scavenger, and will not even finish off its own kills if they are more than a day old.

The caterwaul can climb virtually any surface (+12 to Athletics skill checks to do so) and gets a +8 to all Stealth skill checks. During its life, a caterwaul will not roam more than about 8 miles from its lair, once it has established its territory. The lair of a caterwaul will be heavily marked with vertical grooves, where the creature has honed its claws. There will also be a pungent odor, as the entrance to the lair is heavily marked by the caterwaul's scent glands to warn off other creatures.

Caterwaul's treasure is not normally as valuable as it might seem at first. They collect shiny objects of all shapes and sizes, and any hoard will be mostly worthless bits of quartz and shiny stones.

The caterwaul's prehensile tail is of little use in combat, but the creature will often use its tail to secure its food for eating. It will also use it as a sort of "hand" to brush twigs or other obstructions out of its line of sight when it is waiting in ambush, like most cats, the caterwaul's tail is also an elegant indicator of the creature's emotions.

Ecology: Caterwauls have no natural enemy, including man. They hunt only for food, and fight to defend their territory. The claws of a caterwaul may be used in the creation of a sword of sharpness. Its fur is prized for its unusual color but must be carefully treated to remove the caterwaul's scent.

CATOBLEPAS

CLIMATE/TERRAIN:	Any swamp
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Semi- (3-5)
TREASURE:	(C)
ALIGNMENT:	Neutral
NO. APPEARING:	1d2
ARMOR CLASS:	14
MOVEMENT:	30
HIT DICE:	6+6 (36 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 B
SPECIAL ATTACKS:	Gaze causes death, stunning strike
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (6' tall at shoulder)
MORALE:	Steady (13-15)
XP VALUE:	975

The catoblepas is a bizarre, loathsome creature that inhabits dismal swamps and marshes. Its most terrifying features are its large bloodshot eyes, from which emanate a deadly ray.

The body of the catoblepas is like that of a large, bloated buffalo, and its legs are stumpy, like those of a pygmy elephant or a hippopotamus. Its long, snaky tail is swift and strong, and can move with blinding speed. The head of the catoblepas is perched upon a long, weak neck, and would be much like that of a warthog except that the catoblepas is uglier.

Combat: In combat, the catoblepas relies on two forms of attack. First, it will use its strong, snaky tail to strike and stun its foes. Anyone struck by the tail suffers 1d6 points of bludgeoning damage and must make a DC 14 CON save or be stunned for 1d10 melee rounds.

Despite the danger of a tail strike, the catoblepas' second mode of attack is by far the more fearsome of the two. The gaze of the catoblepas emanates a death ray, with a 180° range. Any creature within a 90 degree arc that meets its gaze dies unless it makes a DC 13 Wisdom Saving Throw. See page 3 for more information on gaze attacks.

Since the neck of the creature is very weak, it has only a 5 in 20 chance of raising its head and using the death ray on subsequent rounds.

If more than one catoblepas is attacking, the monsters will cooperate with one another, attempting to herd their targets into a crossfire.

Habitat/Society: For the most part, the catoblepas is a meandering creature that wanders about its swamp nibbling on marsh grasses and the like. Once a month, usually under the light of the full moon, the catoblepas seeks out meat to round out its diet. It is at this time that the catoblepas is most likely to be encountered by adventurers.

The lair of the catoblepas is usually some sort of sheltered place where the ground is firm. More often than not it is surrounded by a tall stand of reeds or other marsh plants. The creature has little fear of being disturbed in its lair, since it is frequently the most feared carnivore in the swamp.



The catoblepas mates for life and when more than one catoblepas is encountered they will be a mated pair. There is a 10% chance that the couple will have a single offspring with them. An immature catoblepas will have half the Hit Dice of an adult. It takes almost nine years for the offspring to reach youthful maturity and an adult female will bear but one child every 10 or 12 years. Both the male and the female will cooperate in raising the offspring.

When the catoblepas ventures forth to hunt it eats fish, marsh birds, eels, water rats, large amphibians, snakes, and other swamp animals. The catoblepas usually stuns its prey with its tail and then kills it with its gaze.

The catoblepas is an opportunistic predator when it hunts and is not above eating carrion. Since it is semi-intelligent, it will treat parties of humans with respect, preferring to size them up first. As a rule, it will not attack unless it is hunting or feels that its mate or offspring is threatened. Being long-lived (150 to 200 years or so) and semi-intelligent, the catoblepas is capable of learning from the mistakes of earlier encounters and hunts.

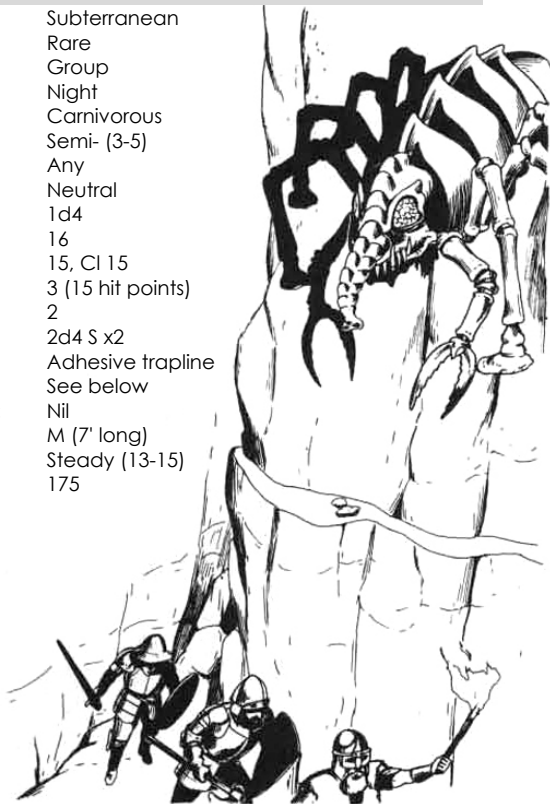
The catoblepas has no special interest in wealth, and the listed treasure type is the result of victorious encounters with intruders. It attaches no value to the coins, gems, and occasional magical items strewn about the lair.

Ecology: The catoblepas has no natural enemies, since its gaze provides it with more than adequate protection from even the fiercest of predators.



CAVE FISHER

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Night
DIET:	Carnivorous
INTELLIGENCE:	Semi- (3-5)
TREASURE:	Any
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	16
MOVEMENT:	15, Cl 15
HIT DICE:	3 (15 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d4 S x2
SPECIAL ATTACKS:	Adhesive trapline
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7' long)
MORALE:	Steady (13-15)
XP VALUE:	175



The cave fisher is a large insectoid that has adapted to life below ground. It combines many of the characteristics of a spider and a lobster.

The cave fisher has a hard, chitinous shell of overlapping plates and eight legs. The 6 rear legs are used for movement and traction on stony walls and corridors. Because of these limbs, the fisher has no difficulty in moving up and down vertical walls. The front pair of legs are equipped with powerful pincers, which are used for killing and dismembering prey. The most unusual feature of the cave fisher is its long snout, which can fire a strong, adhesive filament. The monster can also use its adhesive to anchor itself in place on walls and ledges.

Combat: The cave fisher has two ways of hunting. Its preferred method is to string its long filament in the vicinity of its lair. The filaments are thin and strong, making them exceedingly difficult to detect (DC 16 Perception check to notice) or cut. There is no chance at all of seeing this strand at a distance of 20' or greater. A Detect Snares and Pits spell will reveal a strand. The filament is coated with an adhesive which can only be dissolved by liquids with a high alcohol content (such as the cave fisher's blood). The filaments can only be cut by +1 or better slashing or piercing weapons.

The fisher's favorite meal is small, flying creatures like bats. Ever opportunistic, they are constantly trying to vary their diet by trapping a careless adventurer, foolish goblin, or orc (provided that they think that they can get away with it). If more than one fisher inhabits a lair, they will frequently pool their resources to catch larger prey. Once the victim is trapped in the filament, the cave fisher draws its prey in, reeling its filament in like a fishing line.

Should a tempting target escape the monster's neatly laid traps, the cave fisher will try another mode of attack. It will spend one round drawing its filament in and then shoot it at the prey, striking with a +3 attack bonus. It will try to snare its prey in this manner so long as it remains within the fisher's established territory. If the prey is hit by the filament, the monster can pull a weight of up to 400 pounds at a Movement Rate of 75' per round. In the event that a "tug of war" breaks out, the fisher has a +6 to all Grapple skill checks made with its strand.

Habitat/Society: Cave fishers prefer living on ledges and caves located above well-traveled paths, sharing their lairs with others of

their kind. No more than four cave fishers will be found in one lair. Their filaments are always strung before their lair, and they attempt to kill anything they trap, often storing food for future use.

Their territories are very small, and never larger than about 300 feet to either side of the lair. Anything man-sized or smaller is considered fair game by the cave fisher and halflings are thought to be tasty treats. A single cave fisher would never attack a large, well-armed party for the sake of a single meal. Still, they are cunning, and a group of the monsters might reel in their filaments and attempt an ambush if they thought they could get away with it. If hunting in one area becomes scarce, the cave fisher will simply find a new area to hunt, where the small game is more plentiful and careless.

Like all predators, the cave fisher is interested in survival. This means a steady supply of food and a mate. Females lay eggs in the vicinity of the lair, which they protect from predators. The young scatter when the eggs hatch, seeking lairs of their own.

Although the cave fisher does not collect treasure, its lair is often strewn with the possessions of its former victims.

Ecology: The cave fisher preys primarily on small flying game, and in the subterranean world this frequently means a diet of bats. It is not the top predator in its ecological niche and has learned caution in dealing with other monsters. The cave fisher is sufficiently intelligent to know the dangers of preying on large, well-organized groups, who might grow tired of its depredations and hunt it to extinction. The monster instinctively picks the easiest route for survival and relies on stealth and cunning to trap its prey and avoid being eaten itself.

The filaments of the cave fisher are highly prized by many thieves' guilds, for they can be made into thin and very strong rope which is nearly invisible. The filaments are wound onto reels and then specially treated to dilute the adhesive. The resulting strands are made into ropes, while the diluted adhesive is turned into a special solution, which when applied to gloves and boots, greatly increases traction for climbing.

CENTAUR

CLIMATE/TERRAIN:	Temperate forest
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Low to average (6-10)
TREASURE:	M, Q (D, I, T)
ALIGNMENT:	Neutral or chaotic good
NO. APPEARING:	1d8
ARMOR CLASS:	16
MOVEMENT:	90
HIT DICE:	4 (20 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6 B x2 and by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-9' tall)
MORALE:	Elite (16-17)
XP VALUE:	175
Centaur leader:	270
Centaur druid:	420

Centaur are woodland beings who shun the company of men. They dwell in remote, secluded glades and pastures.

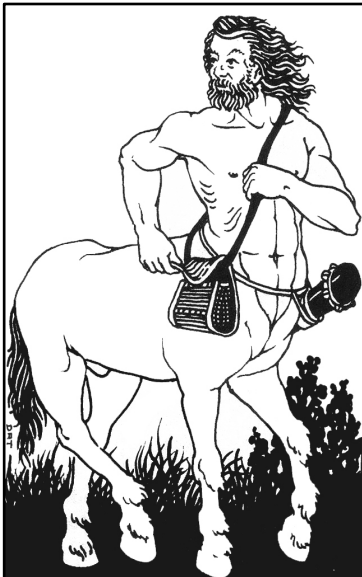
The appearance of a centaur is unmistakable: they have the upper torso, arms, and head of a human being and the lower body of a large, powerful horse.

Centaur speak their own language and some among them (about 10%) can converse in Elvish, Common, or Sylvan.

Combat: A band of centaurs is always armed, and the leaders carry shields. Half of the centaurs will be wielding oaken clubs (the equivalent of morning stars), one quarter will carry composite bows and have 10d3 arrows. The remainder of the band will be leaders (AC16; HD5) using large shields and medium horse lances. Centaur

make 3 attacks each round in melee: once with their weapons and twice with their hooves.

Habitat/Society: Centaurs are sociable creatures, taking great pleasure in the society of others of their kind. Their overall organization is tribal, with a tribe divided into family groups living together in harmony. The size of the tribe varies, it ranges from 3-4 families to upwards of 20 families. Since males have the dangerous roles of hunter and protector, females outnumber males by two to one. The centaur mates for life, and the entire tribe participates in the education of the young.



The lair is located deep within a forest, and consists of a large, hidden glade and pasture with a good supply of running water. Depending upon the climate, the lair may contain huts or lean-tos to shelter the individual families. Centaurs are skilled in horticulture and have been known to cultivate useful plants in the vicinity of their lair. In dangerous, monster infested areas, centaurs will sometimes plant a thick barrier of tough thorn bushes around their lair and even set traps and snares. In the open area, away from the trees, are hearths for cooking and warmth. If encountered in their lair, there will be 1-6 additional males, females equal to twice the number of males, and 5-30 young. The females (3 Hit Dice) and the young (1-3 Hit Dice) will fight only with their hooves, and only in a life or death situation.

Each tribe will have a priest who is treated as a leader but has the spell abilities of a 3rd level druid.

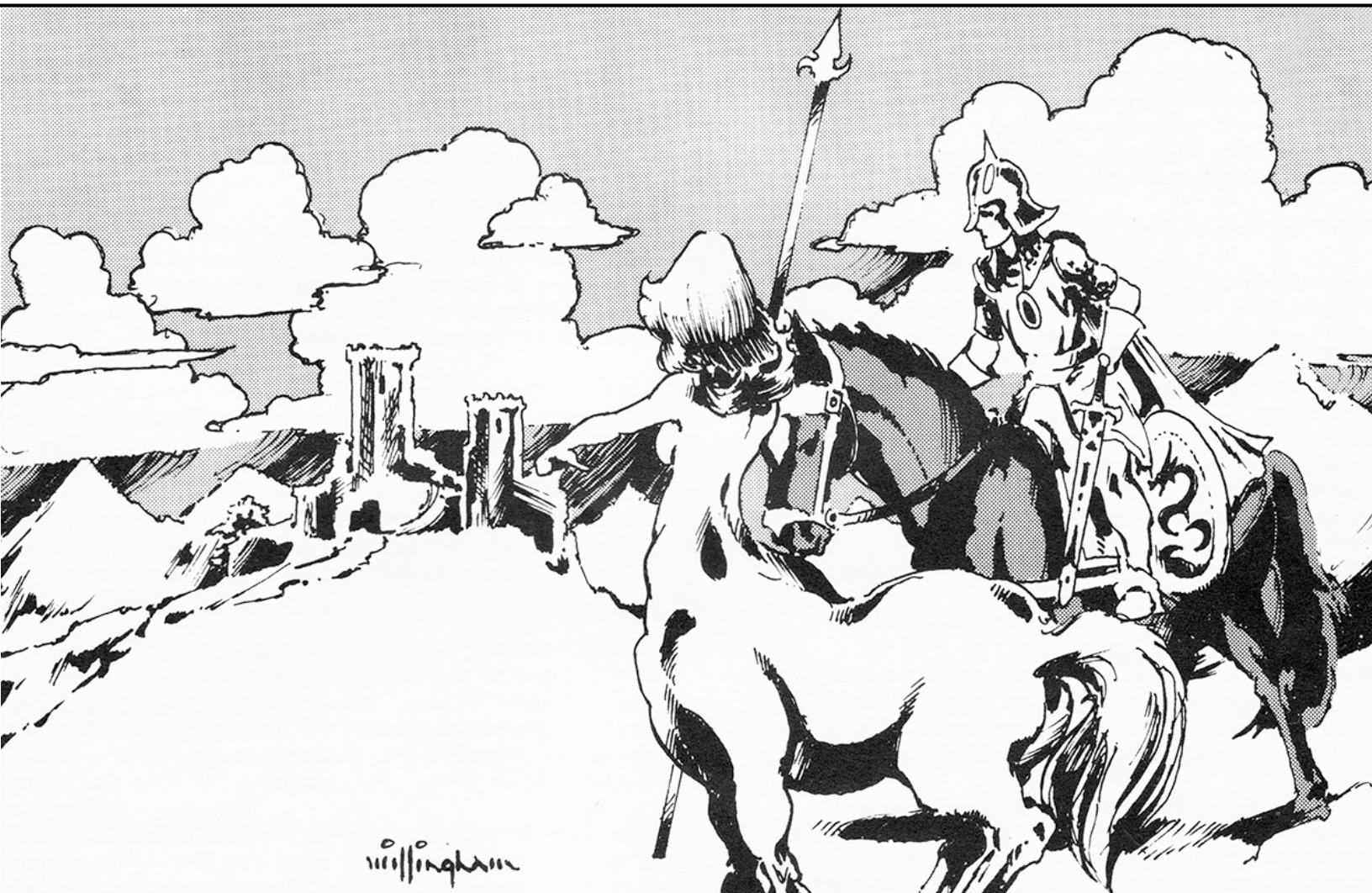
Centaurs survive through a mixture of hunting, foraging, fishing, agriculture and trade. Though they shun dealings with humans, centaurs have been known to trade with elves, especially for food and wine. The elves are paid from the group treasury, which comes from the booty of slain monsters.

The territory of a centaur tribe varies with its size and the nature of the area it inhabits. Centaurs are also not above sharing a territory with elves. The attitude of a centaur toward a stranger in its territory will vary with the visitor. Humans and dwarves will usually be asked to leave in a polite manner, while halflings or gnomes will be tolerated, and elves will be welcomed. Monsters will be dealt with in a manner according to the threat they represent to the welfare and survival of the tribe. Were a giant or dragon to enter the territory, the centaurs would pull up stakes and relocate, while trolls and orcs and their like will be killed.

Centaurs will take the treasure of their fallen foes and are fully aware of its value. Most male centaurs have a small coin supply, while the tribe has a treasury which may well include some magical items. Leaders will have twice the normal individual treasure. This treasure is used to buy food for the group, or to ransom (90% likely) captured or threatened members of the tribe.

While basically neutral or chaotic good, centaurs have been known to become rowdy, boorish, and aggressive when under the influence of alcohol. They are also extremely protective of their females and young. Centaurs are basically pastoral but will react with violence if their lifestyle and survival is threatened.

Ecology: The centaur lives in close harmony with nature and spends its lifetime carefully conserving the natural resources around its lair. The race seems to have an innate knowledge of how to achieve this precious balance. If forced to chop down a tree, a centaur will plant another to replace it. Centaurs never over hunt or over fish an area as a human group might do, but choose their game with care, limiting the amount they eat.



CENTIPEDE

	Giant Centipede	Huge Centipede	Megalo-centipede	Tunnel Worm
CLIMATE/TERRAIN:	Any	Any	Any	Subterranean
FREQUENCY:	Common	Common	Very Rare	Rare
ORGANIZATION:	Nil	Nil	Nil	Swarm
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Animal (1-2)	Non- (0)
TREASURE:	Nil	Nil	Nil	(M, N, Q)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2d12	5d6	1d4	1d6
ARMOR CLASS:	11	11	15	16
MOVEMENT:	75	105	90	30
HIT DICE:	¼ (2 hp)	¼ (1 hp)	3 (15 hp)	9+9 (54 hp)
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	Nil	Nil	1d3 P	2d4 P
SPECIAL ATTACKS:	Poison	Poison	Poison	Grab, Lunge
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	Tiny (1')	Tiny (6")	M (5')	G (25'+)
MORALE:	Unsteady (6-8)	Unsteady (6-8)	Average (9-12)	Steady (13-15)
XP VALUE:	35	35	175	1,400

Giant centipedes are loathsome, crawling arthropods that arouse almost universal disgust from all intelligent creatures (even other monsters). They are endemic to most regions.

One of the things that makes the centipede so repulsive is its resemblance to the worm. Its long body is divided into many segments from which protrude many tiny feet. Hence the name "centipede" (or hundred-footed). The giant centipede is so named because it is over 1-foot long. The body is plated with a chitinous shell and it moves with a slight undulating motion. The creature has the added benefit of protective coloration and varies in color depending on the terrain it inhabits. Those that favor rocky areas are gray, those that live underground are black, while centipedes of the forest are brown or red.

Combat: When hunting, centipedes use their natural coloration to remain unseen until they can drop on their prey from above or crawl out of hiding in pursuit of food. They attack by biting their foes and injecting a paralytic poison. The poison can paralyze a victim for 2d6 hours but is weak (DC 10). Although a single giant centipede rarely constitutes a serious threat to a man, these creatures frequently travel in groups. When more than one centipede is encountered, the monsters will fight independently, even to the point of fighting among themselves over fallen victims.



Habitat/Society: The centipede behaves like most other insects, roving from place to place in search of food; it has no set territory or dwelling. The centipede simply goes where its hunger leads it. It is an aggressive and hungry carnivore that must eat at least once a day to survive. Hungry centipedes often resort to cannibalism.

Ecology: Giant centipedes have several natural advantages, including poison and protective coloration, allowing them to compete with other small predators for game. Their poison bestows a certain immunity from being hunted, but hungry and skilled animals such as coyotes and large predatory birds hunt them effectively in lean times.

Their preferred targets are small mammals that are easily overcome by their weak poison. If they are very hungry, however, they have been known to attack anything that moves, including humans.

Huge Centipedes

These are identical to giant centipedes save that they are only 6 inches long. Their poison is weaker than that of their larger cousins and a failed Saving Throw (DC 10) will immobilize the victim for only 1d6 hours. Mice and other large insects are the favorite prey of huge centipedes. They in turn are hunted by giant centipedes.

Megalo-centipede

The megalo-centipede, because of its great size, is no longer classed as an irritant but is a threat to human and animal alike. Its acidic poison is far more potent than that of its weaker cousins. The victims of a megalo-centipede bite must make a DC 12 Saving Throw or die within 10 minutes. If the target successfully resists the poison, the acid burns the victim's skin, inflicting 2d4 points of acid damage.

The megalo-centipede is more intelligent than its smaller cousins and it is a far more cunning hunter, although they still do not cooperate with each other. In the wilderness the megalo-centipede prey on animals the size of deer. In the subterranean environment, it attacks man-sized or smaller creatures, including orcs, goblins, or humans. The megalo-centipede receives no penalties to its own Saving Throws.

Tunnel Worm

This cousin of the giant centipede feeds upon and lays its eggs in carrion. A tunnel worm attacks by lunging out of its hidden burrow to strike with a +2 bonus to the attack roll. Success indicates the tunnel worm has seized its prey in its mandibles, but no damage is inflicted until the worm chews through the victim's armor. It takes one round for the worm to chew through light armor, two rounds for medium armor, and three rounds for heavy armor.

Once the armor is breached, the worm automatically inflicts 2d8 points of damage each round.

If the worm suffers 15 or more points of fire damage or loses 60% of its hit points, it drops its victim and retreats to its lair. Tunnel worm lairs often have treasure from earlier victims. It gets a +13 to all Grapple skill checks.



CEREBRAL PARASITE

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Infestation
ACTIVITY CYCLE:	Any
DIET:	Psionic energy
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	3d4
ARMOR CLASS:	Nil
MOVEMENT:	Nil
HIT DICE:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Only affected by Cure Disease
MAGIC RESISTANCE:	Nil
SIZE:	T (flea-sized)
MORALE:	Nil
XP VALUE:	35

These tiny psionic parasites float about in the air. Colorless and nearly transparent, they cannot be seen by the human eye. They drift in the wind until they come across a psionic being. Then they attach themselves to the host's aura, and slowly drain psionic strength.

Combat: A cerebral parasite's attack is so subtle that a victim may not notice it for some time. When a psionically endowed individual comes within 1 foot of a parasite, the creature is mysteriously drawn to the character's (or monster's) aura and attaches itself.

This initial "attack" usually will go completely unnoticed. Only a few psionic powers can detect cerebral parasite: Aura Sight, Life Detection, and Psionic Sense. Magical spells which detect invisible or hidden objects are also effective. Of course, the infested host may realize that something is wrong when he uses his psionic powers.

Each time the victim uses a psionic power, the power costs 1 extra PSP for each parasite infesting an individual's aura. The power still works normally, but the parasite absorbs the extra PSP.

After a parasite has absorbed 6 psionic points in this fashion, it can reproduce by splitting in two. Of course, both parasites will now feed, and the process continues. Eventually the victim may not have enough PSPs to feed the parasites when using a given power; in that case, the power fails.

Only two methods can rid a victim of cerebral parasites: 1) a Cure Disease spell or 2) refraining from spending PSPs until the threat of starvation forces the parasites to leave. Each day the victim refrains from spending PSPs, there is a 1% cumulative chance (95% maximum) that each parasite will detach itself. Since this check is made individually for each parasite, a heavily infested victim is not likely to shake all the pests unless he refrains from using his powers for three or four months.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
1	2/1/2	Nil/Nil	Nil	Unlimited

Psychometabolism: Body Control, Shadowform

Psychoportation: Astral Projection, Phase

Habitat/Society: Psionic parasites, as these infestations are often called, have existed ever since psionics have been around. Sages claim that an ancient sect of wizards created the parasites to rid the planes of "false mages" - i.e. psionics. Of course, this tale is very popular even today among most wizards, but its validity is uncertain. The parasites' ability to enter the Astral and Ethereal Planes does lend credence to this theory, however.

Every 15 years, a plague of cerebral parasites infests the Prime Material Plane. Their frequency becomes common and 4d8 will be encountered at once. Psionics dread this time and call it "the year of weakness."

Ecology: Cerebral parasites, if captured, make a wonderful weapon to use against psionics. The only problem is that they easily escape even the most tightly sealed jar due to their Phase power.

CHIMERA

	Chimera	Gorgimera
CLIMATE/TERRAIN:	Any temperate to tropical	Any temperate to tropical
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary or pride	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Semi- (3-5)	Semi- (3-5)
TREASURE:	F	F
ALIGNMENT:	Chaotic evil	Neutral
NO. APPEARING:	1d4	1
ARMOR CLASS:	14/15/18	15/18
MOVEMENT:	45, Fl 90 (E)	60, Fl 75(E)
HIT DICE:	9 (45 hit points)	10 (50 hit points)
NO. OF ATTACKS:	6	5
DAMAGE/ATTACK:	1d3 S x2/1d4 S x2/ 2d4 P/ 3d4 P	1d3 S x2/2d4 S/ 2d6 P/ 3d4 P
SPECIAL ATTACKS:	Breath weapon	Breath weapons
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (5' tall at shoulder)	L (5' tall at shoulder)
MORALE:	Elite (16-17)	Elite (16-17)
XP VALUE:	5,000	6,000

How chimerae were created is a dark mystery better left unexplored. The chimera has the hindquarters of a large, black goat and the forequarters of a huge, tawny lion. Its body has brownish-black wings like those of a dragon.

The monster has three heads, those of a goat, a lion, and a fierce dragon. The goat head is pitch black, with glowing amber eyes and long ochre horns. The lion head is framed by a brown mane and has green eyes. The dragon head is covered with orange scales and has black eyes.

The chimera speaks a limited form of the Draconic. As a rule, however, it will only pause to communicate with those creatures who are more powerful than itself.



Combat: Its many heads and powerful physique make the chimera a deadly foe in combat. The monster prefers to surprise its victims, often swooping down upon them from the sky. It can attack 6 times each round, clawing with its forelegs, goring with its two horns, and biting with its lion and dragon heads. If it desires to do so, the dragon head can breathe a 5' wide stream of flame some 15 feet long in lieu of biting. The dragon's fire causes 3d8 points fire damage, although a DC 15 DEX Saving Throw will halve the damage. The chimera will always

attempt to breathe if its opponents are in range. If more than 1 chimera is encountered, they will attack in concert.

The Armor Classes are split as follows: Dragon, AC 18 (side); Lion, AC 15 (front); Goat, AC 14 (rear).

Habitat/Society: The chimera, being a hybrid, combines the preferences of the lion, the goat, and the dragon in its habitat, society and ecology. The dragonish part of its nature gives the chimera a distinct preference for caves as lairs. The dragon and lion parts seem to war with one another, for some chimeræ are dragon-like in their preference for solitude, while others live in small prides. Even if they mate, offspring are rare.

The monster is an omnivore. The goat head will browse on the toughest plants and shrubs and will derive nutrition from the most barren vegetation while the lion and dragon heads can only be satisfied with flesh. The chimera hunts once every 3 or 4 days, using its strength and limited intelligence to gain an advantage over those it preys on. Having a voracious appetite, it sometimes roams over territories as large as 20 square miles.

Being chaotic evil in nature, the chimera enjoys preying upon men, elves, dwarves, and halflings. It will even gladly attack other monsters in its search for food. Anyone entering its territory becomes prey and will be treated accordingly.

The chimera cannot resist attacking groups of travelers or monsters for another reason: its dragon nature craves the treasure that its prey might be carrying. Although it has no earthly use for it, the chimera will gather the coins of its fallen foe into a heap and roost on it like a dragon. Its hoard is nothing like that of a true dragon, however, and consists mainly of copper and silver coins, with perhaps some jewelry and a few magical items.

Ecology: The chimera fills the role of both omnivore and a top predator in its ecosystem. It is very adaptable. During times when its prey is scarce or non-existent, the chimera can make do with a vegetarian diet.

The Gorgimera

The gorgimera has the hindquarters of a gorgon, forequarters of a lion, and body and wings of a red dragon. Like the chimera, it has the heads of its three constituent creatures.

The monster can attack with its claws, bite with its lion and dragon heads, and butt with its gorgon head. In place of making its normal attack, the gorgon and dragon heads can employ their breath weapons. While the dragon's attack is similar to that of the chimera, the gorgon's breath causes petrification to any caught in its area of effect (DC 15 WIS Saving Throw to resist). The gorgon head can use its breath weapon twice per day to strike everyone in a 30' cone. The gorgimera will always use one of its breath weapons if its foes are within 10 feet.

The gorgon's head can see into both the Astral and Ethereal planes, and its breath weapon extends therein.

Like its relative the chimera, the gorgimera can also speak a limited form of Draconic.



CLOAKER

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13-15)
TREASURE:	C
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d4
ARMOR CLASS:	17
MOVEMENT:	5, Fl 75 (D)
HIT DICE:	6 (30 hit points)
NO. OF ATTACKS:	2 + special
DAMAGE/ATTACK:	1d6 S x2/special
SPECIAL ATTACKS:	Engulf
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8' long)
MORALE:	Elite (16-17)
XP VALUE:	1,400

Cloakers are fiendish horrors, related to trappers, that dwell in dark places far beneath the surface of the earth. They generally seek to kill those who enter their lairs, unless they can think up some other, more amusing way to punish interlopers.

When a cloaker is first seen, it is almost impossible to distinguish this monster from a common black cloak (DC 16 Perception skill check). The monster's back has two rows of black eye spots running down it that look much like buttons, and the two ivory-colored claws on its upper edge can easily be mistaken for bone clasps.

When it unfurls itself and moves to attack, however, its true nature becomes all too obvious. At this point, its white underside is clear and the monster's face is fully visible. This face, with the glow of its two piercing, red eyes and the needle-like fangs that line its mouth, is a truly horrible sight. At this point, the monster also uncurls the whip-like tail at its trailing edge and begins to swish it back and forth in anticipation.

Combat: When a cloaker strikes at its victim, it moves with blinding speed. Without warning, the cloaker flies at its target and, if its Grapple roll is successful (the cloaker gets a +7 to this roll), it engulfs its prey within its folds. Any creature that falls victim to this attack is all but helpless and can be bitten easily (the cloaker gets a +4 bonus to its attack roll) for 2d4 points of piercing damage.

While it is devouring its chosen victim, the cloaker uses its two tail attacks to inflict 1d6 points of slashing damage on those who move in to help rescue the captive. The tail can be cut off if 15 or more hit points of damage are inflicted upon it.

Any attacks made on the cloaker inflict half their damage to the cloaker and the other half to the trapped victim. Area effect spells, such as Fireball, cause full damage to both the monster and its victim.

The cloaker can also emit a special subsonic moan of increasing intensities. Although this power is blocked by stone or other dense materials, it can be very effective in an open chamber. Cloakers may not moan and bite during the same round. A cloaker may emit one of four types of moan each round.

The first type of moaning causes unease and numbs the minds of those within 80 feet of the cloaker. Those failing a DC 13 WIS Saving Throw suffer a -2 penalty to their attack and damage rolls against the cloaker. Further, any creature that is forced to listen to the moan for



six consecutive rounds must make a DC 13 WIS Saving Throw or be forced into a trance that renders it unable to attack or defend itself as long as the moaning continues.

The second type of moaning acts as a Fear spell. All creatures within 30 feet of the cloaker must roll a successful, DC 14, CHA Saving Throw or flee in terror for two rounds.

The third type of moaning causes nausea and weakness and affects all those in a cone 30 feet long. Anyone caught in this area must roll a successful CON Saving Throw (DC 16) or be sickened for 1d4+1 rounds. Sickened creatures suffer a -2 penalty to all Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by 1/2.

The fourth and final type of moaning acts as a Hold Person spell (DC 16). This power can be used on only one person at a time, has a range of 30 feet, and lasts for 1 minute.

A Silence 15' Radius spell negates all effects of the cloaker's moaning.

Cloakers also have the power to manipulate shadows. Known as shadow shifting, this power can be used in a number of ways, but in only one particular manner at any given time. The cloaker can employ its shadow shifting ability to mimic the effects of an Obscurement spell. Or the creature can produce precise images from the shadows that can be used to trick its adversaries. One common means of employing these images is to create a duplicate of the cloaker to draw away enemy attacks. If this method of shadow shifting is employed, it can be treated as a Mirror Image spell that creates 1d4+2 images.

A Light spell cast directly at a specific cloaker prevents it from using its shadow shifting powers.

Habitat/Society: The thought processes of cloakers are utterly alien to most other life forms. As such, they can only be communicated with by mages who have devoted long hours to training their minds in the arcane discipline necessary to understand these creatures.

Ecology: It is believed that cloakers are asexual, although no definitive proof of this has ever been found.

COCKATRICE

	Cockatrice	Pyrolisk
CLIMATE/TERRAIN:	Temperate to tropical	Temperate to tropical
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Flock	Flock
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivorous	Omnivorous
INTELLIGENCE:	Animal (1-2)	Low (6-8)
TREASURE:	D	D
ALIGNMENT:	Neutral	Neutral evil
NO. APPEARING:	1d6	1d4
ARMOR CLASS:	14	14
MOVEMENT:	30, Fl 90 (C)	30, Fl 90 (C)
HIT DICE:	5 (25 hp)	6+6 (36 hp)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1d3 S	1d4 S
SPECIAL ATTACKS:	Petrification	Gaze
SPECIAL DEFENSES:	Nil	Immune to fire
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (3' tall)	S (3' tall)
MORALE:	Steady (13-15)	Steady (13-15)
XP VALUE:	650	1,400

The cockatrice is an eerie, repulsive hybrid of lizard, cock, and bat. It is infamous for its ability to turn flesh to stone.

The cockatrice is about the size of a large goose or turkey, and has the head and body of a cock, with two bat-like wings and the long tail of a lizard tipped with a few feathers. Its feathers are golden brown, its beak yellow, its tail green, and its wings gray. The cockatrice's wattles, comb, and eyes are bright red.

Females, which are much rarer than males, differ only in that they have no wattles or comb.

Combat: The cockatrice will fiercely attack anything, human or otherwise, which it deems a threat to itself or its lair. When attacking, the cockatrice will attempt to grapple with its foe, touching exposed flesh and turning it to stone. Flocks of cockatrices will do their utmost to overwhelm and confuse their opponents, and they will sometimes fly directly into their victims' faces.

The petrifying touch of a cockatrice's beak forces those struck in combat to make a WIS Saving Throw (DC 13) or be turned to stone.

Habitat/Society: The cockatrice is immune to the petrification powers of others of its kind.

The diet of the cockatrice consists of insects, small lizards and the like. When it hunts these animals, the creature does not employ its power to petrify living things.

It is distinguished from other avians by its unusual habits and nasty temperament. Since females are rare, they are the dominant sex and often have more than one mate. In fact, males fight or strut for the privilege of joining a female's harem. These mated groups usually build their nests in caves. Nest sites are permanent, and the cockatrice constantly seeks to decorate its nesting site by lining it with shining objects like coins and gems.



Females lay one or two brownish red, rust speckled eggs per month. There is only a 25% chance that any given egg will hatch. Those that are fertile hatch in 11-19 days. The young reach maturity and full power within six months. Once they achieve adulthood, the hatchlings are driven away from the nesting site by their parents. Larger groups of cockatrices encountered will frequently be young driven from the nest who have temporarily united for survival.

Ecology: The cockatrice thrives in the wilderness. Its petrification power makes it immune to most predators and enables it to compete with other birds for food. The feathers of the cockatrice are prized by certain magic-users as many magical scrolls must be inscribed with pens made from such quills. Many people also seek unhatched eggs, or even live cockatrices, as unusual pets or guardians.

Pyrolisk

Frequently mistaken for its less malignant relative, the pyrolisk is virtually identical to the cockatrice except for the single red feather in its tail and the reddish cast of its wings. Whereas the cockatrice is motivated by instinct alone, the pyrolisk revels in spreading mayhem. Any victims who fail a DC 13 WIS Saving Throw when meeting its gaze will instantly burst into flames for 6d6 points of fire damage. If the save is made, they are still burnt for half damage. Any creature within 30 feet innately or magically immune to fire will not be affected by its gaze, and anyone who makes their Saving Throw is thereafter immune to the gaze of that particular pyrolisk.

The creature can cause any fire source within 90 feet to explode in fireworks (as a Pyrotechnics spell) as an action.

The pyrolisk is itself immune to all fire-based spells and attacks. The pyrolisk's mortal enemy is the phoenix, although any creature which the monster encounters is likely to be attacked.

COFFER CORPSE

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (6-8)
TREASURE:	B
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	12
MOVEMENT:	30
HIT DICE:	2 (10 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 B or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7' tall)
MORALE:	Average (9-12)
XP VALUE:	120



The coffer corpse is an undead creature seeking its final rest. It will always be encountered on a stranded funeral barge, unburnt pyre, or the scene of some other incomplete death ritual.

Coffer corpses look like skeletal zombies. They hate life and will attack any living humanoid creature which disturbs them.

Combat: The coffer corpse attacks in combat with whatever weapon it was to be buried with, doing the standard damage for that weapon. Only about 25% of coffer corpses have weapons.

If it has no weapon, the coffer corpse attacks with

its bare hands, attempting to lock them around the victim's throat. If it succeeds, it will fasten its hands in a death grip, inflicting 1-6 points of damage per round until either it or its victim is killed.

Coffer corpses are unusually strong, and a DC 16 Athletics skill check is needed to break free of a death grip.

If a coffer corpse is struck by a non-magical weapon for 6 or more points of damage, it will fall to the ground as if dead, although no real physical damage will occur. After one melee round, the coffer corpse will reanimate and continue to strangle any victim. All those who witness this reanimation must save make a DC 12 Charisma Saving Throw or flee in terror for 2d4 rounds.

Magical weapons inflict damage on a coffer corpse depending on their type, though the coffer corpse is resistant to both slashing and piercing damage.

A coffer corpse is immune to all spells of the schools of enchantment/charm and illusion/phantasm.

Habitat/Society: As an undead creature which seeks only to complete its journey from life, the coffer corpse has no social structure. Its habitat is whatever its burial method supplied.

Any treasure found with it will be an indication of its station in life - the richer and more powerful it was in life, the more treasure it will have in unlife.

A coffer corpse has one overriding instinctive urge: as it was denied a complete death, so others shall be denied life. It is bitter over its incomplete death ritual and seeks to take the lives of others in revenge, particularly if it can deny its victims the release of a death

ritual. Thus, it will often target priests for its attacks in the hope that there will be no one left to see a proper burial for its victims.

This bitterness can be used to some advantage, however, if the means to complete the coffer corpse's death journey can be determined. If the unfinished death ritual which binds the coffer corpse to undeath can be completed, the creature will be released and effectively destroyed. The DM must determine what constitutes a final death ritual.

Ecology: Coffer corpses have no need for light, air, water, or food. If they slay a humanoid creature, they ignore the corpse, leaving it where it lies and not interfering with nonliving scavengers, including ghouls and ghosts which come to feed on it.

It will tolerate most undead which do not disturb or attack it, but will attempt to kill any living creature it encounters near its unfinal resting place. Intelligent creatures will realize that a coffer corpse can be a useful rear guard if care is taken to avoid its lair.

COUATL

CLIMATE/TERRAIN:	Tropical and subtropical jungles
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Genius (18-19)
TREASURE:	B, I
ALIGNMENT:	Lawful good
NO. APPEARING:	1d4
ARMOR CLASS:	15
MOVEMENT:	30, Fl 90 (A)
HIT DICE:	9 (45 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d3 P/2d4 B
SPECIAL ATTACKS:	Poison, magic use
SPECIAL DEFENSES:	Etherealness
MAGIC RESISTANCE:	Nil
SIZE:	L (12' long)
MORALE:	Elite (16-17)
XP VALUE:	6000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
9	3/5/14	All/All	17	1d100+100

Clarsentience: All-Round Vision, Aura Sight, See Sound

Psychometabolism: Body Equilibrium, Metamorphosis, Shadowform

Psychoportation: Astral Projection, Teleport

Telepathy: ESP, Invisibility, Mindlink

The couatl are feathered serpents of myth and lore. It is believed that they are distant relatives of dragons, although this remains unproven.

So rare as to be considered almost legendary, the couatl is one of the most beautiful creatures in existence. It has the body of a long serpent and feathered wings the color of the rainbow. Since it can polymorph, the couatl will sometimes appear in the form of other creatures (always of good alignment).

Couatl are able to communicate via telepathy with almost any intelligent creature which they encounter. In addition, they can speak Common and most serpent and avian languages.

Combat: A couatl will seldom attack without provocation, though it will always attack evildoers caught red-handed. Whenever possible, a couatl will attack from the air.

Since it is highly intelligent, the couatl will frequently use its spells from a distance before closing with its foes. If more than one couatl is involved, they will discuss their strategy before a battle. The couatl will also not hesitate to polymorph into another, more effective form in combat.

The couatl have a variety of abilities which make them more than a match for most other creatures. In addition to being able to polymorph themselves at will, a couatl can use magic. Fully 45% will be 5th level magic-users, while 35% can act as 7th level clerics. The remaining 20% can use both types of abilities.

In addition to their other magical abilities, couatl can render themselves and up to 450 pounds of additional matter ethereal at will. Further, they can Detect Good/Evil, Detect Magic, turn invisible, and employ ESP whenever they desire to do so. The oldest and most powerful of couatl can also use a Plane Shift on themselves and up to 8 others. This ability has a 90% chance of reaching the desired plane.

The couatl uses its poisonous bite and constriction when forced into melee combat. When it bites it does 1d3 points of damage and injects a deadly toxin. If the victim fails a DC 15 CON Saving Throw it is killed instantly. If the constriction attack succeeds (the couatl gets a +9 to its Grapple skill checks), the victim takes 2d4 points of bludgeoning damage each round until it escapes, or it or the couatl is killed.

Habitat/Society: This winged serpent is native to warm, jungle-like regions but can also be found flying through the ether. Their intelligence and goodness have made them objects of reverence by the natives of the regions which they inhabit. Considered to be divine, there are many legends in which the couatl is the benefactor of mankind and the bestower of such precious gifts as agriculture and medicine. There are even shrines in certain areas dedicated to the couatl, and any who attack or harm a couatl are automatically viewed as the blackest of villains.

Although solitary in nature, couatl think of themselves as a single, extended clan. This clan is led by the oldest and wisest of their numbers but assembles only in dire emergencies.

Most couatl dwell alone, making their lairs in caves and abandoned buildings in remote, uninhabited regions. They hunt jungle animals for food once every fortnight or so. Many enjoy traveling, often undertaking long journeys of exploration.

On rare occasions, a pair will mate for life and establish a joint lair. Unlike many other reptiles, the couatl bear live young. Births are rare, averaging only one per couple each century. Both parents participate in the rearing and education of the single offspring, and will fight to the death if their child is threatened. Young couatl reach maturity in thirty or forty years and, though some will elect to remain with their parents for as long as a century, will eventually set off in search of the couatl's never-ending quest for wisdom.

Intellectually curious, all couatl have vast stores of information and enjoy learning more. When one of them learns some new and fascinating fact he will inevitably set out in search of his brethren to share and discuss it.

Couatl can sometimes be persuaded to help good adventurers or give sound council. If they feel that they are being sought for frivolous reasons, they will simply fly away. They are not greedy and do not seek treasure for its own sake. Aid from a couatl may well take the form of a magical item from its hoard.

Ecology: The couatl usually reigns supreme in its jungle, having little to fear from most other monsters.



CRABMAN

CLIMATE/TERRAIN:	Temperate to tropical sea coasts
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low to average (6-10)
TREASURE:	Nil (In lair: Kx5, Lx5, C)
ALIGNMENT:	Neutral
NO. APPEARING:	2d6
ARMOR CLASS:	16
MOVEMENT:	45, Sw 30
HIT DICE:	3 (15 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6 S x2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M-L (7'-10' tall)
MORALE:	Steady (13-15)
XP VALUE:	65

Crabmen are man-sized intelligent crabs. They walk upright on two pairs of legs. The small pincers tipping the short arms above their legs are used for fine manipulation. The two longer arms end in large claws. Two slender eyestalks bob above the beak-like collection of mandibles which makes up the crabman's mouth. Male crabmen are often brightly colored and females are reddish-brown, green, or black.

Combat: Though generally peaceful, crabmen will fight back with their large claws if attacked, causing 1d6 points of damage per hit. Males of certain subspecies have an enlarged claw on one side which does 1d8 damage.

Crabmen have never been known to wield weapons. If severed, a crabman's limbs and eyestalks will grow back in 1d4 weeks.

At certain times, population pressure and food shortages will cause crabmen to voraciously hunt other creatures. Most such attacks are directed towards other tribes of crabmen or other coastal inhabitants. However, they will occasionally raid coastal towns for food, attacking anything that moves. Such savage frenzies last only a few days, during which the crabman population is generally reduced back to a tolerable level.

Habitat/Society: Crabmen live as simple hunter-gatherers, subsisting primarily on carrion and algae. Much of each crabman's day is spent hunting, filtering algae, or scavenging along the shore. Crabmen often gather large amounts of sand into their mouths, suck out all the organic material, and spit out fist-sized pellets of sand and dirt. These hardened pellets betray the presence of a nearby crabman lair.

Crabmen generally live in coastal caves. Some tribes dig extensive burrows in seaside cliffs. Within a burrow complex, each crabman has an individual lair, situated near a large, central meeting area.

Males and females are found in approximately equal numbers in a tribe. They mate at irregular times throughout the year. The female produces about 100 eggs within two weeks. They are laid in the ocean, where they hatch into clear, soft-shelled, crablike larvae. In six months, they molt, develop a stronger shell, and begin to dwell on land. The eggs and larvae are delicious, and predators greatly reduce their numbers before they reach adulthood. Larvae are almost defenseless,



with AC 12, 1 HD, and weak claws which do only 1d2 points of damage per hit.

Crabmen continue to grow and molt throughout their lives, and specimens as tall as 10 feet have been reported. A crabman can live for up to 20 years.

A crabman tribe seldom has commerce with other tribes, and almost never with other intelligent races. They produce few artifacts, primarily seaweed weavings, driftwood carvings, and seashell constructions. Though these are often impermanent, some are quite beautiful. Though details of crabman religion are unknown, most artifacts are believed to be religious in nature, and are jealously guarded.

Each tribe appears to be led by a dominant, elder male or female. These leaders have maximum hit points but are otherwise unremarkable.

Crabmen speak their own language, which consists mostly of hisses and clicks. The crabmen's xenophobia and the extreme difficulty of their language make it virtually impossible for humans and similar races to learn to speak the crabman tongue. Those few sages who know anything about the language know only a few basic words.

Crabmen are attracted to shiny metal, particularly silver-colored metal, though they seem unable to differentiate between silver, platinum, and steel. Crabman lairs often contain piles of these metals, with many pieces worked into sculptures. If the metal has rusted or tarnished, it is sometimes scraped to reveal the shine again, but often simply thrown into a refuse pile.

Ecology: Crabman artifacts can sometimes bring good prices from collectors, though they are often fragile, and readily decompose if made of plants.

Crabmen are rumored to be very tasty, especially their legs and claws. Primitive coastal inhabitants, particularly sahuagin, consider them a delicacy and often raid crabman villages. Their shells dry out and become brittle soon after they are removed or molted, so they cannot be used as armor. The claws can be used as passable clubs.



CRAWLING CLAW

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Non- (0)
TREASURE:	Any
ALIGNMENT:	Neutral
NO. APPEARING:	1-20
ARMOR CLASS:	13
MOVEMENT:	45
HIT DICE:	1-1 (4 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 B
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	T (human hand)
MORALE:	Unwavering (20)
XP VALUE:	35

The much feared crawling claw is frequently employed as a guardian by those magic-users and clerics who have learned the secret of its creation.



No single description of a crawling claw is possible as they are not uniform in appearance. Since claws are the animated remains of hands or paws of living creatures, they are apt to be found in a wide variety of shapes and sizes.

Combat: When a claw detects a potential victim, it leaps to the attack. Although it may not appear to be capable of such a feat, its great strength enables it to do so. The maximum distance a claw can leap is 15 feet.

Once a claw lands on its victim, it delivers a powerful blow that inflicts 1d6 points of bludgeoning damage. In some cases, a claw may be instructed to attempt to strangle or gouge out the eyes of a victim. In any such case, the DM should consider all aspects of the situation and determine how much, if any, damage is done. The claw gets a +5 to all Grapple checks that it makes.

Claws are immune to any form of death magic or Raise Dead spells, although a Resurrection spell renders them immobile for a number of 1d2 hours. Claws have the same resistance to Charm, Sleep, and Hold spells that undead do, but claws are not subject to turning, Control Undead spells, or damage by holy water.

The claw has resistance to all slashing damage and nonmagical weapon damage.

Society/Habitat: Crawling claws are nothing more than the animated hands and paws of once-living creatures. As such, they have no culture or society to speak of. Despite this, crawling claws do have a limited ability to communicate with each other. This takes the form of a basic telepathic link between all the claws of a single "batch." Whenever one claw finds a victim, all of the others in the area who were made at the same time move in to help it.

In addition, claws that have been instructed to do so can act in concert with each other to move large objects. The DM should use five pounds per claw as a reasonable limit to the weight that can be moved.

Ecology: Crawling claws can be created by any magic-user or cleric who has knowledge of the techniques required to do so. To begin with, the creator must assemble the severed limbs that are to be animated. The maximum number of claws that can be created at any one time is equal to the level of the person enchanting them. The hands (or paws) can be either fresh, skeletal, or at any stage of decomposition in between.

Claws can be controlled in one of two ways: directly or via programming. The manner of a claw's control must be specified when it is created and cannot be changed thereafter. All of the claws in a particular batch must be controlled in the same manner.

Programmed claws are given a single, brief instruction that they attempt to carry out to the best of their ability. The maximum length of the programming, in words, is 15 plus the level of the creator. This programming sets the conditions under which the claw attacks. A sample command might be: Kill anyone except me who opens this chest.

Directly controlled claws are manipulated by the thoughts of their creator. The mental effort of controlling claws is quite tiring and cannot be maintained for more than three consecutive rounds without a one-round rest. Further, the range of such control is limited to 10 feet plus 5 feet per level of the creator. A person controlling claws cannot undertake spellcasting or any other activity. Injury to a controller does not break his control unless unconsciousness results. If direct control is broken for some reason, the claws continue to follow the last orders they were given.

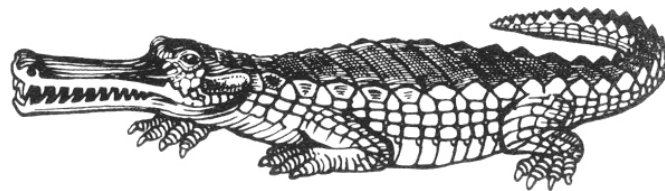
CROCODILE

	Crocodile	Giant Crocodile
CLIMATE/TERRAIN:	Subtropical and tropical swamps and rivers	
FREQUENCY:	Common	Very rare to common
ORGANIZATION:	Nil	Nil
ACTIVITY CYCLE:	Day	Day
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1-2)	Animal (1-2)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	3d8	1 to 2d6
ARMOR CLASS:	15	16
MOVEMENT:	30, Sw 60	30, Sw 60
HIT DICE:	3 (15 hp)	7 (25 hp)
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	2d4 P/1d12 B	3d6 P/2d10 B
SPECIAL ATTACKS:	Surprise	Surprise
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8'-15' long)	H (21'-30' long)
MORALE:	Average (9-12)	Steady (13-15)
XP VALUE:	65	1,400

The crocodile is a large, dangerous predatory reptile native to tropical and subtropical climates. It spends most of its time submerged in swamps, rivers, or other large bodies of water.

The crocodile is one of the most feared and ugliest predators of the tropics. It has a long, squat body, ranging in size from a scant foot to well over ten feet long. Most mature specimens range from eight to 15 feet long, and some even larger. Many sages argue that crocodiles never stop growing. The crocodile has a long jaw filled with sharp, conical teeth. The powerful maw is superbly adapted for dragging prey beneath the water and dismembering it. Its four short legs are very powerful and can propel the crocodile rapidly through the water

and over the land. Its long tail is also very strong and is sometimes used on land to unbalance its foes.



The crocodile is covered with a tough horny hide, which blends in very well with the surrounding water. Its eyes and nose are placed so that when the crocodile floats, only they remain above water, enabling the beast to spot and ambush prey. The crocodile is adept at floating through the water and remaining quite still, presenting the illusion that it is nothing more than a floating log.

Combat: Ever voracious, hungry crocodiles will attack anything that looks edible, including men. They prefer to lie in wait for their prey (+6 to Stealth skill checks) and are exceedingly sensitive to movements in the water (+6 to Perception checks). They have been known to swiftly and silently swim up to the shore and seize a man, dragging him below the surface of the water. They prefer to attack with their powerful jaws, causing 2d4 points of damage, and lash with their tails for 1d12 points of damage. Crocodiles will fight among themselves for any prey they seize in their jaws, sometimes tearing their victim to pieces. The only thing that can slow a crocodile is cold. They become slow and sluggish (-1 to Armor Class and initiative, and Movement is halved) when the temperature falls below 40 degrees Fahrenheit.

Habitat/Society: Crocodiles sometimes congregate in large numbers, but they are not by nature sociable, nor do they cooperate in hunting. They have well-concealed lairs and will often drag their prey to their lairs before eating it. When a tasty morsel comes its way, a group of crocodiles will go into a feeding frenzy, each attempting to get a part of the feast. They hunt almost daily, primarily in the water, rarely on land. Their tastes are broad: fish, men, small mammals, aquatic birds, and even a careless lion has occasionally been known to fall into their grasp. Hungry crocodiles will sometimes upend boats to see what falls out.

Crocodiles mate once a year, and the female lays a clutch of about 60 eggs, carefully burying them in the sand. Unlike many other reptiles, the female carefully guards her eggs, protecting them from other predators. When the time comes for the eggs to hatch, the mother assists by digging the eggs out of the sand. The newly hatched young are thrown entirely on their own resources to survive. Very few of the young survive to maturity.

Swamps and rivers are not the only abode of the crocodile. In recent years there have been dreadful rumors that some of these reptiles have made their homes in the sewers of cities in tropical regions, living on waste and carrion.

Ecology: The crocodile is a formidable predator and has little competition for food from other water creatures. One of the few monsters that can compete with it is the dragon turtle. Even on the riverbanks it has little to fear from rival predators; most would prefer not to tangle with a crocodile. The only predator that the crocodile need fear is man, who hunts it for its tough hide, which can be transformed into a beautiful, gleaming leather. Crocodiles are also hunted to eliminate the danger that they represent to riverside communities.

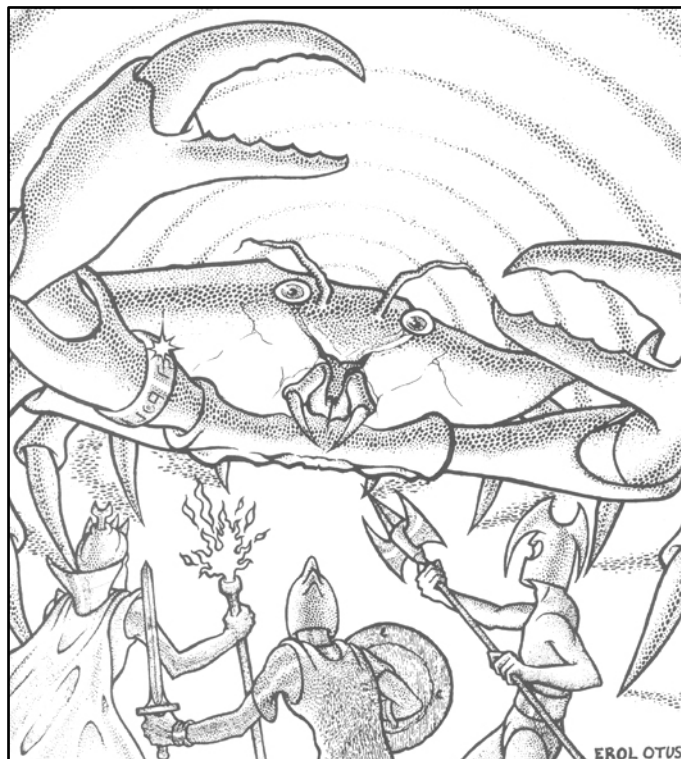
Giant Crocodile

These creatures are far rarer than their smaller cousins. They attain sizes from 21 to 30 feet long, and they also continue to grow until death. Giant crocodiles typically inhabit salt water or prehistoric settings, where they have been known to prey upon sharks, small whales, and small seagoing crafts, such as fishing boats. When attacking a small boat, their favorite technique is to ram it, attempting to capsize and smash it open with their huge jaws. They have been known to gorge upon the catch within the fishing boats, and then to swim away, leaving the fishermen unharmed.

CRUSTACEAN, GIANT

	Giant Crab	Giant Crayfish
CLIMATE/TERRAIN:	Any seashore	Temperate rivers
FREQUENCY:	Rare	Uncommon
ORGANIZATION:	Nil	Nil
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	2d6	1d4
ARMOR CLASS:	17	16
MOVEMENT:	45	30, Sw 60
HIT DICE:	3 (15 hp)	4+4 (24 hp)
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	2d8 Sx2	2d6 Sx2
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Surprise	Surprise
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8'-15')	L (8'+ long)
MORALE:	Elite (16-17)	Elite (16-17)
XP VALUE:	65	175

Giant crustaceans are peculiar mutations of crabs and freshwater crayfish. The first inhabits saltwater regions, while the latter is found only in fresh water.



Giant Crabs

Giant crabs look just like regular crabs except for their enormous size. They come in a variety of colors, such as reds, browns, and grays. They have eyes set on stalks, which enable them to see around corners and onto ledges. Their bodies are covered by a large, chitinous shell. Crabs are distinguished by their scuttling, sideways mode of locomotion.

Combat: Always hungry, crabs prefer to sneak up upon their prey (+4 to Stealth) and catch it in their pincers, dismembering and eating it. Once they have caught something edible, they stop to eat it, unless they are attacked. If a crab finds its meal in question, it attempts to scuttle off with the prize, perhaps to its den.

Habitat/Society: The giant crab lives on the shoreline, searching beaches for food and venturing into the water in search of fish and other aquatic life. It is well adapted to this sort of life, since it is able to breathe both air and water. Giant crabs frequently feed on large dead fish and other carrion washed up on the shore. They operate

equally well on land and in the water. Giant crabs sometimes burrow into the sand during the day, emerging only at dusk and dawn to feed. At these times the beach is alive not only with the giant crabs, but with their tiny cousins as well. The giants may also hunt during day or night.

The crab exists only on the most basic instinctive level and is interested solely in survival. Crabs mate in the autumn and males attempt to mate with as many females as they can. Females bury their eggs in the sand. The eggs hatch the following spring; few hatchlings survive to reach maturity. Nature has forced the giant crabs to become flexible eaters, always willing to try new food sources.

Ecology: The giant crab performs a useful ecological function in keeping the seashores free of large carrion that would otherwise rot. On the shore, it is hunted by the ultimate predators - humans and demihumans - for its superb meat and hard chitinous shell, which is prized by some for making armor and shields.



Giant Crayfish

The crayfish is essentially a freshwater lobster. It has a similar multi-plated shell, numerous legs, eyes set on stalks, and two wicked pincers. The giant crayfish is muddy brown or sand colored, depending upon the color of the river bottom it inhabits. Some say that the giant crayfish, like the lobster, keeps growing as it gets older; certain sages even argue that the giant crayfish is really the same species as the ordinary crayfish, merely an extremely old specimen.

Combat: Like the crab, the crayfish prefers to ambush its prey (+4 to Stealth). It sits quietly on the river bottom, waiting, and then rushes forth to seize its food in its pincers. The giant crayfish does not normally represent a danger to adventurers, since it inhabits only deep rivers and spends all its time on the river bottom. It would therefore only attack adventurers who were swimming along the river bottom, and then only if they came within its range. The crayfish prefers to drag its catch back to its watery lair (+6 to Grapple skill checks) and eat in peace. Its shell is very tough, giving the creature AC 16.

Habitat/Society: The giant crayfish inhabits only wide and deep rivers, and feeds almost exclusively upon bottom-dwelling fish. Due to its great size, it can easily prey on such fish as sturgeon, carp, and large eels. It is voracious and spends most of its time hunting. On the whole it rarely crosses paths with adventurers, but it does compete with river fishermen.

Ecology: The giant crayfish is considered a delicacy by other creatures, which perhaps accounts for its rarity. Nixies especially prize the meat of the giant crayfish. Dragon turtles, giant snapping turtles, merrows, giant otters, gar, giant pike, and storm giants are just some of the monsters that hunt the giant crayfish. It is very far from being the top predator in its food chain and must fight for its survival.

CRYPT THING

CLIMATE/TERRAIN: Any tomb or grave area
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Nil
INTELLIGENCE: Very (11-12)
TREASURE: Z
ALIGNMENT: Neutral
NO. APPEARING: 1
ARMOR CLASS: 17
MOVEMENT: 60
HIT DICE: 6 (30 hit points)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d8 S
SPECIAL ATTACKS: Teleport
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Nil
SIZE: M (6' tall)
MORALE: Fanatic (19)
XP VALUE: 975



Crypt things are strange undead creatures that sometimes guard tombs, graves, and corpses. There are two types of crypt things - ancestral and summoned. The former type is a "natural" creature, while the other is called into existence by a magic-user or cleric of at least 13th level.

A crypt thing looks like nothing more than an animated skeleton, save that it is always clothed in a flowing robe of brown or black. Each eye socket is lit by a fierce, red pinpoint of light that is almost hypnotic in its intensity.

Combat: A crypt thing exists only to protect the bodies of those who have been laid to rest in its lair. It acts only to defend its crypt. Should grave robbers or vandals seek to enter and profane the sanctity of its tomb, the crypt thing becomes instantly animated.

A crypt thing's first line of defense is a powerful variety of teleportation, which it can cast once on any given group of adventurers. Each of those attacked with this spell must roll a successful Charisma Saving Throw (DC 13) or be instantly transported away from the crypt. DMs should use the following table as a guideline, rolling 1d100 for each person who fails the Saving Throw, but they are free to use their own judgment as well:

D% Roll	Destination
01-20	1d10 x 100' north
21-40	1d10 x 100' east
41-60	1d10 x 100' west
61-80	1d10 x 100' south
81-90	1 dungeon level up
91-00	1 dungeon level down

Those teleported by the crypt thing cannot materialize inside solid matter, but they do not necessarily arrive at floor level. Particularly clever crypt things have been known to transport victims several hundred feet into the air or atop a vast chasm, leaving them to fall to their deaths.

Once it has employed this power, a crypt thing attacks by clawing with its skeletal hands for 1d8 points of damage. A crypt thing can be hit only by magical weapons. They are immune to disease, poison, and necrotic damage.

Like all undead, crypt things are immune to certain spells. It is impossible to employ a Charm, Hold, or Sleep spell against a crypt thing with any chance of success. Crypt things are harmed by holy water or holy symbols, as are many undead creatures. The magic that roots them to their lairs is so powerful, in fact, that it also eliminates any chance for clerics or paladins to turn them.

Habitat/Society: Crypt things are not a natural part of our world; they have no organized society or culture. They are found wherever tombs and crypts are located.

The most common crypt thing is the summoned variety. By use of a 7th level spell (see below), any caster capable of employing necromantic

spells can create a crypt thing.

Ancestral crypt things are the raised spirits of the dead that have returned to guard the tombs of their descendants. This happens only in rare cases (determined by the DM).

Ecology: The crypt thing is not a being of this world and, thus, has no proper ecological niche. It is rumored that the powdered marrow from a crypt thing's bones can be used to create a *potion of undead control*. In addition, anyone who employs the bones of a crypt thing to manufacture a set of *pipes of haunting* is 80% likely to create a magical item that imposes a -2 penalty to its victims' Saving Throws and has double normal effectiveness if the Saving Throws fail.

Create Crypt Thing (Reversible)

Necromantic
 Level: Cleric 7, Magic-User 7
 Components: V, S
 Casting Time: 1 action
 Range: Touch
 Target: 1 corpse
 Duration: Permanent
 Saving Throw: None; Charisma negates for reverse of spell
 Magic Resistance: None; Yes for the reverse of spell
 This spell enables the caster to cause a single dead body to animate and assume the status of a crypt thing. This spell can be cast only in the tomb or grave area the crypt thing is to protect; the spell requires that the caster touch the skull of the subject body. Once animated, the crypt thing remains until destroyed. Only one crypt thing may guard a given tomb.
 A successful Dispel Magic spell returns the crypt thing to its original unanimated state. Attempts to restore the crypt thing before this is done fail for any magic short of a Wish.
 The reverse of this spell, Destroy Crypt Thing, utterly annihilates any one such being as soon as it is touched by the caster. The target is allowed a Charisma Saving Throw to avoid destruction.



DARK CREEPER

CLIMATE/TERRAIN:	Temperate forest or mountain/Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Average (9-10)
TREASURE:	See below
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d3
ARMOR CLASS:	18, see below
MOVEMENT:	45
HIT DICE:	1+1 (6 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Steady (13-15), see below
XP VALUE:	175

Dark creepers care nothing for their appearance; although difficult to detect by sight, they can sometimes be detected by the odor of their unwashed bodies and clothing. It is rumored that they never remove clothing. Instead they add on new layers of clothing as the layers beneath molder away.

Combat: A dark creeper has the abilities of a 4th level thief and is well-practiced in moving silently and hiding in shadows. They get a +6 to all Acrobatics, Athletics, Disable Device, Perception, Sleight of Hand, and Stealth skill checks. In addition, they may move silently at their normal Movement Rate and have the Backstab and Sneak Attack (+2d6 damage) abilities of thieves (PHB pages 31 and 32).

Dark creepers have the innate ability to cast Darkness, 15' Radius (PHB 103) three times per day as a free action. They will always use this ability encountered by a party using any physical illumination.

Dark creepers suffer no penalties when fighting in the darkness (including magical darkness) but are more vulnerable when attacked in normal illumination, suffering a -4 penalty to Armor Class. Consequently, a dark creeper will always seek to create darkness in a combat situation, using its power repeatedly until expended.

Once darkness is achieved, the dark creeper will move into the party to steal or destroy sources of illumination. Its second priority is magic, the more powerful and portable the better. Daggers, rings, and jewelry are particular favorites. Its innate Detect Magic ability (30' range) allows it to efficiently find such items, and it will attempt to take them in the quickest and easiest way, as many a four-fingered adventurer can attest.

Because of its constant pursuit of small magical items, a dark creeper will often be found with such treasure. Generally, 25% of its accumulated hoard is hidden in the dark folds and copious pockets of its filthy and rotting clothing. There is a 15% chance that this will include a magical dagger, a 40% chance of 1d4 gems or 1d2 items of jewelry, and a 5% chance of a magical ring. Lair treasure will generally be four times that carried, plus 1d100 platinum pieces and 5d100 gold pieces for each creeper in the lair.

When killed, the dark creeper spontaneously explodes in a flash of white-hot flame, blinding all creatures facing it within 10' for 1d6x10 minutes unless they make a DC 12 Wisdom Saving Throw. The dark creeper's remains and all nonmetallic and nonmagical items turn to



ash. Other items must make a DC 14 Item Saving Throw to avoid destruction. This self-immolation necessitates a morale check for each remaining dark creeper. Failure causes a dark creeper to flee for its life. Illusory or other simulated death-fires may be similarly effective against those dark creepers which fail to save against the illusion. So long as no dark creeper is slain and self-immolates, dark creepers will always fight to the death or flee, understanding neither surrender nor negotiation.

Habitat/Society: Little is known of the habits and social organization of the dark creepers. Their language is incomprehensible to linguists. They live in villages of 20 to 80, deep underground and shrouded in constant darkness. It is not uncommon for the approaches to the villages to be littered with traps, pits, and deadfalls. The villages are generally centered around a pit or crude stairway that leads to lower levels of the subterranean caverns in which they dwell and can be used as a means of rapid escape. Because the village is cloaked in darkness, this pit presents a significant danger to reckless adventurers who charge into the village. Small magical items have been found along the rim of the pit or hole, leading some to believe that the dark creepers use their innate detect magic ability to place and locate path markers.

Ecology: It is difficult to imagine what the creepers eat. Some believe that they subsist on minerals (sulphur, oil, or potassium). Others believe that they subsist on stolen magic, suggesting that magical items gradually lose their dweomer when in the possession of the dark creepers.

DARK STALKER

CLIMATE/TERRAIN:	Temperate forest or mountain/Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Average (9-10)
TREASURE:	See below
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	18, see below
MOVEMENT:	45
HIT DICE:	2+2 (12 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (13-15)
XP VALUE:	270

These are the ruling elite of the dark creepers. They are man-sized and almost always encountered with 25 or more dark creepers. Dark stalkers are feared and obeyed by dark creepers and often direct the attacks of dark creepers during a large-scale battle.

Dark stalkers are instantly noticeable in a group of dark creepers, as they are man-sized and stand head and shoulders above their underlings. Pale and gaunt, with long, angular features, they dress primarily in dark hoods, capes, shirts and leggings, with ill-fitting and presumably stolen boots.

Combat: Dark stalkers prefer short swords, generally dipped in dark liquid to prevent any glint of reflected light. There is a 10% chance that the substance adhering to a dark stalker's sword will be poisonous or infectious. If such is the case and a DC 14 CON Saving Throw is unsuccessful, the poison or infection will do 1d4 hit points of additional poison damage, plus 1d4 additional points each round thereafter until Slowed, Neutralized, or successfully treated with a Medicine skill check.

Dark stalkers have the same thief abilities and ability to cast Darkness, 15' Radius as dark creepers, plus the ability to create a Wall of Fog twice per day. When confronted with a combat situation, they will use their Wall of Fog to complement the darkness being generated by their minions but will usually reserve their second Wall of Fog and their own ability to create darkness for escape in the event of imminent

defeat. They are, of course, not hindered by the darkness or the fog.

They fight primarily through the dark creepers under their control, directing movements and attacks by uttering guttural snarls in their incomprehensible language. They show no compassion for the forces they command in battle, often directing entire segments of the dark creepers into suicide attacks or sacrificing the whole number they direct in order to affect their own escape. If forced to fight, they will first attempt to escape by use of their Darkness and Wall of Fog abilities, as they too are only AC 14 if attacked in normal illumination.



If unsuccessful, they will wield their short sword, which has a 25% chance of being magical. All of their treasure is carried on their person, with there being a 12% chance of 1d4+1 gems or 1d2 items of jewelry and a 7% chance of a magical ring on any individual.

Upon death, dark stalkers explode in a blinding flash equal to, and with the same effect on items as, a 3 Hit Dice Fireball (DC 14 Item save to avoid destruction).

Of course, both PCs and NPCs within the area of effect of the Fireball may sustain normal damage (DC 12 DEX save for ½ damage) from it, and flammable objects may also be set alight by the effect of the flash. Some dark creepers have been seen to flee from battle to escape this effect should it be apparent that their leader is mortally wounded.

Habitat/Society: Stalkers will very rarely be encountered on their own. There is generally one dark stalker to every 25 dark creepers and each dark creeper village will contain at least one stalker ruler. Stalkers have never been seen to work or do any sort of manual labor. Instead, they stand impassively, directing the activities of dark creepers, while other creepers attend to their needs. The stalkers appear to be ruthless and vicious masters.

Dark creepers have been seen to offer up their magical items to a dark stalker. Whether this is done as a matter of worshipful obeisance, or is an outright bribe, is unclear.

Ecology: Less is known of the ecology of dark stalkers than is known of dark creepers. Some believe that the dark stalkers are merely a superior strain of dark creepers who lead and control the others by birthright, much as a queen bee is similar to the worker bees and controls their activities.

All dark stalkers encountered to date have been adult males so far as is known. Perhaps the females and young are secreted in safe areas yet deeper underground. Or perhaps dark stalkers are biological or magical transformations of dark creepers, created when the current dark stalker leader of a clan of dark creepers expires, with such transformation triggered by the light and heat signal of the dark stalker's death scene.

DEATH KNIGHT

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Genius (18-19)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	20
MOVEMENT:	60
HIT DICE:	9d10 (54 hit points)
NO. OF ATTACKS:	1 with +3 bonus
DAMAGE/ATTACK:	By weapon +3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	15 (see below)
SIZE:	M (6'-7' tall)
MORALE:	Fanatic (19)
XP VALUE:	6,000

A death knight is the horrifying corruption of a paladin or lawful good warrior cursed by the gods to its terrible form as punishment for betraying the code of honor it held in life.

A death knight resembles a hulking knight, typically taller than 6 feet and weighing more than 300 pounds. Its face is a blackened skull covered with shards of shriveled, rotting flesh. It has two tiny, glowing orange-red pinpoints for eyes. Its armor is scorched black as if it had been in a fire.

A death knight's deep, chilling voice seems to echo from the depths of a bottomless cavern. A death knight converses in the language it spoke in its former life, as well as up to six additional languages.



Combat: A death knight retains the fighting skills it had in its former life. Since it has little regard for its own safety and an intense hatred of most living creatures, it is an extremely dangerous opponent. Still, a death knight retains a semblance of the pride it held as a good warrior and fights honorably: It never ambushes opponents from behind, nor does it attack before an opponent has an opportunity to ready his weapon. Surrender is unknown to a death knight, and it will parley only if it senses its opponent has crucial information (such as the fate of a former family member).

A death knight has a strength of 18. It usually attacks with a sword; 80% of the time, this is a magical sword. When a magical sword is indicated, roll 1d6 and consult the following table:

Roll	Death Knight's Sword
1	Long sword +2
2	Great sword +3
3	Great sword +4
4	Short sword of quickness
5	Short sword of dancing
6	Short sword of life stealing

A death knight wears the same armor it wore in its previous life, but regardless of the quality of the armor, it always has an AC of 20. Hit points for a death knight are determined by rolling 10-sided dice.

A death knight's magical abilities make it especially dangerous. It constantly generates fear in a 5-foot radius (DC 15 CHA Save or flee, as per the Cause Fear spell), and it can cast Detect Magic, Detect

Invisibility, and Wall of Ice at will. Twice per day, it can cast Dispel Magic or Fireball (10d6). Once per day, it can use Power Word (choosing either Blind, Kill, or Stun). It can also cast Symbol of Fear or Symbol of Pain once per day. All of its magical spells function at the 20th level of ability.

A death knight cannot be turned, but it can be dispelled by a Holy Word spell. It has the power over undead of a 6th level evil cleric. Its Magic Resistance rating is 15 and, if the caster's Concentration check to overcome Magic Resistance fails, there is a 10% chance that the spell is reflected back at the caster.

Habitat/Society: Death knights are former good warriors who were judged by the gods to be guilty of unforgivable crimes, such as murder or treason. (For instance, Krynn's Lord Soth, the most famous of all death knights, murdered his wife so that he could continue an affair with an elf maid.)

Death knights are cursed to remain in their former domains, usually castles or other strongholds. They are further condemned to remember their crime in song on any night when the moon is full; few sounds are as terrifying as a death knight's chilling melody echoing through the moonlit countryside. Death knights are likely to attack any creature that interrupts their songs or trespasses in their domains.

Ecology: Death knights have no physiological functions. They are sometimes accompanied by skeleton warriors, liches, and other undead who serve as their aides.



DEEPSPAWN

CLIMATE/TERRAIN:	Any/any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Genius (18-19)
TREASURE:	K, L, M, Qx2, Vx2, X
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	14
MOVEMENT:	30, Sw 45
HIT DICE:	14 (70 hit points)
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	3d4 P x3/1d4+1 B x3 or by weapon type x3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	15
SIZE:	H (14' diameter, tentacles to 20' long)
MORALE:	Elite (16-17)
XP VALUE:	12,000

Deepspawn are infamous horrors who give birth to many other varieties of monsters; a single Deepspawn can make a vast area dangerous, even for alert, well-armed adventurers.

Deepspawn look like large, rubbery spheres of mottled grey and brown. Six arms project from their bodies; three are tentacle-arms, and three are jaw-arms, ending in mouths of many teeth. A Deepspawn also has over 40 long, retractable, flexible eye stalks it extends only three or four at a time, well away from harm.

Combat: When found, Deepspawn are usually half buried in a pile of slippery, shifting coins and other treasure. This may conceal their arms, so that tentacles and mouths erupting from the treasure may at first seem to be the attacks of separate monsters. The treasure may hamper opponents and even shield the Deepspawn from some damage (as determined by the DM).



A Deepspawn attacks by casting Hold Person (DC 17) spells at intruders, casting spells once every three rounds. Victims under a Hold spell are gripped by tentacle-arms and constricted, as other tentacles fight off other intruders by wielding weapons - including any magical items usable by fighters. Deepspawn love to engage prey with weapons, and then bite them from behind with a jaw-arm.

A tentacle-arm can slap for 1d4+1 points of damage, grasp items or beings and move them about (+15 to Grapple checks), wield delicate keys or weapons, or constrict victims.

Constriction requires a successful attack roll (automatic if the victim is under a Hold spell) and does 1d4+1 points of bludgeoning damage. The creature's bite attacks deal 3d4 points of piercing damage each.

Victims may only escape constriction by severing the tentacle-arm or tearing free (opposed by the deepspawn's Grapple check). Tentacle-arms release their victims if severed. Each arm has 10 hit points.

Deepspawn can also cast ESP and Water Breathing at will and may employ a Heal spell (self only) once a day. If a Deepspawn's life is threatened, it hurls caches of seized weapons as missiles, unleashes any magical items it has, and tries to escape by a planned route. Deepspawn seem immune to all known venoms, and regenerate lost arms and stalks, though slowly, healing 2 hp per day.

Habitat/Society: Deepspawn prefer to let their offspring fight for them. Their lairs are in caverns, dungeons, or ruins and are amply protected by traps and guardian monsters (their "spawn"). If these defenses are penetrated, the Deepspawn will usually be found in a readily-defended room or den, and it will always have at least one or more escape routes.

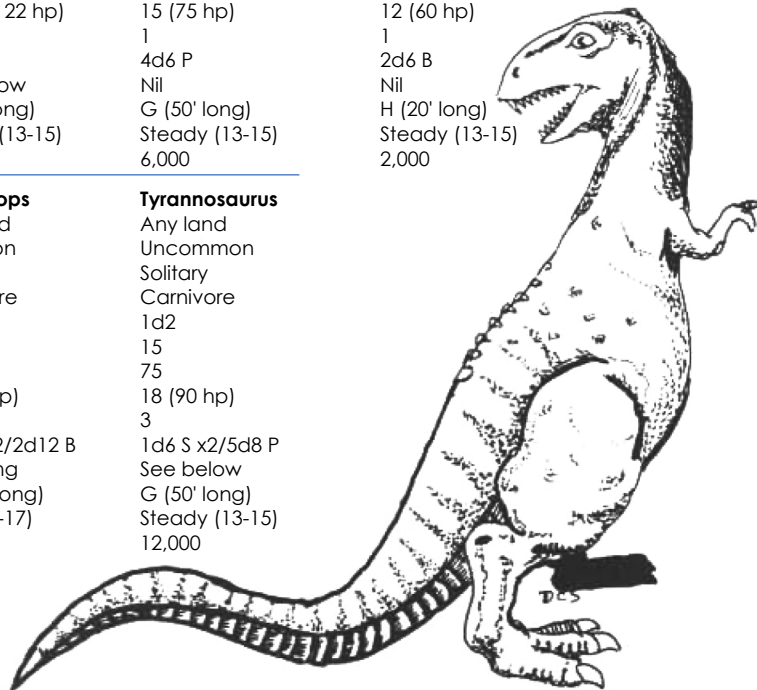
Deepspawn are native to the Deeps, and have successfully resisted attempts by dwarves, drow, duergar, cloakers, illithids, and aboleth to exterminate them. Deepspawn seldom make their lairs within 30 miles of each other, but individuals may be much closer together underground, on different levels.

Ecology: Deepspawn will eat anything organic but prefer fresh meat. By some unexplained, natural means, Deepspawn can "grow" and give birth to any creature native to the Prime Material Plane it has ever devoured (but not undead or other dual dimensional creatures). The "spawn" have the natural attacks, magical abilities, alignment, and intelligence of their creators. Class abilities and other learned skills are not passed on to them. A spawn "grows" in 1d4 days (varying with size and complexity) in a Deepspawn, which must ingest meat, vegetable matter, and water or blood to fuel the "birth". The Deepspawn then opens and ejects a fully active spawn. Spawn are never hostile towards their parent and cannot be made to attack them even by magical means. Spawn can attack or defend themselves within one round of emerging. At the DM's option, they may use certain powers or abilities clumsily for a few rounds.

DINOSAUR

	Ankylosaurus	Deinonychus	Diplodocus	Elasmosaurus	Lambeosaurus
CLIMATE/TERRAIN:	Any land	Any land	Any swamp	Any ocean	Any land
FREQUENCY:	Uncommon	Rare	Common	Uncommon	Common
ORGANIZATION:	Solitary	Pack	Family	Solitary	Herd
DIET:	Herbivore	Carnivore	Herbivore	Carnivore	Herbivore
NO. APPEARING:	1d4+1	1d6	1d6	1d2	2d8
ARMOR CLASS:	20	16	14	13	14
MOVEMENT:	30	105	30	15, Sw 75	60
HIT DICE:	9 (45 hp)	4+4 (24 hp)	16+32 (122 hp)	15 (75 hp)	12 (60 hp)
NO. OF ATTACKS:	1	3	1	1	1
DAMAGE/ATTACK:	3d6 B	1d3 S x2/2d4 P	2d8 B	4d6 P	2d6 B
SPECIAL ATTACKS:	Nil	Jump, rake	See below	Nil	Nil
SIZE:	H (15' long)	L (12' long)	G (80' long)	G (50' long)	H (20' long)
MORALE:	Elite (16-17)	Steady (13-15)	Steady (13-15)	Steady (13-15)	Steady (13-15)
XP VALUE:	1,400	270	8,000	6,000	2,000

	Pteranodon	Stegosaurus	Triceratops	Tyrannosaurus
CLIMATE/TERRAIN:	Any	Any land	Any land	Any land
FREQUENCY:	Common	Common	Common	Uncommon
ORGANIZATION:	Flock	Herd	Herd	Solitary
DIET:	Carnivore	Herbivore	Herbivore	Carnivore
NO. APPEARING:	3d6	2d4	2d4	1d2
ARMOR CLASS:	13	15	18/14	15
MOVEMENT:	15, Fl 75 (C)	30	45	75
HIT DICE:	3+3 (18 hp)	18 (90 hp)	16 (80 hp)	18 (90 hp)
NO. OF ATTACKS:	1	1	3	3
DAMAGE/ATTACK:	2d8 P	5d4 P	1d8 P x2/2d12 B	1d6 S x2/5d8 P
SPECIAL ATTACKS:	Nil	Nil	Trampling	See below
SIZE:	L (30' wingspan)	H (25' long)	H (24'+ long)	G (50' long)
MORALE:	Average (9-12)	Elite (16-17)	Elite (16-17)	Steady (13-15)
XP VALUE:	175	9,000	8,000	12,000



Dinosaurs are found on alternate planes of existence, or even on lost continents. The frequency figures given are for areas where dinosaurs are normally found; in all other places, they are very rare at best. All dinosaurs in this entry share the following characteristics:

ACTIVITY CYCLE:	Day
INTELLIGENCE:	Animal (1-2)
TREASURE:	Nil
ALIGNMENT:	Neutral
MAGIC RESISTANCE:	Nil
SPECIAL DEFENSES:	Nil

Dinosaurs, or "terrible lizards," are reptiles descended from ancestral reptiles called thecodonts. The two types of dinosaurs are saurischians ("lizard-hipped") and ornithischians ("bird-hipped"), named for terms describing their pelvic structures. Within the saurischia are the carnivorous theropods, represented here by tyrannosaurus, and the herbivorous sauropods, represented here by diplodocus. Saurischians also include ornithomimosaur and the related dromaeosaurs, represented here by deinonychus.

Many ornithischians have armor, horns, or both. They include ceratopsians, represented by triceratops; ornithopods, such as the hadrosaurs, represented by the lambeosaurus; ankylosaurus; and stegosaurus.

Dinosaurs come in many sizes and shapes. Those presented here are generally large. Bigger species have drab colors, while smaller dinosaurs have a wide variety of markings. Most dinosaurs have a skin which is pebbly in texture; some closely related species of reptile have fur, and some may have feathers.

Combat: Dinosaurs seem to be a mixture of endothermic ("warm-blooded") and exothermic ("cold-blooded"). They regulate body temperature internally, but also depend on external heat somewhat. Though they may be slow on a cold morning, they may not be as slow as a typical reptile.

Most of these huge reptiles have comparatively small brains, but many of the predators are quite cunning. All must eat large amounts of food to maintain their huge bodies. As a result, sauropods eat almost constantly, and carnivores hunt almost constantly and also eat carrion.

Though the carnivores are both voracious and ferocious, certain plant eaters are very aggressive in their defense, usually with armor or horns.

Just because they do not eat meat does not mean they will not kill other animals.

Habitat/Society: Dinosaurs can be found in almost any type of environment, except desert, high mountains, and frozen wastes. They have no society and little family life, with most species abandoning eggs before they hatch.

Ecology: Sages do not understand what has made dinosaurs extinct on certain worlds, but they do exist in the "lost lands" on several worlds. There may be places where dinosaurs have continued to evolve into different forms; they may be ancestors of modern lizard men.

Ankylosaurus

This armadillo-like ornithischian weighs four or five tons, most of this weight being its armor plating, side spines, and great, knobbed tail. If attacked or threatened, this creature lashes out with its tail, delivering blows of considerable force.

A related species is the paleocinthus, which has better plating (AC 21) and a spiked, rather than club-like, tail.

Deinonychus

This fast carnivore uses its speed, its long, grasping forearms, large teeth, and hind legs with their ripping talons in terrible combination. It hunts by running at prey, leaping, and raking with its rear claws as it claws and bites. The jump is a charge, so the creature gains a +2 on attack rolls. The rear talons count as a single attack and cause a total of 2d6 damage. When attacking a larger creature, the deinonychus often jumps on top of it, and holds on with its front claws while continuing to rake with the rear claws. The deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

Despite being 12 feet long, this dinosaur is only about 6 feet tall. Its tail extends straight out behind it, held aloft by an intricate structure of bony supports, thus allowing its 150 pounds of weight to be carried entirely by the back legs.

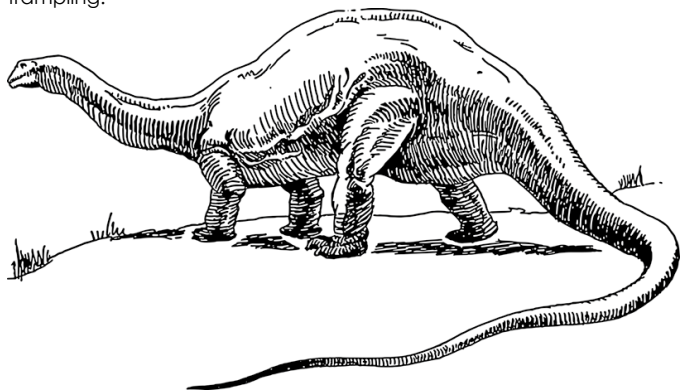
The deinonychus is a dromaeosaur, dinosaurs which are related to

ornithomimosaur; its distant relatives include the chicken-sized night hunter, compsognathus, and the ostrich-like struthiomimus. Neither is as formidable as the deinonychus.

Diplodocus

This sauropod lives primarily on water plants, so is often found in or near lakes and marshes. It and related species can also be found on fern prairies and in open forests. It weighs about 10 tons. Though it usually ignores small things, it can step on anything in its way, or even rear up and come down on threatening creatures; this trampling causes 3d10 damage. The diplodocus can also whip with its tail for 2d8 damage.

Related species include the huge brachiosaurus, which weighs about 90 tons and averages 75 feet in length. It causes 8d10 damage when trampling.



Elasmosaurus

The elasmosaurus looks like a snake with fins and a thick body. It is aggressive, attacking anything it notices. Its neck makes up one-half its total length. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey. When hunting, the elasmosaurus travels with its head out of the water, snapping down quickly to seize prey.

This creature's relatives include many other types of plesiosaurs and pliosaurus. Females travel onto sandy beaches to lay their eggs in shallow depressions.

Lambeosaurus

This is a very common "duck-billed" dinosaur, bipedal, with a flat snout, and crests on its head. A peaceful herbivore, this hadrosaur prefers to run from attack; its only defense is its lashing tail. It has excellent senses, used to detect predators.

Its enemies include most carnivores. Related species include many other species of duck-billed dinosaurs, as well as the iguanodon. The latter has sharp thumb spikes which can cause 1d3 damage each, in addition to its tail attack.

Pteranodon

Although this flying reptile typically dives for marine prey, it attacks any creature that appears to be vulnerable. The pteranodon has no teeth, but spears victims with its beak if they are too large to swallow at a gulp. The beak of a typical pteranodon is about 4 feet long.

Despite the creature's huge wingspan, its wings are very light, and its furred body is only a little larger than a human being; the whole weighs only about 50 pounds. A pteranodon can carry off prey up to four times its own weight.

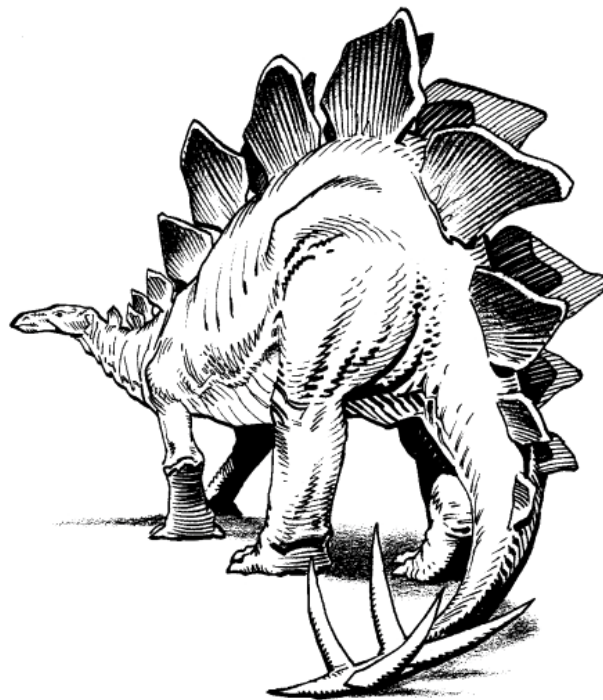
There are all sizes of related species; close relatives have crests on their heads to balance their long beak for flight.

Stegosaurus

Another of the ornithischians, the stegosaurus, or "plated lizard," is a large, stupid, herbivorous dinosaur with aggressive defenses. It thrives nearly anywhere and is often found on plains or in jungles.

A stegosaurus is about 8 feet tall at the middle of its back; its humped spine is lined with a double row of leaf-shaped plates which help the creature absorb and dissipate heat. The creature has a spiked tail, with four or more bony spikes of up to 3 feet in length. An enlarged spinal node helps relay commands to the tail and rear legs. The stegosaurus continually turns its posterior towards an enemy, while

tucking its head low. It reacts in the same manner if anything near seems threatening.



Similar species include the dacentrus, which has spikes along its backbone instead of plates, and the kentrosaurus, which has bony plates along the front half of its spine, and spikes along the rear half. All have spiked tails.

Triceratops

The largest of the ceratopsians, or horn-faced dinosaurs, and by far the most aggressive, this beaked herbivore is a plains-dweller. It has a huge front plate of bone protecting its 6-foot-long head, from which project two great horns (each over 3 feet long), while a shorter horn juts from its nose. The head and neck are AC 18; its body is not armored, so is AC 14. The triceratops weighs just over 10 tons.

Any creature that infringes on the territory of these reptiles is likely to be charged and skewered. Smaller creatures are trampled, suffering 2d12 points of damage. The triceratops also uses its horns in fights for dominance within the herd, so it is not unusual to find specimens with past injuries on their heads.

Related species have the same bony plate which protects their necks, as well as different numbers of horns. The monoclonius has a single nose-horn; the pentaceratops has three true horns, like the triceratops, plus horn-like protrusions jutting from its cheeks; and the styracosaurus has a frill of horns located around the edge of its neck-plate.

Tyrannosaurus

This ravenous creature is one of the most fearsome and terrible of all carnivorous dinosaurs. Despite its huge size and eight-ton weight, the monster is a swift runner. Its huge head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length.

Tyrannosaurus rex, the "tyrant lizard king," is a plains dweller, and so relentlessly and stupidly fierce that it will attack a small triceratops, kill it, and swallow its head in one gulp - thus killing itself in a matter of hours as the horns of the victim pierce the stomach of the victor.

This dinosaur's favorite food is any hadrosaur, such as the trachodon. The monster pursues and eats nearly anything; creatures of man-size or smaller are swallowed whole on a natural attack roll of 18 or higher (unless the victim makes a DC 17 Athletics skill check). The tyrannosaurus also eats carrion, chasing away any smaller creatures to steal a meal found with its keen sense of smell.

There are many other species of carnosaur, some smaller and faster than tyrannosaurus. Some have stronger arms and more dangerous upper claws.

DISPLACER BEAST

CLIMATE/TERRAIN:	Temperate mountains
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Semi-(2-4)
TREASURE:	(D)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d4 + 1
ARMOR CLASS:	16
MOVEMENT:	75
HIT DICE:	6 (30 hp)
NO. OF ATTACKS:	2
DAMAGE/ATTACKS:	2d4 S x2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Displacement
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-12' long)
MORALE:	Elite (16-17)
XP VALUE:	975



The displacer beast is a magical creature that resembles a puma with two powerful black tentacles growing from its shoulders. Very rare, they stay far from human habitations.

The displacer beast has the blue-black coloring of a dark panther, and a long cat-like body and head. Females range in length from 8 to 9 feet, and weigh 450 pounds; males are 10 to 12 feet long, and weigh up to 500 lbs. They have 6 legs. Tentacles are tipped with rough horny edges that can inflict terrible wounds. Their eyes glow bright green, even after death.

Combat: The displacer beast is a fierce, savage creature that hates all forms of life. Highly aggressive, the displacer beast will attack on sight,

using its tentacles to inflict 2d4 points of damage to its victims.

Their main advantage in combat is their magical power of displacement, which allows them to appear to be some 3 feet from their actual location. Anyone attacking a displacer beast does so at a -2 penalty on its attack roll. In addition, the beast gets a +6 to all Saving Throws (saving as a 12 Hit Die creature).

To determine the true position of the displacer beast and its illusion, roll 1d10. On 1-5, the illusion is in front of the creature, 6-7 to the creature's left, 8-9, to the right. On 10, the illusion is behind the beast's actual position. Although this ability is magical, the beast's location cannot be determined by Dispel or Detect Magic. Only True Seeing will reveal its position.

Displacer beasts will not use their claws or teeth unless near death, or when in combat with a very large opponent. If they do employ them, each claw does 1d3 points of slashing damage, and each bite does 1d8 points of piercing damage.

Habitat/Society: Displacer beasts are carnivores. Unless they are raising young, they usually run in packs, carving a savage swath of destruction as they go. They hate all life and will sometimes kill purely for pleasure. Fierce and vicious as they are, however, displacer beasts never fight among themselves. The pack is a well-run and highly efficient killing machine. When encountered in packs, displacer beasts are more than a match for many large creatures and have been known to make a meal of orcs, goblins, and bands of men. Any creature entering their territory is viewed as potential prey.

Displacer beasts mate in the autumn, and the young are born in spring. A mated pair of displacer beasts makes its home in a cave, producing litters of 1d4 young. The cubs, about the size of domestic cats, are born without tentacles and reach maturity, though not full size, within 4 months. They remain in the cave until their displacement abilities are fully developed. This is followed by a two month period during which the cubs are taught how to hunt. When this is completed, the family group disbands, and the monsters wander off to join separate packs. While raising young, the monsters are fiercely protective of their lairs. One adult always remains with the cubs, usually the female, while the other goes off to hunt. Dead prey is dragged back to the lair to be eaten by the family. Lairs are littered with the bones, equipment, and the treasures of its victims.

Naturally vicious and almost evil at times, displacer beasts harbor an undying hatred of blink dogs. Many theories attempt to account for this enmity. Some sages believe it springs from antipathy in temperaments - the lawful good blink dog would naturally be the enemy of a creature as savage and destructive as the displacer beast. Others argue that it is the displacement and blink abilities which cause this antipathy -- the two abilities, when in close proximity, somehow stimulate the nervous system and produce hostile reactions. Encounters between the two breeds are rare however, since they do not share the same territory.

Ecology: Displacer beasts have little to fear from other large predators, save perhaps trolls or giants. Some magic-users and alchemists value their hides for use in certain magical preparations and will offer generous rewards for them. The eyes of a displacer beast are a highly prized, if uncommon, good luck charms among thieves who believe that they will protect the bearer from detection.



Blink dogs with their prey, a fallen displacer beast

DOG

	Dog, Wild	Dog, War	Blink Dog	Cooshee	Death Dog	Moon Dog
CLIMATE/TERRAIN:	Any	Any	Temperate plains	Temperate forest	Warm deserts and subterranean	Elysium and Prime
FREQUENCY:	Common	Uncommon	Rare	Rare	Very rare	Rare
ORGANIZATION:	Pack	Solitary	Pack	Pack	Pack	Solitary or small pack
ACTIVITY CYCLE:	Any	Any	Any	Any	Night	Any
DIET:	Omnivorous	Omnivorous	Omnivorous	Omnivorous	Carnivorous	Carnivorous
INTELLIGENCE:	Semi- (3-5)	Semi- (3-5)	Average (9-10)	Semi- (3-5)	Semi- (3-5)	High to exceptional (13-17)
TREASURE:	Nil	Nil	(C)	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Lawful good	Neutral	Neutral evil	Neutral good
NO. APPEARING:	4d4	Variable	4d4	1d8	5d10	1 or 2d4
ARMOR CLASS:	13	14	15	15	13	16
MOVEMENT:	75	60	60	75	60	150 (see below)
HIT DICE:	1+1 (6 hp)	2+2 (12 hp)	4 (20 hp)	3+3 (18 hp)	2+2 (12 hp)	9+9 (54 hp)
NO. OF ATTACKS:	1	1	1	1	2	1
DAMAGE/ATTACK:	1d4 P	2d4 P	1d6 P	1d4 S x2/2d4 P	1d10 P x2	3d4 P
SPECIAL ATTACKS:	Nil	Nil	Blink	See below	Disease	Bay, howl
SPECIAL DEFENSES:	Nil	Nil	Teleportation	See below	Nil	Hypnotic pattern, +2 or better weapon to hit
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	5
SIZE:	S (3' long)	M (4'-6' long)	M (4' long)	M (4' long)	M (6' long)	M (6' long)
MORALE:	Unsteady (6-8)	Average (9-12)	Steady (13-15)	Steady (13-15)	Steady (13-15)	Fanatic (19)
XP VALUE:	35	65	270	270	120	9,000

Wild Dog

Smaller than wolves, the appearance of the wild dog varies from place to place. Most appear very wolf-like, while others seem to combine the looks of a wolf and a jackal.

Combat: Wild dogs fight as an organized pack. They favor small game, and attack men and human habitations only in times of great hunger. The bite of a wild dog inflicts 1d4 points of damage.

Habitat/Society: Wild dogs are found almost anywhere. They run in packs and are led by the dominant male. The pack usually hunts a variety of game, even attacking deer or antelope. Pups are born in the spring. Wild dogs can be tamed if separated from their pack.

Ecology: Wild dogs are omnivores which usually thrive on a combination of hunting and foraging.

War Dog

Generally large mastiffs or wolfhounds, they have keen senses of smell and hearing, making them adept at detecting intruders. Most war dogs are not usually vicious and will rarely attack without cause.

The status of war dogs varies greatly; some are loyal and beloved pets, some are watch dogs, others are hunting dogs, and some are trained for battle.



Blink Dog

Blink dogs are yellowish brown canines which are stockier and more muscular than other wild dogs. They are intelligent and employ a limited form of teleportation when they hunt.

A blink dog attack is well organized. They will blink to and fro without any obvious pattern, using their powers to position themselves for an attack. Fully 75% of the time they are able to attack their targets from the rear. A dog will teleport on a roll of 2 or better on a 4-sided die. To determine where the dog appears, roll a 4-sided die: 1 = in front of opponent, 2-4 = behind. When blinking, the dog will appear within 5' of its opponent and immediately attack.

Blinking is an innate power and the animal will never appear inside a space occupied by a solid object. If seriously threatened, the entire pack will blink out and not return.

Blink dogs are intelligent, and communicate in a complex language of barks, yaps, whines, and growls. They inhabit open plains and avoid human haunts. A lair will contain 3d4 pups 50% of the time (1 or 2 Hit Dice, 1d2 or 1d3 hit points damage/attack). These puppies can be trained and are worth between 1,000 to 2,000 gold pieces.

Death Dog

Death dogs are large two-headed hounds which are distinguished by their penetrating double bark. Death dogs hunt in large packs.

Each head is independent, and a bite does 1d10 points of damage. Victims must make a DC 11 CON or contract a rotting disease which will kill them in 4d6 days. Only a Cure Disease spell can save them.

If both attacks successfully strike the same foe, that opponent is knocked prone unless it makes a DC 13 Athletics skill check. There is an 85% chance that death dogs will attack humans on sight.



Cooshee

A cooshee, or elven dog, is found only in woodlands or meadows frequented by elves. Most commonly, these beasts are found in company with sylvan elves.

When fighting it will strike with its huge forepaws before biting. Those hit with both paws are knocked prone unless they make a DC 14 Athletics skill check.

Elven dogs avoid others of the canine species. Their bark can be heard for a mile or more, but they bark only to warn their masters.

A cooshee is the size of the largest common dog. It has a greenish coat



with brown spots. This coloration, coupled with its ability to move silently, enables it to conceal itself easily in brush or woodlands (+6 to Stealth skill checks).

The typical cooshee weighs over 168 pounds and often attains 310 pounds. Its paws are huge with heavy claws, and its tail is curled and held above the back.

Moon Dog

Often mistaken for baneful monsters, moon dogs are native creatures of Elysium and champions of the causes of good. They often appear in the Prime Material Plane to fight evil wherever it shows itself.

Moon dogs look very similar to large wolf hounds. Their strange heads are slightly human in appearance, giving the animals a very intelligent look. The creatures' forepaws are adaptable, giving the moon dogs the ability to travel bipedally (at ½ their listed Movement Rate) or on all fours. They are dark colored animals, ranging from dark gray to deep black. Moon dogs have amber eyes.

Moon dogs speak their own language, and they can communicate with all canines and lupines as well. They can speak Common using a limited form of telepathy.



Combat: Woe to those who enter combat with a moon dog. These creatures of good are potent fighters and merciless against evil. Their powerful bite inflicts 3d4 points of damage.

Moon dogs prefer to attack with their keening howl. This baying is harmful to evil creatures only. Any evil creature within an 80 foot radius of a baying moon dog is affected as by a Fear spell (DC 15, caster level 12). Additional moon dogs baying has a cumulative effect. The howling will also cause 1d4+4 points of damage per round to evil creatures within 40 feet. In addition, the howling will cause intense physical pain to extra-planar creatures of evil alignment so much that they are 5% likely per moon dog howling to return to their plane. Moon dogs can whine to Dispel Illusions or bark to Dispel Evil, once per round.

The following spell-like powers (caster level 12) are available to a moon dog one at a time, once per round, at will:

- Change Self, 3 times per day
- Cure Disease, by lick, 1 time per individual per day
- Cure Light Wounds, by lick, 1 time per individual per day
- Dancing Lights
- Darkness, 15' Radius
- Detect Evil, at will
- Detect Invisibility, at will
- Detect Magic, at will
- Detect Snares & Pits, at will
- Improved Invisibility, 1 time per day
- Light, at will
- Mirror Image, 3 times per day
- Non-Detection, at will
- Shades, 1 time per day
- Slow Poison, by lick, 1 time per individual per day
- Wall of Fog, 1 time per day

Moon dogs can become ethereal and can travel in the Ethereal and Astral Planes at will. They have superior vision equal to double normal vision, including 60' Darkvision. Combined with an unusually keen sense of smell and hearing, this grants moon dogs the detection abilities listed above, plus the ability to detect all illusions, and a +9 to all Perception skill checks. Association with a moon dog for one hour or more removes charms and acts as a Remove Curse.

When in shadowy light, a moon dog can move in such a way as to effectively create magic equal to a Hypnotic Pattern of shadows. Only evil creatures within 30' will be affected. At the same time, each

creature of good within a 30' radius area will effectively gain a Protection from Evil and Remove Fear spell benefit. Moon dogs may not attack or perform any other action when weaving this pattern of shadows. The moon dog can Dispel Magic but doing so will force it back to its own plane immediately.

Moon dogs may be damaged only by +2 or better magical weapons. Moon dogs are immune to fear spells. They make all Saving Throws as 12 Hit Die creatures (+6 bonus) and take no damage on successful DEX Saving Throws.

Habitat/Society: Moon dogs are native to the plane of Elysium. They are champions of good and will often travel about the upper planes and the Prime Material Plane to challenge evil.

Moon dogs are friendly to all good and neutral races and those friendly to those races. They will not long associate with anyone because they are constantly on the move, hunting evil.

Ecology: Moon dogs will often communicate with communities of men, using telepathy, in order to locate trouble spots among them.

DOLPHIN

CLIMATE/TERRAIN:	Any saltwater
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Lawful good
NO. APPEARING:	2d10
ARMOR CLASS:	15
MOVEMENT:	Sw 150
HIT DICE:	2+2 (12 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4 B
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Save as 4 Hit Die creatures
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' long)
MORALE:	Steady (13-15)
XP VALUE:	120

Dolphins are intelligent seagoing mammals.

While all dolphins share a variety of common traits, the species comes in a variety of shapes and sizes. Their long, compact bodies are superbly adapted to the aquatic environment, and dolphins are among the most powerful swimmers in the oceans. All breeds of dolphins have a large fin on their backs, two flippers, a powerful tail, jaws filled with many sharp teeth, a blow hole, and are 5 to 6 feet long. Most common and well-known are the gray, or bottle-nosed dolphins, so named for their gray skin and bottle-shaped snouts. Other varieties have two-toned blue and gray coloring. The species communicates through an intricate speech consisting of high-pitched sounds, some out of the range of human hearing.

Combat: Inherently peaceful, dolphins will generally attack only if threatened. Unless outnumbered 2 to 1, dolphins always attack sharks. Whether attacking a foe or defending their school, dolphins fight as an organized unit, responding to commands from their leader. They fight with special vehemence to protect their young, and a select number of dolphins may sometimes engage in a holding action, sacrificing themselves so that the remainder of the school can swim to safety.

Habitat/Society: Dolphins are completely carnivorous, living on a diet of fish. Though they can remain submerged for several minutes at a time, they must surface regularly to breathe. Unlike most mammals, breathing is a conscious, rather than unconscious action on the part of dolphins; in other words, they literally must remember to breathe. Newborn dolphins are assisted to the surface to breathe by their mothers and a female dolphin midwife. Dolphins are by nature playful, good-tempered, and lawful good, despising evil creatures. Most roam the oceans in schools, numbering as large as 20 dolphins, swimming where their fancy suits them. They never fight among themselves or with other breeds of dolphins. Dolphins are famous for the great pleasure they take in life; when swimming they often perform dazzling

aquatic stunts, leaping in and out of the water in a spectacular fashion. They will also play with objects that they find and enjoy games. Dolphins sometimes follow ships, entertaining the crews and passengers with their antics.

About 10% of all dolphins live in organized communities. These groups have 1d4+1 swordfish (AC 14, Sw 100, 1+1 Hit Dice, 2d6 points of piercing damage/attack) or 1d3 narwhales (AC 14, Sw 105, 4+4 Hit Dice, 2d12 points of piercing damage/attack) as guards, depending on the climatic region. If a community is found, there is a 75% possibility that there are 1d4 additional communities of dolphins within a five-mile radius. These organized communities of dolphins do not tolerate the presence of evil sea creatures in their domain and, if necessary, enlist the aid of nomadic schools of dolphins to drive out evil creatures. Any region inhabited by dolphin communities is also shark and killer whale free.

Dolphins are highly intelligent and take a benign, distant interest in human doings. They will always help humans in distress, guiding them to the shore and keeping the sharks at bay. Certain solitary dolphins, known as rogues, have been known to form closer attachments to humans, accompanying them in a friendly fashion on swimming and fishing expeditions. These rogues often play dolphin games with their human companions. Dolphins are far more valuable to men in other respects. Friendly dolphins have warned sailors of the approach of pirate ships and the intentions of evil sea creatures. More than one ship owes its safe arrival in port to the timely intercession and warning of dolphins. They have come to men's aid when their ships were attacked by mermen and sahuagin. Dolphins have been known to raid sahuagin communities and destroy their eggs, for dolphins perceive these monsters as a threat to their safety.

Ecology: The dolphin is both a hunter and hunted in its marine world. Sharks and other large evil sea creatures hunt the dolphin with enthusiasm. Despite its many enemies, the dolphin has many distinct advantages that enable it to survive and even flourish. Not only is it a strong, swift swimmer, but its intelligence and organized lifestyle are highly effective defenses against its enemies.

DOPPLEGANGER

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	E
ALIGNMENT:	Neutral
NO. APPEARING:	3d4
ARMOR CLASS:	15
MOVEMENT:	60
HIT DICE:	4 (20 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6 B x2
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M
MORALE:	Elite (16-17)
XP VALUE:	420

The doppelganger is a master of mimicry that survives by taking the shapes of men, demihumans, and humanoids.

Doppelgangers are bipedal and generally humanoid in appearance. Their bodies are covered with a thick, hairless gray hide, which gives them a natural AC of 15. They are, however, rarely seen in their true forms.

Combat: This monster is able to assume the shape of any humanoid creature between four and eight feet high. The doppelganger chooses a victim, duplicates his form, and then attempts to kill the original and assume his place. The doppelganger can use ESP and can imitate its victim almost perfectly (+12 to Disguise skill checks), even duplicating the victim's clothing and equipment. If unsuccessful in taking its victim's place, the doppelganger attacks, relying on the ensuing confusion to make it indistinguishable from its victim. A doppelganger is immune to Sleep and Charm spells and makes all

Saving Throws as a 10 Hit Die creature (+5 bonus).

Doppelgangers work in groups and act together to ensure that their attacks and infiltrations are successful. They are very intelligent and usually take the time to plan their attacks with care. If a group of the monsters spots some potential victims, the doppelgangers often trail their targets, waiting for a good chance to strike, choosing their time and opportunity with care. They may wait until nightfall, or until their victims are alone, or even follow them to an inn.

Habitat/Society: Doppelgangers are rumored to be artificial beings that were created long ago by a powerful wizard or godling. They were originally intended to be used as spies and assassins in an ancient, highly magical war. Their creator died long ago, but they live on, still working as spies for evil powers, thieves, and government. They have even been known to work as assassins.

All doppelgangers belong to a single tribe. Although this is rare, groups of doppelgangers can be found anywhere at any time, and in unexpected locations. Working as a unit, they select a group of victims, such as a family or a group of travelers. Basically lazy, doppelgangers find it easier to survive and live comfortably by taking humanoid, and especially human, shape. They prefer to take the form of someone comfortably provided for and shun assuming the form of hardworking peasants. Since they are not 100% accurate in their mimicry, most doppelgangers are eventually discovered and driven out, and then forced once more to assume a new shape.

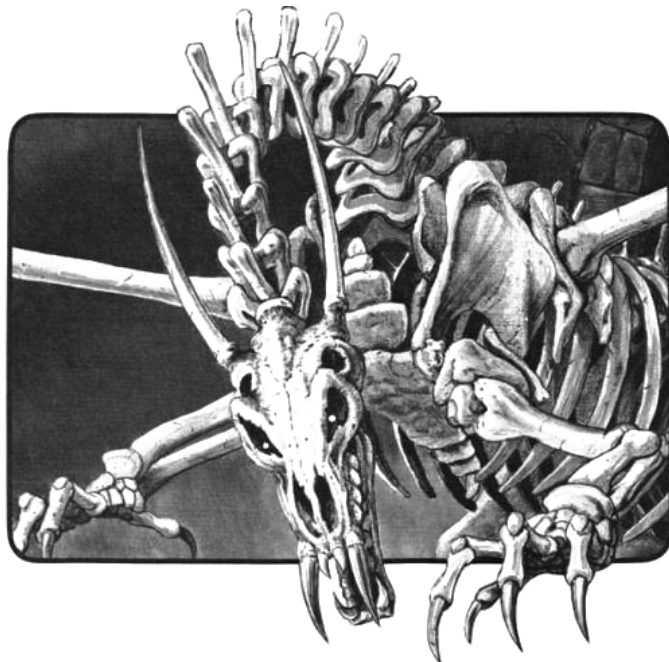
Doppelgangers are found most often in their true forms in a dungeon or in the wilderness. Groups often set up a lair in an area well-suited to ambush and surprise, patrolling a regular territory. These bands make a good living by attacking weak humanoid monsters or travelers and stealing their food and treasure. If food and treasure are scarce, they hire out to a powerful wizard or thieves' guild.

A doppelganger who has been hired to replace a specific person will plan its attack with special care, learning as much about the victim and his environment as it can.

The doppelgangers' weaknesses are greed and cowardice. They spend their lives in avid pursuit of gold and other wealth. If attacking a group of adventurers, for example, they often choose the richest-looking one to attack first. If they target a party of adventurers, the doppelgangers wait until the party is on the way out of the dungeon and heading back to town. Since they are cowardly, however, they prefer to take the easiest route toward riches. A doppelganger who chooses a rich adventurer avoids risks once the treasure is safely in hand, and retreats at the earliest opportunity, making some plausible excuse for separating from the human members of the group. They sometimes hire out as spies and assassins for money as well.

Ecology: Doppelgangers are sophisticated and dangerous parasites, living off the labors of others. They must also be reckoned with as clever and effective spies and assassins who can wreak political mayhem in positions of power. Evil wizards have on rare occasions controlled entire kingdoms for short periods of time by replacing a king, prince, or councilor with a doppelganger.





DRACOLICH

CLIMATE/TERRAIN:	See below
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	As per individual dragon
TREASURE:	B, H, S, T
ALIGNMENT:	Evil (any)
NO. APPEARING:	1
ARMOR CLASS:	See below
MOVEMENT:	As per former dragon type
HIT DICE:	As per former dragon type
NO. OF ATTACKS:	As per former dragon type
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Breath weapon and spell use
SPECIAL DEFENSES:	Spell immunities and spell use
MAGIC RESISTANCE:	See below
SIZE:	As per individual dragon
MORALE:	Fanatic (19)
XP VALUE:	As per individual dragon, plus 1,000 (both dracolich and host must be destroyed)

The dracolich is an undead creature resulting from the unnatural transformation of an evil dragon. The mysterious Cult of the Dragon practices the powerful magic necessary for the creation of the dracolich, though other practitioners are also rumored to exist.

A dracolich can be created from any of the evil dragon subspecies. A dracolich retains the physical appearance of its original body, except that its eyes appear as glowing points of light floating in shadowy eye sockets. Skeletal or semi-skeletal dracoliches have been observed on occasion.

The senses of a dracolich are similar to those of its original form; it can detect invisible objects and creatures (including those hidden in magical darkness or fog) within a 10-foot radius per age category and also possesses a natural clairaudience ability while in its lair equal to a range of 20 feet per age category. A dracolich can speak, cast spells, and employ the breath weapon of its original form; it can cast each of its spells once per day and can use its breath weapon once every three combat rounds. Additionally, a dracolich retains the intelligence and memory of its original form.

Combat: Dracoliches are immune to Charm, Sleep, enfeeblement, Polymorph, cold (magical or natural), electricity, Hold spells, insanity, and death spells or symbols. They cannot be poisoned, paralyzed, or turned by clerics. They are also immune to magical fear effects. They have the same Magic Resistance as their original forms.

The Armor Class of a dracolich is equal to the Armor Class of its original form, bettered by 2 (for example, if the AC of the original form was 21, the AC of the dracolich is 23). Magical weapon attacks on a dracolich do not gain any damage bonuses, due to the enchantments upon it and the resistances that those enchantment bestow.

The dracolich has a slightly stronger ability to cause fear in opponents than it did in its original form; the DC to resist such effects is increased by 1. Those failing this save are paralyzed with fear if they have 6 or fewer Hit Dice. If a creature successfully saves against the fear aura of a dracolich, it is permanently immune to the aura of that particular dracolich.

The attack routine of a dracolich is similar to that of its original form; for example, a dracolich that was originally a green dragon will bring down a weak opponent with a series of physical attacks, but it will stalk more formidable opponents, attacking at an opportune moment with its breath weapon and spells.

All physical attacks, such as clawing and biting, inflict the same damage as the dracolich's original form, plus 2d8 points of cold damage. A victim struck by a dracolich who fails a DC 15 Strength Saving Throw is paralyzed for 2d6 rounds. Immunity to cold damage, temporary or permanent, negates the chilling damage but not the paralyzation. Dracoliches cannot drain life levels.

All dracoliches can attempt undead control (as per a *potion of undead control*, DMG 106) once every three days on any variety of undead with 100 feet. The Saving Throw DC against this ability is 23 and, if the undead control is successful, it lasts for 10 minutes. While undead control is in use, the dracolich cannot use other spells. If the dracolich interrupts its undead control before it has been used for a full 10 minutes, the dracolich must still wait three days before the power can be used again.

If a dracolich or proto-dracolich is slain, its spirit immediately returns to its host. If there is no corpse in range for it to possess, the spirit is trapped in the host until such a time - if ever - that a corpse becomes available. A dracolich is difficult to destroy. It can be destroyed outright by Power Word, Kill or a similar spell. If its spirit is currently contained in its host, destroying the host when a suitable corpse is not within range effectively destroys the dracolich. Likewise, an active dracolich is unable to attempt further possessions if its host is destroyed. The fate of a disembodied dracolich spirit - that is, a spirit with no body or host - is unknown, but it is presumed that it is drawn to the lower planes.

Habitat/Society: The creation of a dracolich is a complex process involving the transformation of an evil dragon by arcane magical forces, the most notorious practitioners of which are members of the Cult of the Dragon. The process is usually a cooperative effort between the evil dragon and the wizards, but especially powerful wizards have been known to coerce an evil dragon to undergo the transformation against its will.

Any evil dragon is a possible candidate for transformation, although old dragons or older with spell-casting abilities are preferred. Once a candidate is secured, the wizards first prepare the dragon's host, an inanimate object that will hold the dragon's life force. The host must be a solid item of not less than 2,000 gp value resistant to decay (wood, for instance, is unsuitable). A gemstone is commonly used for a host, particularly ruby, pearl, carbuncle, and jet, and is often set in the hilt of a sword or other weapon. The host is prepared by casting Enchant an Item upon it and speaking the name of the evil dragon; the item may resist the spell with a successful Item Saving Throw. If the spell is resisted, another item must be used for the host. If the spell is not resisted, the item can then function as a host. If desired, Glassteel can be cast upon the host to protect it.

Next, a special potion is prepared for the evil dragon to consume. The exact composition of the potion varies according to the age and type of the dragon, but it must contain precisely seven ingredients, among them a *potion of evil dragon control*, a *potion of invulnerability*, and the blood of a vampire. When the evil dragon consumes the potion, the results are determined as follows (roll percentile dice):

Roll	Result
01-10	No effect.
11-40	Potion does not work. The dragon suffers 2d12 points of necrotic damage and is helpless with convulsions for 1-2 rounds.

41-50 Potion does not work. The dragon dies. A Wish or similar spell is needed to restore the dragon to life; a Wish to transform the dragon into a dracolich results in another roll on this table.

51-00 Potion works.

If the potion works, the dragon's spirit transfers to the host, regardless of the distance between the dragon's body and the host. A dim light within the host indicates the presence of the spirit. While contained in the host, the spirit cannot take any actions; it cannot be contacted nor attacked by magic. The spirit can remain in the host indefinitely.

Once the spirit is contained in the host, the host must be brought within 90 feet of a reptilian corpse; under no circumstances can the spirit possess a living body. The spirit's original body is ideal, but the corpse of any reptilian creature that died or was killed within the previous 30 days is suitable.

The wizard who originally prepared the host must touch the host, cast a Magic Jar spell while speaking the name of the dragon, then touch the corpse. The corpse must fail its CHA Saving Throw against the Magic Jar spell for the spirit to successfully possess it; if it saves, it will never accept the spirit. The following modifiers apply to the roll:

Modifier Condition

-10	The corpse is the spirit's own former body (which can be dead for any length of time).
-4	The corpse is of the same alignment as the dragon.
-4	The corpse is that of a true dragon (any type).
-3	The corpse is that of a fire Drake, ice lizard, wyvern, or fire lizard.
-1	The corpse is that of a dracolisk, dragonne, dinosaur, snake, or another reptile.

If the corpse accepts the spirit, it becomes animated by the spirit. If the animated corpse is the spirit's former body, it immediately becomes a dracolich; however, it will not regain the use of its voice and breath weapon for another seven days (note that it will not be able to cast spells with verbal components during this time). At the end of seven days, the dracolich regains the use of its voice and breath weapon.

If the animated corpse is not the spirit's former body, it immediately becomes a proto-dracolich. A proto-dracolich has the mind and memories of its original form but has the hit points and immunities to spells and clerics' turning abilities of a dracolich. A proto-dracolich can neither speak nor cast spells; further, it cannot cause chilling damage, use a breath weapon, or cause fear as a dracolich. Its strength, movement, and Armor Class are those of the possessed body.

To become a full dracolich, a proto-dracolich must devour at least

10% of its original body. Unless the body has been dispatched to another plane of existence, a proto-dracolich can always sense the presence of its original body, regardless of the distance. A proto-dracolich will tirelessly seek out its original body to the exclusion of all other activities. If its original body has been burned, dismembered, or otherwise destroyed, the proto-dracolich need only devour the ashes or pieces equal to or exceeding 10% of its original body mass (total destruction of the original body is possible only through use of a disintegrate or similar spell; the body could be reconstructed with a wish or similar spell, so long as the spell is cast in the same plane as the disintegration). If a proto-dracolich is unable to devour its original body, it is trapped in its current form until slain.

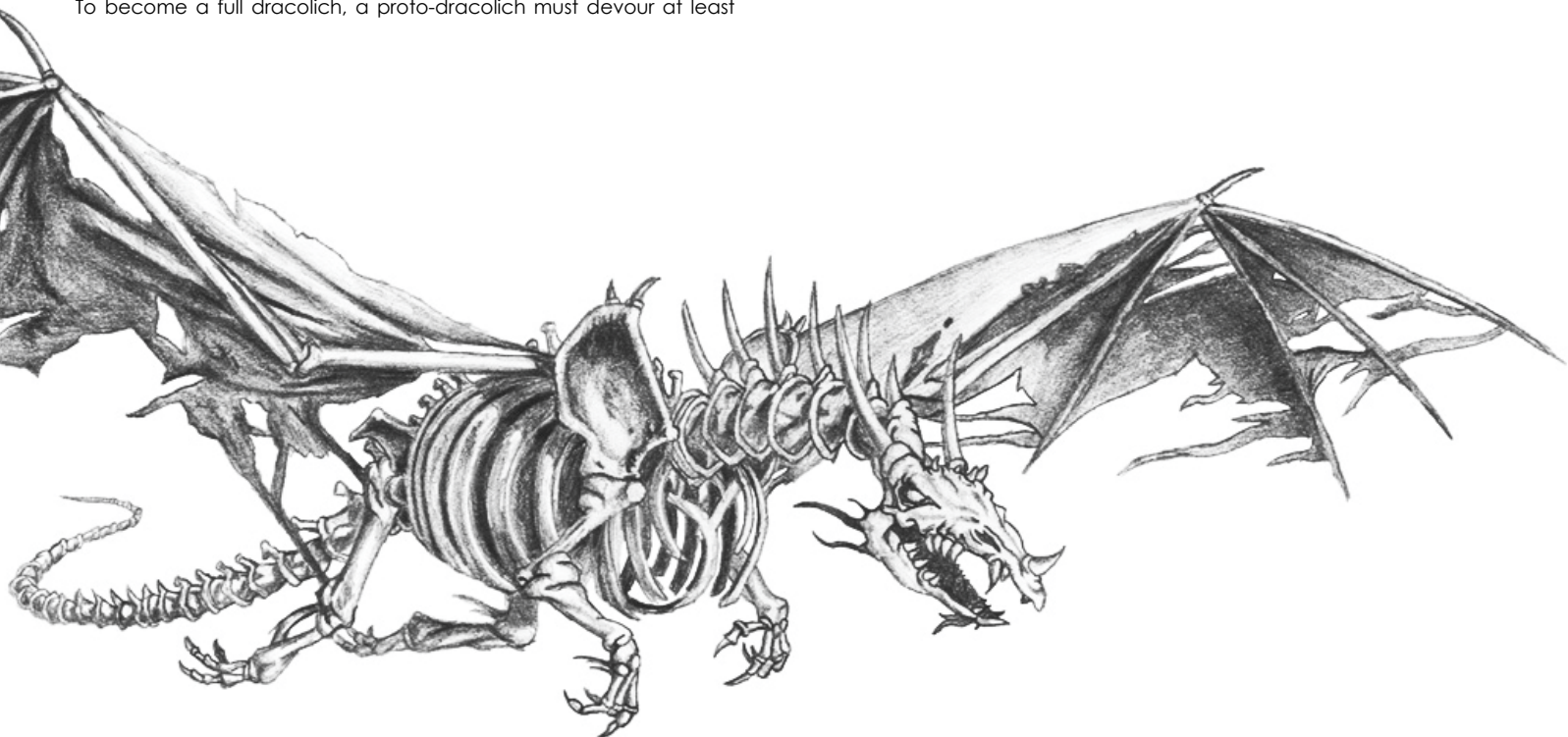
A proto-dracolich transforms into a full dracolich within seven days after it devours its original body. When the transformation is complete, the dracolich resembles its original body; it can now speak, cast spells, and employ the breath weapon of its original body, in addition to having all of the abilities of a dracolich.

The procedure for possessing a new corpse is the same as explained above, except that the assistance of a wizard is no longer necessary (casting magic jar is required only for the first possession). If the spirit successfully re-possesses its original body, it once again becomes a full dracolich. If the spirit possesses a different body, it becomes a proto-dracolich and must devour its former body to become a full dracolich.

A symbiotic relationship exists between a dracolich and the wizards who create it. The wizards honor and aid their dracolich, as well as providing it with regular offerings of treasure items. In return, the dracolich defends its wizards against enemies and other threats, as well as assisting them in their various schemes. Like dragons, dracoliches are loners, but they take comfort in the knowledge that they have allies.

Dracoliches are generally found in the same habitats as the dragons from which they were created; dracoliches created from green dragons, for instance, are likely to be found in subtropical and temperate forests. Though they do not live with their wizards, their lairs are never more than a few miles away. Dracoliches prefer darkness and are usually encountered at night, in shadowy forests, or in underground labyrinths.

Ecology: Dracoliches are never hungry, but they must eat in order to refuel their breath weapons. Like dragons, dracoliches can consume nearly anything, but prefer the food eaten by their original forms (for instance, if a dracolich was originally a red dragon, it prefers fresh meat). The body of a destroyed dracolich crumbles into a foul-smelling powder within a few hours; this powder can be used by knowledgeable wizards as a component for creating potions of undead control and similar magical substances.



DRAGON, GENERAL

Dragons are an ancient, winged reptilian race. They are known and feared for their size, physical prowess, and magical abilities. The oldest dragons are among the most powerful creatures in the world. Most dragons are identified by the color of their scales.

There are many known subspecies of dragons, several of which fall into three broad categories: chromatic, gem, and metallic dragons. Chromatic dragons include black, blue, green, red, and white dragons; all are extremely evil and are feared by most. The metallic dragons are the brass, bronze, copper, gold, and silver dragons; these are noble and good, highly respected by wise people.

In addition to the dragons in these three classifications, there are other dragons that may at first seem to be members of those categories. For instance, the steel dragon seems to be a metallic dragon, but has only one breath weapon; while each "true" metallic dragon has two. Likewise, the brown dragon seems to be a typical, evil chromatic dragon; but has no wings, so is not a "true" chromatic dragon.

Although all subspecies of dragons are believed to have come from the same roots tens of thousands of years ago, the present subspecies keep to themselves, working together only under extreme circumstances, such as a powerful mutual threat. Good dragons never work with evil dragons, however, though a few neutral dragon specimens have been known to associate with evil or good dragons. Gold dragons occasionally associate freely with silver dragons, and emerald dragons are sometimes found with sapphire dragons.

When evil dragons of different species encounter each other, they usually fight to protect their territories. While good dragons of different subspecies are more tolerant of each other, they are also very territorial. They usually try to work out differences in a peaceful manner.

All subspecies of dragons have 12 age categories and gain more abilities and greater power as they age. Dragons range in size from several feet upon hatching to more than 100 feet, after they have attained the status of great wyrm. The exact size varies according to age and subspecies. A dragon's wingspan is about equal to its body length; 15-20% of a dragon's body length is neck.

Generally, when multiple dragons are encountered, they are a mated pair and young. Mated dragons are always young adults, adults, or mature adults; young dragons found with their parents are of the young adult stage or younger. To determine the age of young dragons, roll 1d6: 1 = egg; 2 = hatchling; 3 = very young; 4 = young; 5 = juvenile; 6 = young adult.

During the early part of a dragon's young adult stage it leaves its parents, greed driving it on to start a lair of its own. Sometimes, although rarely, juvenile dragons leave their parents to start their own lives. As a pair of mated dragons age beyond the mature adult stage, they split up, independence and the lust for treasure driving them apart. Older dragons of either sex sometimes raise young, but only on their own -- the other parent leaves when the eggs are laid.

Dragons, especially older ones, are generally solitary due to necessity and preference. They distance themselves from civilization, which they consider to be a petty and foolish mortal invention.

Dragons are fearsome predators but scavenge when necessary and can eat almost anything if they are hungry enough. A dragon's metabolism operates like a highly efficient furnace, making use of 95% of all the food the dragon eats. A dragon can also metabolize inorganic material, and some dragons have developed a taste for such fare.

Although dragons' goals and ideals vary among subspecies, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magical items as possible. They find treasure pleasing to look at, and they bask in the radiance of the magical items. For a dragon, there is never enough treasure. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate areas or to get food. Dragons like to make beds of their treasure, shaping nooks and mounds to fit their bodies. By the time they mature to the great wyrm stage, hundreds of gems and coins are imbedded in their hides.

Dragon Defense

A dragon's Armor Class improves as it gets older and the creature

becomes tougher. Old dragons or older dragons are immune to normal missiles; their gem-encrusted hides deflect arrows and other small projectiles. Large missiles (from catapults, giants, etc.) and magical missiles affect them normally. Young adult and older dragons radiate a personal aura that makes them partially resistant to harmful magic. A dragon's resistance to magic increases as it ages.

Dragon Hide

Dragon skin is prized by armorers with the skill to turn it into shields and armor, valuable because of its appearance and the protection it affords. Dragon armor grants its wearer an Armor Class of 4 less than the Armor Class of the dragon it was taken from, for a minimum Armor Class of 12. For example, armor from a juvenile brass dragon (AC 20) grants its wearer AC 16. See page 20 of the DMG for more information on dragonhide armor.

Dragonhide shields also offer no additional protection but, as exceptional armor, weight less than usual (see Exceptional Armor on page 20 of the DMG).

Dragon Senses

All dragons have excellent senses of sight, smell, and hearing. Their enhanced senses enable them to detect all invisible objects and creatures (including creatures or items hidden in darkness or fog) within a radius equal to 10 feet times their age category. All dragons possess a natural clairaudience ability with respect to their lairs; the range is 20 feet per age category. The dragon must concentrate on a specific section within its lair or surrounding area to hear what is going on.

Some dragons can communicate telepathically with any intelligent creature. The percentage chance for a dragon to speak is based on its Intelligence and age category. Refer to individual descriptions for percentages.

Dragon Lairs

All dragon lairs are far from mortal civilization, and they are difficult to find because the dragons take careful measures to cloak their coming and going. There is usually little, if any, wildlife around the lairs because neighboring creatures fear the dragons, and most dragons eat the few creatures that are foolish enough to remain.

When a young adult dragon leaves its parents in search of its own lair, it spends a few years moving from place to place to find a cave or cavern which best suits its personality. In most cases, the dragons search for increasingly larger caves which can easily accommodate them as they grow. Usually by the time a dragon has reached the mature adult stage, it has selected a large lair it plans to keep for the remainder of its life. A dragon at this stage has gathered a considerable amount of treasure and is loath to move it to a different location.

The location and character of dragon lairs vary based on each subspecies; consult individual dragons for specific information. However, one thing remains constant: any dragon considers its lair and neighboring areas its domains. A creature which violates or threatens the lair is threatening the dragon and will be dealt with harshly. Some good dragons may be more lenient than other subspecies in this matter. All dragons keep their treasure hidden deep within their lairs, and some dragons create hazardous conditions within their lair to keep unwary creatures from reaching the treasure.

Dragon Flight

Despite their large size, dragons are graceful and competent fliers; most are maneuverability class C. This is due partially to their powerful wings, and partially to the dragon's innate magic. Dragons can climb at half speed and dive at double speed.

A dragon can change direction quickly by executing a wingover maneuver. A dragon cannot gain altitude during the round it executes a wingover, but it may dive. The maneuver enables the dragon to make a turn of 120 to 240 degrees regardless of its speed or size.

Diving dragons can strike with their claws with a +2 bonus to attack rolls. Dragons diving on land-bound opponents can also strike with both wings, but then must land immediately after attacking.

When engaging other flying opponents, dragons can either claw or bite, but not both. An airborne dragon must glide to cast spells (but

innate abilities can be used at any time). A gliding dragon loses 1,000 feet of altitude per round, and its forward speed is equal to one half its flight speed on the round before it began gliding.

Dragon Table

Age Category	Age (in years)	HD Modifier	Fear Radius
1] Hatchling	0-5	-6	Nil
2] Very young	6-15	-4	Nil
3] Young	16-25	-2	Nil
4] Juvenile	26-50	Nil	Nil
5] Young adult	51-100	+1	45 feet
6] Adult	101-200	+2	60 feet
7] Mature adult	201-400	+3	75 feet
8] Old	401-600	+4	90 feet
9] Very old	601-800	+5	105 feet
10] Venerable	801-1,000	+6	120 feet
11] Wyrms	1,001-1,200	+7	135 feet
12] Great Wyrms	1,200+	+8	150 feet

Hit Die Modifier: Dragon Hit Dice vary between subspecies and are modified based on age category. Refer to individual dragon entries for the base Hit Dice for each species, and to the Dragon Table for the modifier based on age. The older a dragon gets, the more Hit Dice it has. For example, a black dragon has a base of 10 Hit Dice. A hatchling black dragon subtracts 6 dice, giving it a total of 4. A great wyrm black dragon adds 8 dice for a total of 18.

The Hit Die Modifier is also applied to the dragon's base spellcasting level (age category), to determine the actual level at which the dragon casts spells (thus, a great wyrm black dragon casts spells at 18th level of ability).

Dragons' Saving Throws are tied to their Hit Dice. Each dragon's Saving Throw bonus is equal to ½ of its modified Hit Dice. For example, a hatchling black dragon saves as a 4 Hit Die creature (+2 to all saves), while a great wyrm black dragon saves as an 18 Hit Die creature (+9 to all saves).

Fear Radius: Dragons can inspire panic or fear. The mere sight of a young adult or older dragon causes creatures with fewer than 1 Hit Die (as well as all non-carnivorous, nonaggressive creatures with fewer Hit Dice than the dragon) to automatically flee in panic for 4d6 rounds.

Creatures with 1 or more Hit Dice but with fewer Hit Dice than the dragon are not panicked, but they may be stricken with fear if they are within the dragon's fear aura. The aura surrounds attacking or charging dragons in the specified radius and in a path along the ground directly beneath a flying dragon whose altitude is 250 feet or less. Creatures not automatically panicked are entitled to a Charisma Saving Throws with a DC of 10 + the dragon's Proficiency Bonus (equal to half of the dragon's modified Hit Dice. See Dragon Hit Die Modifier above). Creatures failing their Saving Throws are stricken with fear and fight with a -2 penalty to their attack and damage rolls. The aura increases in size based on the age category of the dragon. All creatures with Hit Dice equal to or greater than those of the dragon are immune to the fear effect.

Dragon Attacks

All dragons have a claw/claw/bite attack form and a breath weapon. The latter can be used once every three rounds. Dragons also employ several other attack forms which are detailed in the following text. Dragons frequently divide their attacks between opponents, using the more dangerous attacks, such as the bite, against the foes they perceive to be the toughest.

A dragon's preferred attacks are usually, in order, breath weapon, magical abilities (or spells), and physical attacks. A dragon that breathes during a round of combat cannot also attack physically. Magical abilities (but not spells) can be used in addition to any attacks, except the breath weapon.

- **Claws:** A dragon can use its claws to attack creatures to its front, sides, or rear. If the dragon attacks with one rear claw attack, its other claw attack must be to the front or side (in order to maintain balance). Creatures struck by a powerful rear claw must make an Athletics skill check (DC 10 + the dragon's Proficiency Bonus) or be knocked prone or backwards as the dragon wishes. See Push or Trip on page 69 of the Player's Handbook for more details.

- **Bite:** Because of a dragon's long neck, it can bite creatures to its back and sides.
- **Snatch:** Only young adult and older dragons can snatch. This occurs when a flying dragon dives and attempts to grab a creature in one of its claws. A creature struck by this method is taken into the air unless it makes a Grapple skill check with a DC of 10 + the dragon's Proficiency Bonus. There is a 50% chance that a snatched creature has its arms pinned, and therefore cannot physically attack the dragon. Snatched creatures are sometimes taken to great heights and dropped. The snatched creature can be squeezed in the claw for automatic claw damage each round or be transferred to the dragon's mouth (the transfer requires a successful attack roll). If the transfer succeeds, the victim automatically suffers bite damage each round; if it fails, the victim is dropped. Dragons of old age and older can carry a victim in each claw, and they can try to snatch two victims at once. Wyrms and great wyrms can carry three victims, but one of the first two snatched must be transferred from claw to mouth before the third can be snatched. A snatched creature can try to escape from a dragon's grasp (or mouth) with a successful Grapple skill check.

A dragon can snatch creatures two or more size categories smaller than itself. For example, a dragon that is 45' long is a Gargantuan creature, so the biggest creature it can snatch is a Large one (12' long).

- **Plummet:** If the DM chooses to allow plummet, an airborne dragon, or a dragon jumping and descending from at least 30 feet above a target, can land on a victim. The dragon crushes and pins opponents using its claws and tail, inflicting damage equal to its bite. The dragon can crush as many creatures as its age category. Creatures in the area must make a DEX Saving Throw to avoid being crushed. The DC is equal to 10 + the dragon's Proficiency Bonus. Creatures that are missed are assumed to have escaped while those who fail are pinned under the dragon. Pinned opponents automatically suffering crushing damage during the next round unless the dragon moves off them or the target makes a Grapple skill check with a DC of 10 + the dragon's Proficiency Bonus. A dragon can't take any other actions when plummeting or pinning.
- **Wing Buffet:** Young adult and older dragons can employ their wings in combat; targets must be at the dragon's sides. The damage inflicted is the same as a claw attack, and creatures struck must make an Athletics skill check (DC 10 + the dragon's Proficiency Bonus) or be knocked prone or backwards as the dragon wishes. See Push or Trip on page 69 of the Player's Handbook for details.
- **Tail Slap:** Adult and older dragons can use their tails to attack creatures to their rear and sides. A tail attack inflicts bludgeoning damage that is twice that of its claw attack and affects as many targets as the dragon's age category. The dragon rolls a separate attack against each creature. Creatures struck must roll a successful Athletics skill check (DC 10 + the dragon's Hit Dice) or be knocked prone or backwards as the dragon wishes. See Push or Trip on page 69 of the Player's Handbook for more details. A tail slap can smash a light wooden structure and even damage a *cube of force* (one charge per two age categories, round down).
- **Stall:** Any dragon flying near the ground can halt its forward motion and hover for one round; it must land immediately thereafter. Once stopped, the dragon can attack with its bite and all four claws. It can use its breath weapon instead, but this rarely happens since dragons can breathe on the wing. If a dragon stalls in an area with lots of trees or loose earth, the draft from its wings creates a dust cloud with the same radius as its fear aura. Creatures within the cloud are blinded as per the *Obscurement* spell. The dust cloud lasts for one round.
- **Spells:** Dragons learn spells haphazardly over the years. The DM should randomly determine which spells any particular dragon knows. The dragon can cast each spell once per day, unless random determination indicates the same spell more than once, in which case the dragon can cast it more than once a day. Dragons do not use spellbooks or pray to deities; they simply sleep and concentrate when they awaken in order to regain their spells. All dragon-cast spells have only a verbal component and may be cast as an action. Dragons cannot physically attack, use their breath weapon, use their magical abilities, or fly (except to glide) while casting a spell.

Dragon, Chromatic: Black Dragon

CLIMATE/TERRAIN:	Any swamp, jungle, and subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Average (9-10)
TREASURE:	Special
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	19 (base)
MOVEMENT:	60, Fl 150 (C), Sw 60
HIT DICE:	12 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d6 S x2/3d6 P
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (30'base)
MORALE:	Fanatic (19)
XP VALUE:	Variable

Black dragons are abusive, quick to anger, and resent intrusions of any kind. They like dismal surroundings, heavy vegetation, and prefer darkness to daylight. Although not as intelligent as other dragons, black dragons are instinctively cunning and malevolent.

At birth, a black dragon's scales are thin, small, and glossy. But as the dragon ages, its scales become larger, thicker, and duller, which helps it camouflage itself in swamps and marshes. Black dragons speak their own tongue, as well as Draconic, and 10% of hatchling black dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Black dragons prefer to ambush their targets, using their surroundings as cover. Their favorite targets are men, whom they will sometimes stalk for several minutes in an attempt to gauge their strength and wealth before attacking. Against a band of men or a formidable creature, of the marsh can weaken the targets before the dragon joins the fight. Black dragons will also use their breath weapon before closing in melee. When fighting in heavily vegetated swamps and marshes, black dragons attempt to stay in the water or along the ground; the numerous trees and leafy canopies limit their flying maneuverability. When faced with an opponent which poses too much of a threat, a black dragon will attempt to fly out of sight, so it will not leave tracks, and hide in a deep pond or bog.

Breath Weapon/Special Abilities: A black dragon's breath weapon is a 5' wide stream of acid that extends 60' in a straight line from the dragon's head. All creatures caught in this stream may make a DEX save for half damage. A black dragon may only ever cast 1st level spells (see the table below) with a caster level equal to its Hit Dice.

Black dragons are born with an innate water breathing ability and an immunity to acid. As they age, they gain the following additional powers:

- Juvenile: Darkness (3/day). 10' radius per age category.
- Adult: Corrupt Water (1/day). 10 cubic feet of water per age category. Water becomes still, foul, inert, and unable to support animal life. When this ability is used against potions and elixirs, they become useless if they make an Item Saving Throw.
- Old: Plant Growth (1/day)
- Venerable: Summon Insects (1/day)
- Great Wyrm: Charm Reptile (3/day). This operates as a Charm Person or Mammals spell but is applicable only to reptiles.

Habit/Society: Black dragons are found in swamps, marshes, rain forests, and jungles. They revel in a steamy environment where canopies of trees filter out most of the sunlight, swarms of insects fill the air, and stagnant moss-covered ponds lie in abundance. Black dragons are excellent swimmers and enjoy lurking in the gloomy depths of swamps and bogs. They also are graceful in flight; however, they prefer to fly at night when their great forms are hidden by the darkness of the sky. Black dragons are extremely selfish, and the majority of those encountered will be alone. When a family of black dragons is encountered, the adults will protect their young. However, if it appears the adults' lives are in jeopardy, they will abandon their young to save themselves.

They lair in large, damp caves and multi-chambered subterranean caverns. Older dragons are able to hide the entrance to their lairs with their plant growth ability. Black dragons are especially fond of coins. Older black dragons sometimes capture and question humans, before killing them, to find out where stockpiles of gold, silver, and platinum coins are kept.

Ecology: Black dragons can eat almost anything, although they prefer to dine primarily on fish, mollusks, and other aquatic creatures.

They are fond of eels, especially the giant varieties. They also hunt for red meat, but they like to "pickle" it by letting it lie in ponds within their lair for days before eating it.



Age	Body Length	Tail Length	AC	Breath Weapon	Spells (MU)	Magic Resistance	Treasure Type	XP
1	3-6	2-5	16	2d4+1	Nil	Nil	Nil	4,000
2	6-15	5-12	17	4d4+2	Nil	Nil	Nil	5,000
3	15-24	12-19	18	6d4+3	Nil	Nil	Nil	7,000
4	24-33	19-27	19	8d4+4	1	Nil	Half of H	10,000
5	33-42	27-35	20	10d4+5	2	2	H	12,000
6	42-51	35-43	21	12d4+6	3	3	H	13,000
7	51-60	43-50	22	14d4+7	4	4	H	14,000
8	60-69	50-57	23	16d4+8	5	5	Hx2	15,000
9	69-78	57-64	24	18d4+9	6	6	Hx2	17,000
10	78-87	64-73	25	20d4+10	7	7	Hx2	18,000
11	87-96	73-80	26	22d4+11	8	8	Hx3	19,000
12	96-105	80-87	27	24d4+12	9	9	Hx3	20,000

Dragon, Chromatic: Blue Dragon

CLIMATE/TERRAIN:	Arid deserts
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	Special
ALIGNMENT:	Lawful evil
NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	20 (base)
MOVEMENT:	45, Fl 150 (C), Br 15
HIT DICE:	14 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d8 S x2/3d8 P
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (42'base)
MORALE:	Fanatic (19)
XP VALUE:	Variable

Blue dragons are extremely territorial and voracious. They love to spend long hours preparing ambushes for herd animals and unwary travelers, and they spend equally long hours dwelling on their success and admiring their trophies.

The size of a blue dragon's scales increases little as the dragon ages, although they do become thicker and harder. The scales vary in color from an iridescent azure to a deep indigo, retaining a glossy finish through all of the dragon's stages because the blowing desert sands polish them.

This makes blue dragons easy to spot in barren desert surroundings. However, the dragons often conceal themselves, burrowing into the sand so only part of their heads are exposed.

Blue dragons love to soar in the hot desert air; usually flying in the daytime when temperatures are the highest. Some blue dragons nearly match the color of the desert sky and use this coloration to their advantage in combat.

Blue dragons speak their own tongue, as well as Draconic, and 12% of hatchling blue dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.



Combat: Blue dragons prefer to fight from a distance so their opponents can clearly witness the full force of their breath weapon and so little or no threat is posed to themselves. Often blue dragons will attack from directly above or will burrow beneath the sands until opponents come within 100 feet. Older blue dragons will use their special abilities, such as hallucinatory terrain, in concert with these tactics to mask the land and aid in their chances to surprise. Blue dragons will only run from a fight if they are severely damaged, since they view retreat as cowardly.

Breath Weapon/Special Abilities: A blue dragon's breath weapon is a 5' wide bolt of lightning that streaks 100' in a straight line from the dragon's mouth. All creatures caught in this stream may make a DEX Saving Throw to take ½ damage. Blue dragons may eventually cast both magic-user and cleric spells (see the table below) and have a caster level equal to their Hit Dice.

Blue dragons are born with an immunity to electricity. As they age, they gain the following additional powers:

- Young: Create or Destroy Water (3/day)
- Juvenile: Audible Glamer (at will)
- Adult: Dust Devil (1/day)
- Old: Ventriloquism (1/day)
- Venerable: Hallucinatory Terrain (1/day)

Habit/Society: Blue dragons are found in deserts; arid, windswept plains; and hot humid badlands. They enjoy the bleak terrain because there are few obstacles—only an occasional rock outcropping or dune—to interrupt the view of their territories. They spend hours looking out over their domains, watching for trespassers and admiring their property. Most of the blue dragons encountered will be alone because they do not want to share their territories with others. However, when a family is encountered the male dragon will attack ferociously, protecting his property—his mate and young. The female dragon also will join in the attack if the threat proves significant.

Blue dragons' enemies are men, who kill the dragons for their skin and treasure, and brass dragons, which share the same environment. If a blue dragon discovers a brass dragon in the same region, it will not rest until the trespassing dragon is killed or driven away.

Blue dragons lair in vast underground caverns in which they store their treasure. Although blue dragons will collect anything which looks valuable, they are fond of gems—especially sapphires.

Ecology: Blue dragons are able to consume nearly anything, and sometimes are forced to eat snakes, lizards, and desert plants to help sate their great hunger. However, they are particularly fond of herd animals, such as camels, and they will gorge themselves on caravans of the creatures which they cook with a lightning bolt.

Age	Body Length	Tail Length	AC	Breath Weapon	Spells (MU+C)	Magic Resistance	Treasure Type	XP
1	3-9	2-7	17	2d8+1	Nil	Nil	Nil	6,000
2	9-20	7-16	18	4d8+2	Nil	Nil	Nil	8,000
3	20-31	16-25	19	6d8+3	Nil	Nil	Nil	10,000
4	31-50	25-34	20	8d8+4	1	Nil	Half of H,S	13,000
5	50-69	34-43	21	10d8+5	2	20%	H,S	15,000
6	69-88	43-52	22	12d8+6	3	25%	H,S	16,000
7	88-97	52-61	23	14d8+7	3/1	30%	H,S	17,000
8	97-106	61-70	24	16d8+8	3/2	35%	H,Sx2	18,000
9	106-115	70-79	25	18d8+9	3/3	40%	H,Sx2	20,000
10	115-124	79-88	26	20d8+10	3/3+1/1	45%	H,Sx2	21,000
11	124-133	88-97	27	22d8+11	3/3+2/2	50%	H,Sx3	22,000
12	133-142	97-106	28	24d8+12	3/3+3/3	55%	H,Sx3	23,000

Dragon, Chromatic: Green Dragon

CLIMATE/TERRAIN:	Sub-tropical and temperate forest and subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	Special
ALIGNMENT:	Lawful evil
NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	20 (base)
MOVEMENT:	45, Fl 150 (C), Sw 45
HIT DICE:	13 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d8 S x2/2d10 P
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (36' base)
MORALE:	Elite (16-17)
XP VALUE:	Variable

Green dragons are bad tempered, mean, cruel, and rude. They hate goodness and good-aligned creatures. They love intrigue and seek to enslave other woodland creatures, killing those who cannot be controlled or intimidated.

A hatchling green dragon's scales are thin, very small, and a deep shade of green that appears nearly black. As the dragon ages, the scales grow larger and become lighter, turning shades of forest, emerald, and olive green, which helps it blend in with its wooded surroundings. A green dragon's scales never become as thick as other dragons', remaining smooth and flexible.

Green dragons speak their own tongue, as well as Draconic, and 12% of hatchling green dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Green dragons initiate fights with little or no provocation, picking on creatures of any size. If the target creature intrigues the dragon or appears to be difficult to deal with, the dragon will stalk the creature, using its environment for cover, until it determines the best time to strike and the most appropriate tactics to use. If the target appears formidable, the dragon will first attack with its breath weapon, magical abilities, and spells. However, if the target appears weak, the dragon will make its presence known quickly for it enjoys evoking terror in its targets. When the dragon has tired of this game, it will bring down the creature using its physical attacks, so the fight lasts longer and the creature's agony is prolonged.

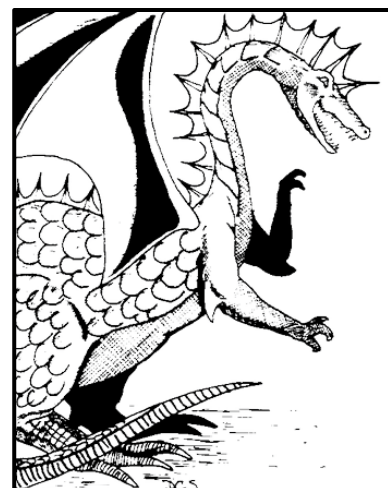
Sometimes, the dragon elects to control a creature, such as a human or demihuman, through intimidation and suggestion. Green dragons like to question men, especially adventurers, to learn more about their society, abilities, what is going on in the countryside, and if there is treasure nearby.

Breath Weapon/Special Abilities:

A green dragon's breath weapon is a cloud of poisonous chlorine gas that is 50' long, 40' wide, and 30 feet high. Creatures within the cloud may make a CON Saving Throw to take half damage. A green dragon casts its spells with a caster level equal to its Hit Dice. The may only cast 1st and 2nd level magic-user spells (see the table below for more details).

From birth, green dragons are immune to gasses. As they age, they gain the following additional powers:

- Juvenile: Water Breathing (at will)
- Adult: Suggestion (1/day)
- Mature Adult: Warp Wood (3/day)
- Old: Plant Growth (1/day)
- Very Old: Entangle (1/day)
- Wyrms: Pass without Trace (3/day)



Habitat/Society: Green dragons are found in sub-tropical and temperate forests, the older the forest and bigger the trees, the better. The sights and smells of the woods are pleasing to the dragon, and it considers the entire forest or woods its territory. Sometimes the dragon will enter into a relationship with other evil forest-dwelling creatures, which keep the dragon informed about what is going on in the forest and surrounding area in exchange for their lives. If a green dragon lives in a forest on a hillside, it will seek to enslave hill giants, which the dragon considers its greatest enemy. A green dragon makes its lair in underground chambers far beneath its forest.

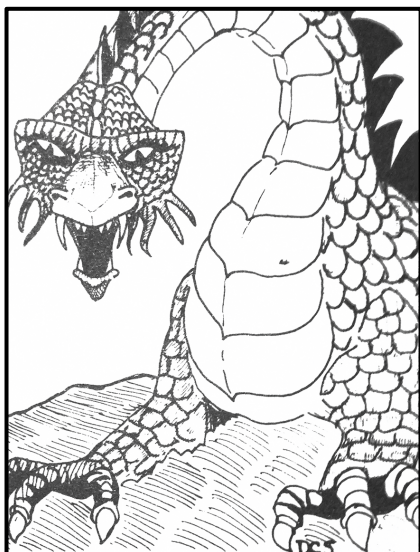
The majority of green dragons encountered will be alone. However, when a mated pair of dragons and their young are encountered, the female will leap to the attack. The male will take the young to a place of safety before joining the fight. The parents are extremely protective of their young, despite their evil nature, and will sacrifice their own lives to save their offspring.

Ecology: Although green dragons have been known to eat practically anything, including shrubs and small trees when they are hungry enough, they especially prize elves. If the forest is on a hillside, hill giants will hunt the younger dragons, which they consider a delicacy.

Age	Body Length	Tail Length	AC	Breath Weapon	Spells (MU)	Magic Resistance	Treasure Type	XP
1	2-7	2-5	17	2d6+1	Nil	Nil	Nil	5,000
2	7-16	5-15	18	4d6+2	Nil	Nil	Nil	7,000
3	16-35	15-31	19	6d6+3	Nil	Nil	Nil	8,000
4	35-44	31-40	20	8d6+4	1	Nil	Half of H	11,000
5	44-53	40-48	21	10d6+5	2	3	H	13,000
6	53-62	48-56	22	12d6+6	3	4	H	14,000
7	62-71	56-64	23	14d6+7	4	5	H	15,000
8	71-80	64-72	24	16d6+8	4/1	6	Hx2	16,000
9	80-89	72-80	25	18d6+9	4/2	8	Hx2	18,000
10	89-98	80-86	26	20d6+10	4/3	9	Hx2	19,000
11	98-107	86-96	27	22d6+11	4/4	10	Hx3	21,000
12	107-116	96-104	28	24d6+12	5/4	11	Hx3	22,000

Dragon, Chromatic: Red Dragon

CLIMATE/TERRAIN:	Tropical, sub-tropical, and temperate hills and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (16-17)
TREASURE:	Special
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	22 (base)
MOVEMENT:	45, Fl 150 (C)
HIT DICE:	15 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d10 S x2/3d10 P
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (48' base)
MORALE:	Fanatic (19)
XP VALUE:	Variable



Red dragons are the most covetous and greedy of all dragons, forever seeking to increase their treasure hoards. They are obsessed with their wealth and memorize an inventory accurate to the last copper. They are exceptionally vain and self-confident, considering themselves superior not only to other dragons, but to all other life in general.

When red dragons hatch, their small scales are a bright glossy scarlet. Because of this, they can be quickly spotted by predators and men hunting for

skins, so they are hidden in deep underground lairs and not permitted to venture outside until toward the end of their young stage when their scales become turned a deeper red, the glossy texture has been replaced by a smooth, dull finish, and they are more able to take care of themselves. As the dragon continues to age, they are more able to take care of themselves. As the dragon continues to age, the scales become large thick, and as strong as metal.

Red dragons speak their own tongue, as well as Draconic, and 16% of hatchling red dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per

age category of the dragon.

Combat: Because red dragons are so confident, they never pause to appraise an adversary. When they notice a target, they make a snap decision whether to attack, using one of many "perfect" strategies worked out ahead of time in the solitude of their lairs. If the creature appears small and insignificant, such as an unarmored man, the dragon will land to attack with its claws and bite, not wanting to obliterate the creature with its breath weapon, as any treasure might be consumed by the flames. However, if a red dragon encounters a group of armored men, it will use its breath weapon, special abilities, and spells (if it is old enough to have them) before landing.

Breath Weapon/Special Abilities: A red dragon's breath weapon is a searing cone of fire 90' long, 5' wide at the dragon's mouth and 30' at the base. Creatures struck by the flames may make a DEX Saving Throw for half damage. Red dragons cast spells with a caster level equal to their Hit Dice. They cast both magic-user and cleric spells as shown on the table below.

Red dragons are born immune to fire. As they age, they gain the following additional powers:

- Young: Affect Normal Fires (3/day)
- Juvenile: Pyrotechnics (3/day)
- Adult: Heat Metal (1/day)
- Old: Suggestion (1/day)
- Very Old: Hypnotism (1/day)
- Venerable: Detect Gems (3/day). Detects kind and number in a 100' radius.

Habitat/Society: Red dragons can be found on great hills or on soaring mountains. From a high perch they haughtily survey their territory, which they consider to be everything that can be seen from their position. They prefer to lair in large caves that extend deep into the earth.

A red dragon enjoys its own company, not associating with other creatures, or even other red dragons, unless the dragon's aims can be furthered. For example, some red dragons who have charm spells will order men to act as the dragon's eyes and ears, gathering information about nearby settlements and sources of treasure. When a red dragon's offspring reach the young adult stage, they are ordered from the lair and the surrounding territory, as they are viewed as competition.

Red dragons are quick to fight all creatures which encroach on their territory, especially copper and silver dragons which sometimes share the same environment. The hate gold dragons above all else because they believe gold dragons are "nearly" as powerful as themselves.

Ecology: Red dragons are meat eaters, although they are capable of digesting almost anything. Their favorite food is a maiden of any human or demihuman race. Sometimes the dragons are able to charm key villagers into regularly sacrificing maidens to them.

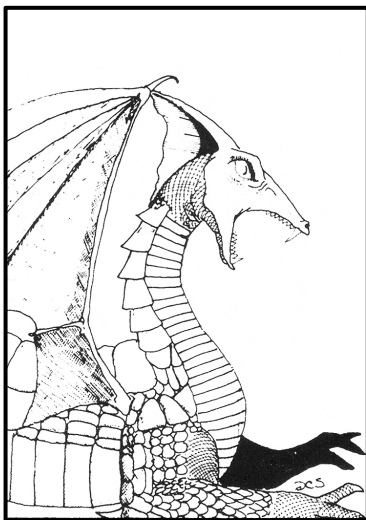
Age	Body Length	Tail Length	AC	Breath Weapon	Spells (MU+C)	Magic Resistance	Treasure Type	XP
1	1-12	3-12	19	2d10+1	Nil	Nil	Nil	7,000
2	12-23	12-21	20	4d10+2	Nil	Nil	Nil	8,000
3	23-42	21-30	21	6d10+3	Nil	Nil	Nil	10,000
4	42-61	30-49	22	8d10+4	1	Nil	E, S, T	12,000
5	61-80	49-68	23	10d10+5	2	6	H, S, T	14,000
6	80-99	68-87	24	12d10+6	2/1	7	H, S, T	15,000
7	99-118	87-106	25	14d10+7	2/2	8	H, S, T	16,000
8	118-137	106-125	26	16d10+8	2/2/1	9	H, S, Tx2	19,000
9	137-156	125-144	27	18d10+9	2/2/2	10	H, S, Tx2	21,000
10	156-165	144-153	28	20d10+10	2/2/2+1	11	H, S, Tx2	22,000
11	165-174	153-162	29	22d10+11	2/2/2/2+2	12	H, S, Tx3	23,000
12	174-183	162-171	30	24d10+12	2/2/2/2+2/1	13	H, S, Tx3	24,000

Dragon, Chromatic: White Dragon

CLIMATE/TERRAIN:	Arctic plains, hills, mountains, and subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Low (6-8)
TREASURE:	Special
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	19 (base)
MOVEMENT:	60, Fl 200 (C), Sw 60
HIT DICE:	11 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d6 S x2/2d8 P
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (24'base)
MORALE:	Elite (16-17)
XP VALUE:	Variable

White dragons, the smallest and weakest of the evil dragons, are slow witted but efficient hunters. They are impulsive, vicious, and animalistic, tending to consider only the needs and emotions of the moment and having no foresight or regret. Despite their low intelligence, they are as greedy and evil as the other evil dragons.

The scales of a hatchling white dragon are a mirror-like glistening ground. As the dragon ages, the sheen disappears, and by the time it reaches the very old stage, scales of pale blue and light gray are mixed in with the white.



White dragons speak their own tongue, as well as Draconic, and 7% of hatchling white dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Regardless of a target's size, a white dragon's favorite method of attack is to use its breath weapon and special abilities before closing to melee. This tactic sometimes works to the dragon's

detriment, as it can exhaust its breath weapon on smaller prey and then be faced with a larger creature it must attack physically. If a white dragon is pursuing creatures in the water, such as polar bears or seal, it will melee them in their element, fighting with its claws and bite.

Breath Weapon/Special Abilities: A white dragon's breath weapon is a cone of frost 70' long, 5' wide at the dragon's mouth, and 25' wide at the base. Creatures caught in the blast may a DEX save for half damage. A white dragon casts its spells and uses its magical abilities with a caster level equal to its Hit Dice.

From their birth, white dragons are immune to cold. As they grow older, they gain the following additional abilities:

- Juvenile: Ice walking (at will). Allows the dragon to walk across ice as easily as creatures walk across flat, dry ground.
- Mature Adult: Gust of Wind (3/day)
- Very Old: Wall of Fog (3/day)
- Wyrm: Freezing Fog (3/day). This obscures vision in a 100' radius and causes frost to form, creating a thin layer of glare ice on the ground and on all surfaces within the radius.

Habit/Society: White dragons live in chilly or cold regions, preferring lands where the temperature rarely rises above freezing and ice and snow always cover the ground. When temperatures become too warm, the dragons become lethargic. White dragons bask in the frigid winds that whip over the landscape, and they wallow and play in deep snowbanks.

White dragons are lackadaisical parents. Although the young remain with the parents from hatchling to juvenile or young adult stage they are not protected. Once a dragon passes from its hatchling stage, it must fend for itself, learning how to hunt and defend itself, learning how to hunt and defend itself by watching the parents.

White dragons' lairs are usually icy caves and deep subterranean chambers; they select caves that open away from the warming rays of the sun. White dragons store all of their treasure within their lair, and prefer keeping it in caverns coated in ice, which reflect the gems, especially diamonds, because they are pretty to look at.

Ecology: Although white dragons, as all other dragons, are able to eat nearly anything, they are very particular and will consume only food which has been frozen. Usually after a dragon has killed a creature with its breath weapon it will fall to devouring it while the carcass is still stiff and frigid. It will bury other kills in snowbanks until they are suitably frozen.

White dragons' natural enemies are frost giants who kill the dragons for food and armor and subdue them for guards and mounts.

Age	Body Length	Tail Length	AC	Breath Weapon	Spells (MU)	Magic Resistance	Treasure Type	XP
1	1-5	1-4	16	1d6+1	Nil	Nil	Nil	3,000
2	5-14	4-12	17	2d6+2	Nil	Nil	Nil	4,000
3	14-23	12-21	18	3d6+3	Nil	Nil	Nil	6,000
4	23-32	21-28	19	4d6+4	Nil	Nil	E	8,000
5	32-41	28-36	20	5d6+5	Nil	1	E, O, S	10,000
6	41-50	36-45	21	6d6+6	1	2	E, O, S	12,000
7	50-59	45-54	22	7d6+7	1	3	E, O, S	13,000
8	59-68	54-62	23	8d6+8	2	4	E, O, Sx2	14,000
9	68-77	62-70	24	9d6+9	2	5	E, O, Sx2	16,000
10	77-86	70-78	25	10d6+10	3	6	E, O, Sx2	17,000
11	86-95	78-85	26	11d6+11	3	7	E, O, Sx3	18,000
12	95-104	85-94	27	12d6+12	4	8	E, O, Sx3	19,000

Dragon, Cloud

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate clouds and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (18-19)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1 (2-5)
ARMOR CLASS:	20 (base)
MOVEMENT:	30, Fl 200 (C)
HIT DICE:	14 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d10 S x2/3d12 P
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (66' base)
MORALE:	Fanatic (19)
XP VALUE:	Variable

Cloud dragons are reclusive creatures that dislike intrusions. They rarely converse, but if persuaded to do so they tend to be taciturn and aloof. They have no respect whatsoever for creatures that cannot fly without assistance from spells or devices.

At birth, cloud dragons have silver-white scales tinged with red at the edges. As they grow, the red spreads and lightens to sunset orange. At the mature adult stage and above, the red-orange color deepens to red gold and almost entirely replaces the silver.

Cloud dragons speak their own tongue and Draconic. Also 17% of hatchling cloud dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category.



Combat: Cloud dragons are as likely to avoid combat (by assuming cloud form) as they are to attack. When attacking, they use their breath weapon to scatter foes, then cast Solid Fog and use their manipulation abilities to blind and disorient their foes. When very angry, they conjure storms with Control Weather spells, then they Call Lightning. They like to use Stinking Cloud and Control Winds spells against flying opponents.

Breath Weapon/Special Abilities: A cloud dragon's breath weapon is an icy blast of air that is 140 feet long, 30 feet high, and 30 feet wide. Creatures in the blast may make a DEX save for half damage (the blast deals cold damage). Those who fail their save must make an Athletics skill check or be knocked backwards 1d4x5 feet (as per the Push combat contest, PHB 69). Flying creatures suffer a -4 penalty to this check.

A cloud dragon casts its spells and uses its magical abilities with a caster level equal to its Hit Dice. Cloud dragons are immune to cold.

They can assume (or leave) a cohesive, cloud-like form at will, once per round (as per the Gaseous Form spell). Cloud dragons can use their spells and innate abilities while in cloud form, but they cannot attack physically or use their breath weapon. In cloud form, cloud dragons fly at a speed of 60' per round (MC: A).

As they age, cloud dragons gain the following additional powers.

- Very Young: Solid Fog (2/day)
- Young: Stinking Cloud (2/day)
- Juvenile: Create Water (2/day)
- Adult: Obscurement (3/day)
- Mature Adult: Call Lightning (2/day)
- Old: Ice Storm (2/day)
- Very Old: Control Weather (2/day)
- Ancient: Control Winds (2/day)

Habitat/Society: Cloud dragons lair in magical cloud islands where there is at least a small, solid floor laying eggs and storing treasure. Very rarely, they occupy cloud-shrouded mountain peaks.

Cloud dragons are solitary 95% of the time. If more than one is encountered, it is a single parent with offspring.

Ecology: Like all dragons, cloud dragons can eat just about anything. They seem to subsist primarily on rain water, hailstones, and the occasional bit of silver.

Because they inhabit in similar territories, cloud dragons come into conflict with silver dragons. Despite their higher intelligence, cloud dragons usually lose confrontation because of the silver dragons' secondary breath weapons and ability to muster allies.

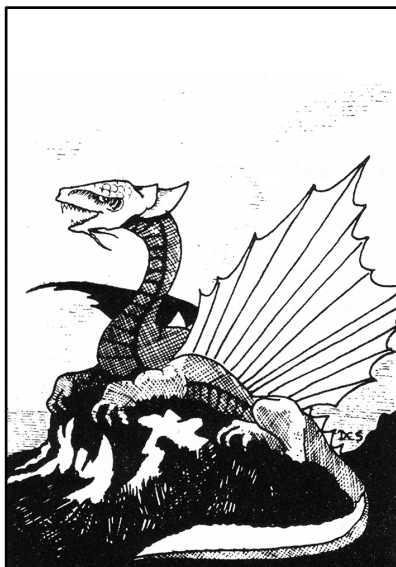
Age	Body Length	Tail Length	AC	Breath Weapon	Spells (MU+C)	Magic Resistance	Treasure Type	XP
1	11-24	4-8	17	2d6+2	Nil	Nil	Nil	3,000
2	24-41	8-16	18	3d6+4	Nil	Nil	Nil	6,000
3	41-58	16-22	19	4d6+6	Nil	Nil	Nil	8,000
4	58-71	22-29	20	5d6+8	1	Nil	Half of R, T	11,000
5	71-87	29-37	21	6d6+10	1/1	5	R, T	13,000
6	87-102	37-44	22	7d6+12	2/1	6	R, T	14,000
7	102-117	44-51	23	8d6+14	2/2	7	R, T	15,000
8	117-132	51-59	24	9d6+16	3/2+1	8	R, T, X, Z	17,000
9	132-148	59-66	25	10d6+18	3/3+1/1	9	R, T, X, Z	18,000
10	148-165	66-74	26	11d6+20	4/3+2/1	10	R, T, X, Z	19,000
11	165-184	74-82	27	12d6+22	4/4+2/2	11	R, T, X, Zx2	20,000
12	184-203	82-92	28	13d6+24	5/4+3/2	12	R, T, X, Zx2	21,000

Dragon, Metallic: Brass Dragon

CLIMATE/TERRAIN:	Arid desert and plain
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-15)
TREASURE:	Special
ALIGNMENT:	Chaotic good (neutral)
NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	20 (base)
MOVEMENT:	60, Fl 150 (C), Br 15
HIT DICE:	12 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d6 S x2/4d4 P
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (30' base)
MORALE:	Fanatic (19)
XP VALUE:	Variable

Brass dragons are great talkers but are not particularly good at making conversation. Brass dragons speak their own tongue, as well as Draconic, and 10% of hatchling brass dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

They are egotistical and often boorish. They often have useful information but will divulge it only after drifting off the subject many times and after hints that a gift would be appreciated.



At birth, a brass dragon's scales are dull. Their color is a brassy, mottled brown. As the dragon gets older, the scales become brassier, until they reach a warm burnished appearance.

Combat: Brass dragons would rather talk than fight. If an intelligent creature tries to take its leave of a brass dragon without talking to it at length, the dragon might have a fit of pique and try to force a conversation with Suggestion or by giving a dose of sleep gas. If the victim falls asleep it will awaken to find itself pinned under the dragon or buried to the neck in the sand until the dragon's thirst for small talk is slaked. Before melee, brass dragons create a cloud of dust with Dust

Devil or Control Winds, then charge or snatch. When faced with real danger, younger brass dragons will fly out of sight, then hide by burrowing. Older dragons spurn this ploy.

Breath Weapon/Special Abilities: A brass dragon has two breath weapons: a cone of sleep gas 70' long, 5' wide at the dragon's mouth, and 20' wide at its end; or a billowing cloud of fear gas 50' long, 40' wide, and 20' high. Creatures caught in the sleep gas must make a Wisdom save or fall into a deep sleep for 1d4 rounds per age category. Creatures caught in the cloud of fear gas must make a CHA Saving Throw or flee for a 1d4 rounds per age category. A brass dragon casts its spells and uses its magical abilities with a caster level equal to its Hit Dice.

At birth, brass dragons can speak with animals freely, and are immune to fire and heat. As they age, they gain the following additional powers:

- Young: Create or Destroy Water (3/day)
- Juvenile: Dust Devil (1/day)
- Adult: Suggestion (1/day)
- Mature Adult: Wall of Wind (3/day)
- Old: Control Winds (1/day)
- Great Wurm: Summon djinni (1/week). The dragon usually asks the djinni to perform some service. Although the djinni serves willingly, the dragon will order it into combat only in extreme circumstances, as the dragon would be dismayed and embarrassed if the djinni were killed.

Habit/Society: Brass dragons are found in arid, warm climates; ranging from sandy deserts to dry steppes. They love intense, dry heat and spend most of their time basking in the sun. They lair in high caves, preferably facing east where the sun can warm the rocks, and their territories always contain several spots where they can bask and trap unwary travelers into conversation.

Brass dragons are very social. They usually are on good terms with neighboring brass dragons and sphinxes. Brass dragons are dedicated parents. If their young are attacked, they will try to slay the enemy, using their heat breath weapons and taking full advantage of their own immunity.

Because they share the same habitat, blue dragons are brass dragons' worst enemies. Brass dragons usually get the worst of a one-on-one confrontation, mostly because of the longer reach of the blue dragon's breath weapon. Because of this, brass dragons usually try to evade blue dragons until they can rally their neighbors for a mass attack.

Ecology: Like other dragons, brass dragons can, and will, eat almost anything if the need arises. In practice, however, they eat very little. They can get nourishment from the morning dew, a rare commodity in their habitat, and have been seen carefully lifting it off plants with their long tongues.

Age	Body Length	Tail Length	AC	Breath Weapon	Spells (MU+C)	Magic Resistance	Treasure Type	XP
1	3-6	2-5	17	2d4+1	Nil/Nil	Nil	Nil	4,000
2	6-14	4-12	18	4d4+2	Nil/Nil	Nil	Nil	6,000
3	14-22	12-18	19	6d4+3	Nil/Nil	Nil	Nil	8,000
4	22-31	18-24	20	8d4+4	Nil/1	Nil	Half of H	11,000
5	31-41	24-34	21	10d4+5	1	3	H	13,000
6	41-52	34-44	22	12d4+6	1/1	4	H	14,000
7	52-64	44-54	23	14d4+7	2/1	5	H	15,000
8	64-77	54-64	24	16d4+8	3/2+1	6	Hx2	17,000
9	77-91	64-74	25	18d4+9	3/3+1/1	7	Hx2	18,000
10	91-105	74-84	26	20d4+10	4/3+2/1	8	Hx2	19,000
11	105-121	84-94	27	22d4+11	4/4+2/2	9	Hx3	20,000
12	121-138	94-104	28	24d4+12	5/4+3/2	10	Hx3	21,000

Dragon, Metallic: Bronze Dragon

CLIMATE/TERRAIN:	Tropical, sub-tropical, and temperate subterranean, lake shore, and sea shore
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (16-17)
TREASURE:	Special
ALIGNMENT:	Lawful good
NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	22 (base)
MOVEMENT:	45, Fl 150 (C), Sw 60
HIT DICE:	14 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d8 S x2/4d6 P
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (42' base)
MORALE:	Fanatic (19)
XP VALUE:	Variable



Bronze dragons are inquisitive and fond of humans and demihumans. They enjoy polymorphing into small, friendly animals so they can unobtrusively observe humans and demihumans, especially adventurers.

Bronze dragons thrive on simple challenges such as riddles and harmless contests. They are fascinated by warfare and will eagerly join an army if the cause is just and the pay is good.

At birth, a bronze dragon's scales are yellow tinged

with green, showing only a hint of bronze. As the dragon approached adulthood, its color deepens slowly changing to a rich bronze tone that gets darker as the dragon ages. Dragons from the very old stage on develop a blue-black tint to the edges of their scales, similar to a patina on ancient bronze armor or statues.

Bronze dragons speak their own tongue, as well as Draconic, and 16% of hatching bronze dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Bronze dragons dislike killing creatures with animal intelligence and would rather bribe them (perhaps with food) or force them away with repulsion. When confronted with intelligent opponents, bronze dragons use their ESP ability to learn their opponents' intentions. When attacking they blind their opponents with Wall of Fog, then charge. Or, if they are flying, they will snatch opponents. When fighting under water, they use Airy Water to maintain the effectiveness of their breath weapons, and to keep away purely aquatic opponents. Against boats or ship they summon a storm or use their tail slap to smash the vessels' hulls. If the dragon is inclined to be lenient, seafaring opponents might merely find themselves becalmed, fog bound, or with broken masts.

Breath Weapon/Special Abilities: A bronze dragon has two breath weapons: a stroke of lightning 100' long and 5' wide or a cloud of repulsion gas 20' long, 30' wide, and 30' high. Creatures caught in the gas must make Wisdom Saving Throws. Those that fail are unable to move toward the dragon for 1 round per Hit Die of the dragon. Creature caught in the lightning's arc may make a DEX save for half damage. A bronze dragon casts its spells and uses its magical abilities with a caster level equal to its Hit Dice.

At birth, bronze dragons the ability to breathe water breathing, can speak with animals at will, and are immune to electricity. As they age, they gain the following additional powers:

- Young: Create Food and Water (3/day) and Polymorph (3/day). Each change in form lasts until the dragon chooses a different form. Reverting to the dragon's normal form does not count as a change.
- Juvenile: Wall of Fog (1/day)
- Adult: ESP (3/day)
- Mature Adult: Airy Water (3/day). Effects a 10' radius per age category of the dragon.
- Old: Control Weather (1/day)

Habitat/Society: Bronze dragons like to be near deep fresh or salt water. They are good swimmers and often visit the depths to cool off or to hunt for pearls or treasure from sunken ships. They prefer caves that are accessible only from the water, but their lairs are always dry—they do not lay eggs, sleep, or store treasure under water.

Bronze dragons are fond of sea mammals, especially dolphins and whales. These animals provide the dragons with a wealth of information on shipwrecks, which the dragons love to plunder, and detail the haunts of large sharks. Bronze dragons detest pirates, disabling or destroying their ships.

Ecology: Bronze dragons eat aquatic plants and some varieties of seafood. They especially prize of shark meat. They also dine on an occasional pearl, and, like other dragons, can eat almost anything in a pinch. Evil, amphibious sea creatures (particularly sahuagin), who can invade their air filled lairs, are their greatest enemies.

Age	Body Length	Tail Length	AC	Breath Weapon	Spells (MU+C)	Magic Resistance	Treasure Type	XP
1	5-14	3-10	19	2d8+1	Nil/Nil	Nil	Nil	6,000
2	14-23	10-19	20	4d8+2	Nil/Nil	Nil	Nil	8,000
3	23-32	19-28	21	6d8+3	Nil/Nil	Nil	Nil	10,000
4	32-42	28-37	22	8d8+4	1	Nil	E, S, T	12,000
5	42-52	37-44	23	10d8+5	1/1	4	H, S, T	14,000
6	52-63	44-52	24	12d8+6	2/1	5	H, S, T	15,000
7	63-74	52-60	25	14d8+7	2/2	6	H, S, T	16,000
8	74-85	60-70	26	16d8+8	2/2/1+1	7	H, S, Tx2	20,000
9	85-96	70-80	27	18d8+9	2/2/2+1/1	8	H, S, Tx2	22,000
10	96-108	80-90	28	20d8+10	2/2/2/1+2/1	9	H, S, Tx2	23,000
11	108-120	90-100	29	22d8+11	2/2/2/2+2/2	10	H, S, Tx3	24,000
12	120-134	100-110	30	24d8+12	2/2/2/2/1+2/2/1	11	H, S, Tx3	25,000

Dragon, Metallic: Copper Dragon

CLIMATE/TERRAIN:	Arid and temperate hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-15)
TREASURE:	Special
ALIGNMENT:	Chaotic good
NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	19 (base)
MOVEMENT:	45, Fl 150 (C)
HIT DICE:	13 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d6 S x2/5d4 P
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (36' base)
MORALE:	Elite (16-17)
XP VALUE:	Variable

Copper dragons are incorrigible pranksters, joke tellers, and riddlers. They are prideful and are not good losers, although they are reasonably good winners. They are particularly selfish, and greedy for their alignment, and have an almost neutral outlook where wealth is concerned.

At birth, a copper dragon's scales have a ruddy brown color with a copper tint. As the dragon gets older, the scales become finer and more coppery, assuming a soft, warm gloss by the time the dragon becomes a young adult. Beginning at the venerable stage, the dragons' scales pick up a green tint.

Copper dragons speak their own tongue, as well as Draconic, and 14% of hatching copper dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases to 5% per age category of the dragon.

Combat: Copper dragons like to taunt and annoy their opponents, hoping they will give up or become angry and act foolishly. Early in an encounter, a copper dragon will jump from one side of an opponent to another, landing on inaccessible or vertical stone surfaces. If there are no such places around a dragon's lair, the dragon will create them ahead of time using Stone Shape, Move Earth, and Wall of Stone. An



angry copper dragon will mire its opponents using Rock to Mud, and will force victims who escape the mud, into it with kicks. Once opponents are trapped in the mud, the dragon will crush them with a Wall of Stone or snatch them and carry them aloft. When fighting airborne opponents, a dragon will draw its enemies into narrow, stony gorges where it can use its Spider Climb ability to maneuver the enemy into colliding with the walls.

Breath Weapon/Special Abilities: A copper dragon's breath is either a cloud of slowing gas 30' long, 20' wide, and 20' high or a spurt of acid 70' long and 5' wide. Creatures caught in the gas must make a WIS save or be slowed. Slowed targets take a -2 penalty to Armor Class and Dexterity Saving Throws. Each affected target can only take an action each round, and may not move, or take more than 1 free action. Affected targets must take the Run or Charge action in order to move. Regardless of the creature's abilities or magic items, it can't make more than one attack during its turn. Creatures caught in the acid stream may make a DEX save for half damage.

A copper dragon cast its spells and uses its magical abilities with a caster level equal to its Hit Dice. At birth, copper dragons can Spider Climb (stone surfaces only) and are immune to acid. As they age, they gain the following additional powers:

- Young: Neutralize Poison (3/day)
- Juvenile: Stone Shape (2/day)
- Adult: Forget (1/day)
- Mature Adult: Rock to Mud (1/day)
- Old: Move Earth (1/day)
- Great Wyrms: Wall of Stone (1/day).

A copper dragon can leap up to 90 feet forwards, reaching heights up to 20' at mid jump. They can jump 30' straight up.

Habitat/Society: Copper dragons like dry, rocky uplands and mountains. They lair in narrow caves and often conceal the entrances using move earth and stone shape. Within the lair, they construct twisting mazes with open tops. These allow the dragon to fly or jump over intruders struggling through the maze.

Copper dragons appreciate wit and will usually leave good or neutral creatures alone if they can relate a joke, humorous story, or riddle the dragon has not heard before. They quickly get annoyed with creatures who don't laugh at their jokes or do not accept the dragon's tricks and antics with good humor.

Because they often inhabit hills in sight of red dragons' lairs conflicts between the two subspecies often occur. Copper dragons usually run for cover until they can equal the odds.

Ecology: Copper dragons are determined hunters, the good sport a hunt provides is at least as important as the food they get. They are known to eat almost anything, including metal ores. However, they prize giant scorpions and other large poisonous creatures (they say the venom sharpens their wit). The dragon's digestive system can handle the venom safely, although injected venoms affect them normally.

Age	Body Length	Tail Length	AC	Breath Weapon	Spells (MU+C)	Magic Resistance	Treasure Type	XP
1	3-8	2-6	18	2d6+1	Nil	Nil	Nil	5,000
2	8-16	4-12	19	4d6+2	Nil	Nil	Nil	7,000
3	16-27	12-20	20	6d6+3	Nil	Nil	Nil	9,000
4	27-38	20-30	21	8d6+4	1	Nil	Half of H, S	11,000
5	38-50	30-40	22	10d6+5	2	2	H, S	14,000
6	50-59	40-50	23	12d6+6	3	3	H, S	15,000
7	59-73	50-60	24	14d6+7	3/1	4	H, S	16,000
8	73-86	60-70	25	16d6+8	3/2+1	5	H, Sx2	17,000
9	86-100	70-80	26	18d6+9	3/3+2	6	H, Sx2	19,000
10	100-114	80-90	27	20d6+10	3/3/1+3	7	H, Sx2	21,000
11	114-130	90-100	28	22d6+11	3/3/2+3/2	8	H, Sx3	22,000
12	130-147	100-110	29	24d6+12	3/3/2/1+3/3	9	H, Sx3	23,000

Dragon, Metallic: Gold Dragon

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (18-19)
TREASURE:	Special
ALIGNMENT:	Lawful good
NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	24 (base)
MOVEMENT:	60, Fl 120 (C), Sw 60
HIT DICE:	16 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d10 S x2/6d6 P
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (54' base)
MORALE:	Fanatic (19)
XP VALUE:	Variable

Gold dragons are wise, judicious, and benevolent. They often embark on self-appointed quests to promote goodness, and are not easily distracted from them. They hate injustice and foul play. A gold dragon frequently assumes human or animal guise and usually will be encountered disguised.

At birth, a gold dragon's scales are dark yellow with golden metallic flecks. The flecks get larger as the dragon matures until, at the adult stage, the scales grow completely golden.

Gold dragons speak their own tongue, as well as Draconic, and 18% of hatchling gold dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Gold dragons usually parley before combat. When conversing with intelligent creatures they use Detect Lie to gain the



upper hand. In combat, they quickly use Bless and their luck bonus ability. Older dragons use luck bonus at the start of each day if the duration is a day or more. They make heavy use of spells in combat. Among their favorites are Sleep, Stinking Cloud, Slow, Fire Shield, Cloudkill, Globe of Invulnerability, Delayed Blast Fireball, and Maze.

Breath Weapon/Special Abilities: A gold dragon has two breath weapons: a cone of fire 90' long, 5' wide at the dragon's mouth, and 30' wide at the end or a cloud of potent chlorine gas 50' long, 40' wide and 30' high. Creatures caught in the cone of fire may make a DEX save for half damage while those in the cloud of gas may make a CON save for half damage (the cloud deals poison damage).

At birth, gold dragons have water breathing ability, can speak with animals freely, and are immune to fire and gas. They can also Polymorph three times a day. Each change form lasts until the dragon chooses a different form; reverting to the dragon's normal form does not count as a change. A gold dragon casts its spells and uses its magical abilities with a caster level equal to its Hit Dice.

As they age, they gain the following additional powers.

- Young: Bless (3/day)
- Juvenile: Detect Lie (3/day)
- Adult: Animal Summoning III (1/day)
- Mature Adult: Animal Summoning IV (1/day)
- Mature adult: Luck Bonus (1/day). By touch the dragon can enchant one gem to bring good luck. The gem is usually one which has been embedded in the dragon's hide. When the dragon carries the gem, it and every good creature in a 10' radius per age category of the dragon receives a +1 bonus to all Saving Throws. If the dragon gives a gem to another creature only the bearer gets the bonus. The enchantment lasts three hours per age category of the dragon. The enchantment ends if the gem is destroyed before its duration expires.
- Old: Quest (1/day) and Detect Gems (3/day). This allows the dragon to know the number and kind of precious stones within a 30' radius, duration is one minute.

Habit/Society: Gold dragons can live anywhere. Their lairs are secluded and always made of solid stone, either caves or castles. These usually have loyal guards: either animals appropriate to the terrain, or storm or good cloud giants. The giants usually serve as guards through a mutual defensive agreement.

Economy: Gold dragons can eat almost anything; however, they usually sustain themselves on pearls or small gems. Gold dragons who receive pearls and gems from good or neutral creatures will usually be favorably inclined toward the gift bringers, as long as the gift is not presented as a crass bribe. In the latter case, the dragon will accept the gift, but react cynically to any requests the giver makes.

Age	Body Length	Tail Length	AC	Breath Weapon	Spells (MU+C)	Magic Resistance	Treasure Type	XP
1	7-19	6-16	21	2d12+1	Nil	Nil	Nil	8,000
2	19-31	16-28	22	4d12+2	Nil	Nil	Nil	9,000
3	31-43	28-38	23	6d12+3	Nil	Nil	Nil	11,000
4	43-55	38-50	24	8d12+4	1	Nil	E, R, T	13,000
5	55-67	50-60	25	10d12+5	2	7	H, R, T	15,000
6	67-80	60-70	26	12d12+6	2/2	8	H, R, T	18,000
7	80-93	70-84	27	14d12+7	2/2/2	9	H, R, T	19,000
8	93-10	84-95	28	16d12+8	2/2/2/2+1	10	H, R, Tx2	20,000
9	106-120	95-108	29	18d12+9	2/2/2/2/2+2	11	H, R, Tx2	22,000
10	120-134	108-120	30	20d12+102	2/2/2/2/2+2/2	12	H, R, Tx2	23,000
11	134-148	121-133	30	22d12+112	2/2/2/2/2/2+2/2/2	13	H, R, Tx3	24,000
12	148-162	133-146	30	24d12+122	2/2/2/2/2/2/1+2/2/2/2	14	H, R, Tx3	25,000

Dragon, Metallic: Silver Dragon

CLIMATE/TERRAIN:	Tropical, sub-tropical, and temperate mountains and clouds
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (16-17)
TREASURE:	Special
ALIGNMENT:	Lawful good
NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	23 (base)
MOVEMENT:	45, Fl 150 (C)
HIT DICE:	15 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d8 S x2/5d6 P
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (48' base)
MORALE:	Fanatic (19)
XP VALUE:	Variable

Silver dragons are kind and helpful. They will cheerfully assist good creatures if their need is genuine. They often take the forms of kindly old men or fair damsels when associating with people.

At birth, a silver dragon's scales are blue-gray with silver highlights. As the dragon approaches adulthood, its color slowly lightens to brightly gleaming silver. An adult or older silver dragon has scales so fine that the individual scales are scarcely visible. From a distance, these dragons look as if they have been sculpted from pure metal.

Silver dragons speak their own tongue, as well as Draconic, and 16% of hatching silver dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Silver dragons are not violent and avoid combat except when faced with highly evil or aggressive foes. If necessary, they use feather fall to stop any missiles fired at them. They use wall of fog or control weather to blind or confuse opponents before making melee attacks. If angry, they will use reverse gravity to fling enemies helplessly into the air, where they can be snatched. When faced with flying opponents, a silver dragon will hide in clouds (often creating some with control weather on clear days), remain there using cloud walking, then jump to the attack when they have the advantage.

Breath Weapon/Special Abilities: A silver dragon has two breath weapons: a cone of frost 80' long, 5' wide at the dragon's mouth, and 30' wide at the end or a cloud of paralyzation gas 50' long, 40' wide, and 20' high. Creatures caught in the cold are allowed a DEX save for half damage. Those caught in the cloud of paralyzing gas must make a STR save or be paralyzed for 1d4 rounds per age category. A silver

dragon casts its spells and uses its magical abilities with a caster level equal to its Hit Dice.

At birth, silver dragons are immune to cold and can Polymorph times a day. Each change in form lasts until the dragon chooses a different form and reverting to their normal form does not count as a change. They also can cloud walk. This allows the dragon to tread on clouds or fog as though they were solid ground. The ability functions continuously but can be negated or resumed at will. As they age, they gain the following additional powers:

- Young: Feather Fall (2/day)
- Juvenile: Wall of Fog (1/day)
- Adult: Control Winds (3/day)
- Mature Adult: Control Weather (1/day)
- Old: Reverse Gravity (1/day)

Habitat/Society: Silver dragons prefer aerial lairs on secluded mountain peaks, or amid the clouds themselves. When they lair in clouds there always will be an enchanted area with a solid floor for laying eggs and storing treasure.

Silver dragons seem to prefer human form to their own, and often have mortal companions. Frequently they share deep friendships with mortals. Inevitably, however, the dragon reveals its true form and takes its leave to live a dragon's life for a time.

Ecology: Silver dragons prefer human food and can live on such fare indefinitely.

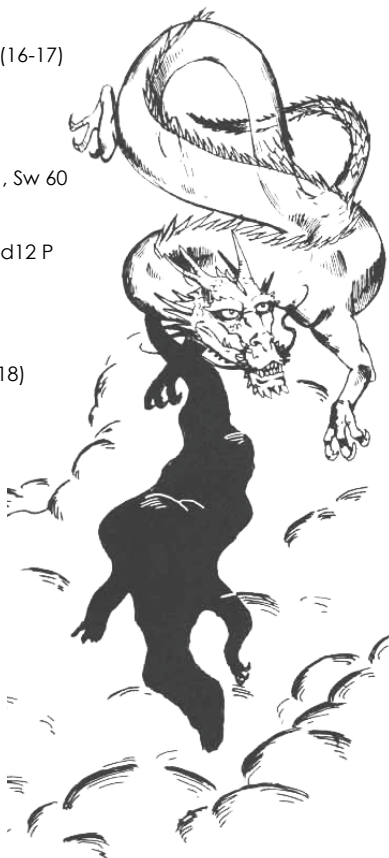
Because they lair in similar territories, silver dragons come into conflict with red dragons. Duels between the two species are furious and deadly, but silver dragons generally get the upper hand since they are more capable of working together against their foes and often have human allies.



Age	Body Length	Tail Length	AC	Breath Weapon	Spells (MU+C)	Magic Resistance	Treasure Type	XP
1	8-18	3-6	20	2d10+1	Nil	Nil	Nil	7,000
2	18-30	6-12	21	4d10+2	Nil	Nil	Nil	8,000
3	30-42	12-16	22	6d10+3	Nil	Nil	Nil	10,000
4	42-52	16-21	23	8d10+4	2	Nil	E, R	12,000
5	52-63	21-27	24	10d10+5	2/2	5	H, R	14,000
6	63-74	27-32	25	12d10+6	2/2/1	6	H, R	17,000
7	74-85	32-37	26	14d10+7	2/2/2	7	H, R	18,000
8	85-96	37-43	27	16d10+8	2/2/2/1+2	8	H, Rx2	19,000
9	96-108	43-48	28	18d10+9	2/2/2/2+2	9	H, Rx2	21,000
10	108-120	48-54	29	20d10+10	2/2/2/1+2/2/1	10	H, Rx2	22,000
11	120-134	54-60	30	22d10+11	2/2/2/2+2/2/2	11	H, Rx3	23,000
12	134-148	60-67	30	24d10+12	2/2/2/2/1+2/2/2/1	12	H, Rx3	24,000

Dragon, Mist

CLIMATE/TERRAIN:	Tropical and subtropical/Forests, lake shores, sea shores, and riverbanks
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (16-17)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	19 (base)
MOVEMENT:	60, Fl 200 (C), Sw 60
HIT DICE:	11 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d4+1 S x2/2d12 P
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Nil or 15%
SIZE:	G (54' base)
MORALE:	Champion (18)
XP VALUE:	Variable



Mist dragons are solitary and philosophical. Their favorite activity is sitting quietly and thinking. They hate being disturbed and dislike conversation.

At birth, a mist dragon's scales are shiny blue-white. As the dragon ages, the scales darken, becoming blue-gray with metallic silver flecks that sparkle in sunlight.

Mist dragons speak their own tongue and as well as Draconic. Also, 15% of hatchling mist dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category.

Combat: Mist dragons try to avoid encounters by assuming mist form. In combat, they quickly use their breath weapons, then assume mist form and hide in the vapor-where they launch a spell assault.

Breath Weapon/Special Abilities: A mist dragon's breath weapon is a cloud of scalding vapor that is 90 feet long, 30 feet wide, and 30 feet high. Creatures caught in vapor suffer can make a DEX for half damage (the vapor deals fire damage). In still air, the vapor persists for 1d4+4 rounds; obscuring vision and sickening those who fail a CON saving throw.

A mist dragon casts its spells and uses its magical abilities with a caster level equal to its Hit Dice.

Mist dragons are immune to fire and heat.

Mist dragons can assume (or leave) a cohesive, mist-like form at will, once per round (as per the Gaseous Form spell). They can use their spells and innate abilities while in mist form, but they cannot attack physically or use their breath weapon. Mist dragons in mist form can fly at a speed of 45' per round (MC: A).

As they age, they gain the following additional powers:

- Very Young: Water Breathing (2/day)
- Young: Wall of Fog (2/day)
- Juvenile: Create Water (2/day)
- Old: Solid Fog (2/day)
- Very Old: Predict Weather (2/day)
- Ancient: Airy Water (2/day)

Habitat/Society: Mist dragons live near waterfalls, rapids, coastlines, or where rainfall is frequent and heavy. Their lairs are usually large natural caverns or grottoes that are mist-filled and damp.

Forest-dwelling mist dragons greatly resent the green dragons' advances into their territory. Before losing all patience and launching an all-out campaign against these interlopers, mist dragons might appeal to bronze dragons to join them as neighbors. This arrangement seldom leads to conflict, as both dragons are content to leave the other alone.

Mist dragons are loners, and 90% of all encounters are with individuals. Group encounters are with parents and offspring.

Ecology: Mist dragons can eat almost anything, including woody plants and even mud. However, they draw most of their sustenance directly from natural mist or spray. They often lie in misty or foggy places, thinking and basking in the moisture.

Age	Body Length	Tail Length	AC	Breath Weapon	Spells (MU+C)	Magic Resistance	Treasure Type	XP
1	7-19	6-16	16	2d6+1	Nil	Nil	Nil	3,000
2	19-31	16-28	17	3d6+2	Nil	Nil	Nil	5,000
3	31-43	28-38	18	4d6+3	Nil	Nil	Nil	7,000
4	43-55	38-50	19	5d6+4	1	Nil	Y, Z	10,000
5	55-67	50-60	20	6d6+5	1/1	5	X, Y, Z	12,000
6	67-80	60-70	21	7d6+6	2/1	6	X, Y, Z	13,000
7	80-93	70-84	22	8d6+7	2/2	7	X, Y, Z	14,000
8	93-106	84-95	23	9d6+8	3/2+1	8	X, Y, Zx2	16,000
9	106-120	95-108	24	10d6+9	3/3+1/1	9	X, Y, Zx2	17,000
10	120-134	108-121	25	11d6+10	4/3+2/1	10	X, Y, Zx2	18,000
11	134-148	121-133	26	12d6+11	4/4+2/2	11	X, Y, Zx3	19,000
12	148-162	133-146	27	13d6+12	5/4+3/2	12	X, Y, Zx3	20,000

Dragon, Shadow

CLIMATE/TERRAIN:	Non-arctic/Ruins, subterranean, and Demiplane of Shadow
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Nocturnal (any on the Demiplane of Shadow)
DIET:	Special
INTELLIGENCE:	Genius (18-19)
TREASURE:	Special
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 (1d4+1)
ARMOR CLASS:	24 (base)
MOVEMENT:	90, Fl 150 (D)
HIT DICE:	12 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d5 S x2/3d6 P
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (21' base)
MORALE:	Champion (18)
XP VALUE:	Variable

Shadow dragons are sly and devious. They are instinctively cunning and are not prone to taking risks.

At all ages, a shadow dragon's scales and body are translucent, so that when viewed from a distance it appears to be a mass of shadows.

Shadow dragons speak their own tongue and Draconic. Also, 17% of hatching shadow dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category.



Combat: Shadow dragons prefer to attack from hiding, usually employing invisibility or hiding in shadows. They use illusion/phantasm spells to confuse and misdirect foes. Older dragons are especially fond of their non-detection ability.

Breath Weapon/Special Abilities: A shadow dragon's breath weapon is a cloud of blackness that is 40 feet long, 30 feet wide, and 20 feet high. Creatures caught in the cloud are blinded for one melee round and temporarily lose 1 level for every 2 age categories of the dragon

(rounding fractions down, to a minimum of 1 level). A CON Saving Throw negates this level loss. Negative Plane Protection spells prevent this life energy loss.

A character who is reduced to 0 or fewer levels lapses into a coma for the duration of the cloud's effect (6d6 minutes).

A shadow dragon casts spells and uses its magical abilities at a caster level equal to its Hit Dice.

Shadow dragons are born immune to energy draining and are exceptionally stealthy in dark or shadowy conditions (+4 to Stealth skill checks, plus their Proficiency Bonus).

As they age, they gain the following additional powers:

- Juvenile: Mirror Image (3/day)
- Adult: Dimension Door (2/day)
- Old: Non-Detection (3/day)
- Venerable: Shadow Walk (1/day)
- Great Wurm: create shadows (3/day). This ability creates a mass of leaping shadows with a radius of 300 feet, with a duration of one hour. All magical and normal light and darkness sources are negated for as long as they remain in the radius. Creatures able to make Stealth skill checks to hide in shadows can do so in these magical shadows even if under direct observation. Shadow dragons and other creatures from the Demiplane of Shadow can move and attack normally while hiding in these shadows, effectively giving them Improved Invisibility. A successful Dispel Magic spell banishes the shadows.

Habitat/Society: Shadow dragons hate both bright light and total darkness, preferring variegated lighting with patches of diffuse light and deep, inky shadows. On the Prime Material Plane, their lairs are always places that provide shadowy light for most of the day. They prefer ancient ruins, where they can hide underground when the sun is bright and still find shadows above ground during dawn and twilight. In the plane of Shadow, they live in dense thickets of trees and brambles, fortified castles, or labyrinthine caves. In either plane, they prefer to locate their lairs near colonies of other creatures that can alert them to potential foes or victims. The dragons seldom actually cooperate with these allies, however, though the dragons commonly prey on them.

Shadow dragons love dark-colored, opaque gems, and especially prize black stones. They also collect magical items that produce shadows or darkness. They use these items to turn areas filled with total darkness or light into masses of shadows.

Ecology: Shadow dragons eat almost anything. Their favorite food is rotting carrion, though they often kill for sport. Slain victims are left to decay until they become suitably foul. These dragons are equally fond of frost-killed, waterlogged, or salt-poisoned plants.

Age	Body Length	Tail Length	AC	Breath Weapon	Spells (MU+C)	Magic Resistance	Treasure Type	XP
1	1-4	1-3	21	1d4+1	Nil	1	Nil	4,000
2	4-11	3-8	22	1d4+2	Nil	2	Nil	6,000
3	11-18	8-13	23	2d4+1	Nil	3	Nil	8,000
4	18-23	13-18	24	2d4+2	2	4	Half of H, S	10,000
5	23-29	18-23	25	3d4+1	2/2	5	H, S	11,000
6	29-36	23-28	26	3d4+2	2/2/2	6	H, S	13,000
7	36-42	28-33	27	4d4+1	2/2/2/2+1	7	H, S	15,000
8	42-48	33-38	28	4d4+2	2/2/2/2/2+2	8	H, Sx2	17,000
9	48-55	38-43	29	5d4+1	2/2/2/2/2/2+3	9	H, Sx2	19,000
10	55-61	43-48	30	5d4+2	4/2/2/2/2/2+3/1	10	H, Sx2	20,000
11	61-67	48-53	30	6d4+1	4/4/2/2/2/2+3/2	11	H, Sx3	21,000
12	67-74	53-58	30	6d4+2	4/4/4/2/2/2+3/3	12	H, Sx3	22,000

DRAGON TURTLE

CLIMATE/TERRAIN:	Subtropical and temperate fresh and salt water
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	B, R, S, T, V
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	20
MOVEMENT:	15, Sw 45
HIT DICE:	12 to 14 (60 to 70 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d6 S x2/4d8 P
SPECIAL ATTACKS:	Breath weapon, capsize ships
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (30' diameter shell)
MORALE:	Fanatic (19)
XP VALUE:	12 Hit Dice: 10,000 13 Hit Dice: 11,000 14 Hit Dice: 12,000

Dragon turtles are one of the most beautiful, awesome, and feared creatures of the water. With their deadly jaws and breath weapon, and their penchant for capsizing ships, dragon turtles are dreaded by mariners on large bodies of water, both fresh and salt.

When a dragon turtle surfaces, it is sometimes mistaken for the reflection of the sun or moon on the water. The turtle's rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell are patterned like light dancing on open water. The turtle's legs and tail are of a lighter green, and they are flecked with golden highlights. The coloration of the creature's head is similar to the legs and tail, but its crest spines are golden with dark green webbing connecting them.

A dragon turtle's shell can reach to 30 feet in diameter, and an adult turtle can measure over 40 feet from its snout to the tip of its tail. Dragon turtles speak their own highly-developed language.

Combat: Though dragon turtles may be mistaken for the pleasant sight of light glinting off water, that illusion is never maintained for long. Dragon turtles are fierce fighters and will generally attack any creature that threatens its territory or presents itself as a potential meal. In combat, dragon turtles will usually (90%) attack with their formidable claws and teeth first. Its shell provides the turtle with excellent protection, though once the dragon turtle strikes a victim, it rarely needs to rely upon this safeguard.

The dragon turtle's shell also provides the creature with a weapon to attack ships that foolishly pass through its territory uninvited. Sinking as deep as necessary, the dragon turtle will wait for the ship to pass over it and then rise underneath the vessel, using all of its considerable bulk to capsize the unlucky target. Ships under 20 feet in length will be capsized by this attack 95% of the time, vessels from 20 to 60 feet long will be capsized 50% of the time, and ships over 60 feet will be capsized 20% of the time. Ships not capsized will sustain some damage.

In combat, when neither its bite nor its capsizing attack is enough to defeat an enemy, a dragon turtle will use its breath weapon. The turtle can belch forth a cloud of scalding steam that will cover an area 60 feet

long, 40 feet wide, and 40 feet high.

This attack causes fire damage (1d6 per Hit Die of the dragon turtle), with a DEX save halving the damage. Like true dragons, dragon turtles can use this deadly breath weapon three times a day.

Habitat/Society: Dragon turtles are extremely solitary creatures. Large, desolate sea caves and secret underground caverns that can be accessed only through the water are their favorite lairs. These lairs are difficult to find, but adventurers locating a dragon turtle's cave will find it filled with treasures of all types. The turtle gathers this treasure, which it will protect to the death, from the ships sunk in its territory.

A dragon turtle's territory is well-defined and may cover as much as fifty square miles of open water. Other dragon turtles are allowed into this area only during mating season, though turtles of the same sex will always fight to the death upon meeting. It is this hostility toward their own kind that keeps the number of dragon turtles relatively low.

Mariners of any experience recognize the territorial claims of dragon turtles and will often make extravagant tributes to the turtle controlling areas necessary for safe and speedy trade.

Ecology: Dragon turtles are carnivorous and will eat almost any creature, including humans or other dragon turtles, to satisfy their voracious appetite. Large fish seem to be the preferred food for dragon turtles, and the turtles can often be found lurking in the weeds and muck at the bottom of a lake or sea waiting for fish to pass. In particularly poor years for fish, dragon turtles have been known to use their breath weapon to kill large groups of sea birds that stray too close to the water for food.

Conflict often arises between dragon turtles and the many intelligent aquatic races, like the locathah or mermen, because of competition for ideal lairs. Like many of their land-based relatives, dragon turtles are considered treacherous and selfish by all creatures that share their domain.

Dragon turtle shells make outstanding shields and armor. The shield or armor will also save as an item against destruction by fire or steam-based attacks at +4.



DRAGONET, FAERIE DRAGON

CLIMATE/TERRAIN:	Temperate, tropical, and subtropical forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Genius (18-19)
TREASURE:	S, T, U
ALIGNMENT:	Chaotic good
NO. APPEARING:	1d6
ARMOR CLASS:	15
MOVEMENT:	30, Fl 120 (A)
HIT DICE:	See below
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2 P
SPECIAL ATTACKS:	Breath weapon, spells
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	See below
SIZE:	T (1'-2' long)
MORALE:	Steady (13-15)
XP VALUE:	2,000 + 1,000 per age category

A chaotic offshoot of the pseudodragon, the faerie dragon lives in peaceful, tangled forests and thrives on pranks, mischief, and practical jokes.

Faerie dragons resemble miniature dragons with thin bodies, long, prehensile tails, gossamer butterfly wings, and huge smiles. Their colors range through the spectrum, changing as they age, from the red of a hatchling to the black of a great wyrm (see chart). The hides of females have a golden tinge that sparkles in the sunlight; males have a silver tinge.

All faerie dragons can communicate telepathically with one another at a distance of up to 2 miles. They speak their own language, along with the language of sprites, pixies, elves, and the birds and animals in their area.

Combat: Faerie dragons can become invisible at will, and can attack, use spells, and employ breath weapons while invisible. They attack as 5 Hit Die monsters, biting for 1d2 points of damage. Most (65%) faerie dragons employ magic-user spells as a magic-user of the level indicated on the accompanying chart; 35% employ druid spells.

Almost all spells are chosen for mischief potential. The two most common spells of faerie dragons are Water Breathing and Legend Lore; other favorites include Ventriloquism, Unseen Servant, Forget, Suggestion, Distance Distortion, Limited Wish, Obscurement, Animal Growth, and Animate Rock.

A faerie dragon usually begins its attacks by turning invisible and using its breath weapon, a 2-foot-diameter cloud of euphoria gas. A victim failing a DC 13 Constitution Saving Throw will wander around aimlessly in a state of bliss for the next 3d4 minutes, during which time he is unable to attack, and his Armor Class is decreased by 2. Even though he is unable to attack, the victim can keep his mind on the situation if he succeeds on a DC 13 Wisdom save. If this fail saves, he completely loses interest in the matters at hand for the duration of the breath weapon's effect.

Faerie dragons avoid combat and never intentionally inflict damage unless cornered or defending their lairs. If attacked, however, they engage in spirited defense, ably supported by sprite and pixie friends, until the opponents are driven away.

Habitat/Society: Faerie dragons make their lairs in the hollows of high trees, preferably near a pond or stream, because they are quite fond of swimming and diving. They often live in the company of a group of pixies or sprites.

Faerie dragons take advantage of every opportunity to wreak mischief on passers-by, frequently using forest creatures to help them in their pranks. Though many of these pranks are spontaneous, months



of preparation can go into a single, spectacular practical joke. A tell-tale giggle, which sounds like the tinkling of tiny silver bells, often alerts potential victims to the presence of invisible faerie dragons.

Ecology: Faerie dragons eat fruit, vegetables, nuts, roots, honey, and grains. They are especially fond of fruit pastries and have been known to go to great lengths to get a fresh apple pie.

Age	HD	Color
1] Hatchling	½ (2 hp)	Red
2] Very Young	1-1 (4 hp)	Red-orange
3] Young	1 (5 hp)	Orange
4] Juvenile	1+1 (6 hp)	Orange-yellow
5] Young Adult	2 (10 hp)	Yellow
6] Adult	2+2 (12 hp)	Yellow-green
7] Mature Adult	3 (15 hp)	Green
8] Old	3 (15 hp)	Blue-green
9] Very Old	3+3 (18 hp)	Blue
10] Venerable	4 (20 hp)	Blue-violet
11] Wyrms	4+4 (24 hp)	Violet
12] Great Wyrms	5 (25 hp)	Black

Age	Magic Resistance	Magic-User Level	Druid Level
1] Hatchling	1	1	1
2] Very Young	3	2	3
3] Young	5	3	4
4] Juvenile	6	4	6
5] Young Adult	8	5	7
6] Adult	10	6	8
7] Mature Adult	11	7	8
8] Old	13	8	10
9] Very Old	14	10	11
10] Venerable	16	12	12
11] Wyrms	18	14	13
12] Great Wyrms	19	16	14

DRAGONET, FIRE Drake

CLIMATE/TERRAIN:	Temperate/Hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Familial lair
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (3-5)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2d4
ARMOR CLASS:	15
MOVEMENT:	30, Fl 90(C)
HIT DICE:	4 (20 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4 P
SPECIAL ATTACKS:	Breath weapon (2d8 F)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' long)
MORALE:	Average (9-12)
XP VALUE:	420

Although frequently mistaken on first sighting for a young red dragon, the fire drake is neither as intelligent nor as powerful as its dragon cousin. It responds with flame to any stimulus.

This small dragonet - 4' long, and a bit over 2' in height - has the features and proportions of a miniature red dragon, but its scaly hide is thinner and more translucent than that of even the youngest of true dragons. The hide of the dragonet twitches and quivers almost imperceptibly, and is somewhat mottled in color, with mauve and burgundy splotches over the red undercolor. The wings beat slowly, even when the dragonet is on the ground. In this manner the fire drake provides air flow to itself and wards off pesky insects. A shimmer of heat rises off of the dragonet at all times.

Combat: If a fire drake is disturbed, there is a 50% chance it will attack. Its primary attack is its breath weapon (fire), which it can use up to five times daily. The fire forms a cone from the snout of the dragonet to a

10' width at the end of its 60' range. It deals 2d8 points on all within the cone (DEX save for half damage). The fire Drake's claws are not used in combat, but its bite will cause 2d4 points of damage.

The dragonet's blood burns fiercely in air, as there is a high phosphorous content to the blood. In fact, the fire-breathing of these creatures is actually the voluntary expelling of a jet of its pyrophoric blood. Because its blood is highly flammable, bludgeoning weapons such as staves or clubs are less dangerous than those which cause blood loss. Any creature that strikes with a slashing or piercing attack on a fire Drake must make a DEX save or take 1d2 points of fire damage.



In aerial combat, the fire Drake is particularly fond of attacking airborne creatures from below and behind. The heat from the fire Drake and its breath attack naturally radiates upwards, sometimes disrupting the maneuvers of creatures that depend on relatively smooth air currents for flying or gliding. The fire Drake will sometimes simply ram smaller opponents in their soft underbelly in the hope of stunning them and causing them to plummet to their deaths.

Habitat/Society: Fire Drakes are familial creatures, with a mated male and female taking up residence in a lair, which is generally a small cavelet or rocky shelf under a ledge or outcropping. Usually six to eight eggs are laid and tended by the pair, being kept warm by the ample heat of the bodies of the parents. The eggs, laid in early summer, take about 60 days to hatch. The young fire Drakes learn to breathe fire even before they learn to fly, and are even more nervous than the adults, spouting flames several times a day in the lair or nearby during this period. Flight first occurs about 60 days after hatching.

The parents are very protective of their lair because of the young. Although fire Drakes normally only range 1-2 miles from their lair, they may patrol up to twice that distance during the times at which their young are most vulnerable to attack.

Fire Drakes leave the family lair early in the spring following their hatching, flying sometimes scores of miles before encountering a fire Drake of the opposite sex willing to mate for life and establish a new lair. The rare mating fights that do occur are spectacularly fiery, although one male usually concedes and retreats before the battle becomes lethal.

Fire Drakes gather no treasure, although they take no special care to remove the bones or effects of any that they defeat.

Ecology: Fire Drakes have a short lifespan compared with their larger cousins, the dragons, usually living only 75 to 100 years.

Fire Drake blood can be kept, in its liquid state, in a sealed and airtight container, or under water or some other inert liquid. It can then be used as a firebomb, equivalent to a torched flask of oil, or used to create flaming weapons. For instance, swords dipped in the blood immediately become flaming swords for 1d4+2 melee rounds. The sudden, intense heat upon the blade means that the sword must make a DC 10 Item Saving Throw each round it strikes while engulfed in flame or be destroyed. After the flame ends, the sword is otherwise unaffected.

The blood of the fire Drake actually burns within its veins, creating the shimmer of heat that always rises from these creatures. The burning of the blood also requires a high level of oxygen, hence the constant slow beating of the dragonet's wings, even at rest. If deprived of air, it will die of suffocation in about half the time of a similarly sized creature.

DRAGONET, PSEUDODRAGON

CLIMATE/TERRAIN:	Temperate or subtropical forests and caves
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	Q (x10)
ALIGNMENT:	Neutral (good)
NO. APPEARING:	1 (50% chance of 1d8 in nests)
ARMOR CLASS:	18
MOVEMENT:	30, Fl 120 (B)
HIT DICE:	2 (10 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3 P + special
SPECIAL ATTACKS:	Poison sting
SPECIAL DEFENSES:	Chameleon power
MAGIC RESISTANCE:	7
SIZE:	T (1'-2' long)
MORALE:	Champion (16-17)
XP VALUE:	420



Pseudodragons are a species of small flying lizard that inhabits heavily forested wilderness areas. These playful, benign creatures have magical powers that they can share with others, so they are often sought as companions.

Pseudodragons resemble miniature red dragons. They have fine scales and sharp horns and teeth. A pseudodragon's coloration is red-brown as opposed to the deep red of red dragons. Its tail is about 2 feet long (longer than the pseudodragon itself), barbed, and very flexible.

Pseudodragons communicate via a limited form of telepathy. If one elects to take a human companion, it can transmit what it sees and hears at a distance of up to 600 feet. Pseudodragons can vocalize animal noises such as a rasping purr (pleasure), a hiss (unpleasant surprise), a chirp (desire), or a growl (anger).

Combat: The pseudodragon can deliver a vicious bite with its small, dragonlike jaws, but its major weapon is its sting-equipped tail. The creature can move it with flashing speed and attacks as a 6 Hit Die creature. Any creature struck must make a DC 11 Constitution Saving Throw or go into a state of catalepsy that lasts 1d6 days. The victim appears quite dead, but at the end of that time the character will either wake up unharmed.

Pseudodragons have a chameleon-like power that allows them to alter their coloration to blend with their surroundings. They can blend into any typical forest background, gaining a +11 to all Stealth checks when hiding amid plant-life. Pseudodragons have Darkvision with a 60 foot range and can see invisible objects.

A pseudodragon is highly magic resistant and can transmit this magic resistance to its human companion via physical contact (a pseudodragon likes to be perched on the top of one's head or curled around the shoulders and upper back).

Habitat/Society: These forest-dwelling creatures place their lairs in the hollows of great trees or in large caves.

A pseudodragon will very rarely take a human or demihuman as its companion. Some view these pseudodragons as the human's pet; the pseudodragon will be sure to correct this misunderstanding. There are two ways to become a pseudodragon's companion; one is to use magic to summon it (a Find Familiar spell). Another way is to find the pseudodragon on an adventure and persuade it to become a companion. The pseudodragon that searches for companionship will stalk a candidate silently for days, reading his thoughts via telepathy, judging his deeds to be good or evil. If the candidate is found to be good, the pseudodragon will present itself to the human as a traveling companion and observe the human's reaction. If the human seems overjoyed and promises to take very good care of it, the pseudodragon will accept. If not, it will fly away.

The personality of a pseudodragon has been described by some as catlike. A pseudodragon is willing to serve, provided that it is well-fed, groomed, and receives lots of attention. At times a pseudodragon seems arrogant, demanding, and less than willing to help. In order to gain its full cooperation, the companion must pamper the pseudodragon and make it feel as though it were the most important thing in his life. If the pseudodragon is mistreated or insulted it will leave, or worse, play pranks when least expected. Pseudodragons particularly dislike cruelty and will not serve cruel masters.

Ecology: Pseudodragons are omnivorous but prefer to eat meat. Their diet consists chiefly of rodents and small birds with occasional leaves, fruits, and berries. In the wild, pseudodragons live solitary lives, protecting small personal hoards in their nests. They gather to mate once per year, in early spring, when gatherings of dozens of pseudodragons are not uncommon. After mating, males and females separate; females lay speckled brown eggs in clutches of four to six which hatch in mid-summer; females raise the young by themselves. Pseudodragons hibernate in winter; the young leave the nest in spring to mate.

Pseudodragons have a lifespan of 10-15 years. Like dragons, they are attracted to bright shiny objects. Pseudodragon eggs can be resold for up to 10,000 gold pieces while a hatchling is worth as much as 20,000 gold pieces.

DRAGONNE

CLIMATE/TERRAIN:	Warm temperate to tropical/Hills and desert
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Dusk to dawn
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	B, S, T
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	14
MOVEMENT:	75, Fl 45 (E)
HIT DICE:	9 (45 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8 S x2/3d6 P
SPECIAL ATTACKS:	Roar

SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' at shoulder)
MORALE:	Champion (18)
XP VALUE:	2,000

Possessing some of the most dangerous qualities of a lion and a brass dragon, the dragonne is a vicious and deadly hunter, and a threat to many who travel in warmer climates.

From a distance, a dragonne looks much like a giant lion, with the one very notable exception of the pair of small, brass-colored wings that stretch from the creature's shoulders. Upon closer inspection, other differences between the dragonne and its feline ancestor become apparent, too. The dragonne is covered with thick, brass-colored scales, much like a brass dragon, and its mane is much thicker and made of far coarser hair than a lion's.

The beast also possesses huge claws and fangs, and large eyes, usually brass-colored like its scales. Dragonnes do not have their own language. Instead, they speak the languages of brass dragons and sphinxes.

Combat: Dragonnes usually attack first with their front claws, inflicting 1d8 points of damage with each set, and their terrible jaws, inflicting 3d6 points of damage. This is usually enough to slay most of the creatures the dragonne encounters. If a dragonne is in combat with an especially deadly opponent or is badly wounded, it will use its deadly roar.

A dragonne's roar causes weakness (due to fear) in all creatures within 120 feet of the monster, unless they roll successful DC 14 Charisma Saving Throws. Those creatures that save are not affected, but those that fail to save suffer a -3 penalty to all Strength checks, including Saving Throws, melee attack rolls, and damage rolls, for 2d6 rounds. Worse still, any creature within 30 feet of the dragonne when it roars are deafened for 2d6 rounds. No save is possible against the deafening aspect of the dragonne's roar, and all affected creatures cannot hear any sound.

The dragonne's roar is like a dragon's breath weapon in that it can only be used once every three rounds. Creatures within the range of the dragonne's roar must roll Saving Throws each time they hear it. Once a creature is deafened, however, it cannot hear the dragonne's roar, and need not save against it, until the 2d6 rounds of temporary deafness are over.

Although a dragonne's wings are useful only for short periods of time, carrying the creature for only 30 minutes at a time, the dragonne uses its wings very effectively in battle. If any creatures attempt to charge the dragonne or encircle it, the dragonne simply takes to the air and finds a more defensible position. The dragonne prefers not to fight in the air, as it is very slow and maneuvers poorly compared to most flying creatures. It can fight with its claws and bite, and even its roar, when airborne, so it remains almost as deadly in the air as on the ground.

Habitat/Society: Dragonnes prefer to dwell in rocky foothills and deserts. They take large, natural caves for their lairs and store their small amounts of treasure, usually taken from slain adventurers, in loose piles around their rocky homes. Their territories are usually very large, as they generally inhabit desolate areas.

They cannot bear the company of other dragonnes, and the creatures are found in pairs only during their brief mating season, late in the autumn. Dragonnes lay eggs, like their reptilian ancestors, and only one egg is produced a year by any dragonne. The female raises



this young dragonne for one year, after which time even a mother and her young will be unfriendly if they meet. Male dragonnes are always antagonistic toward each other.

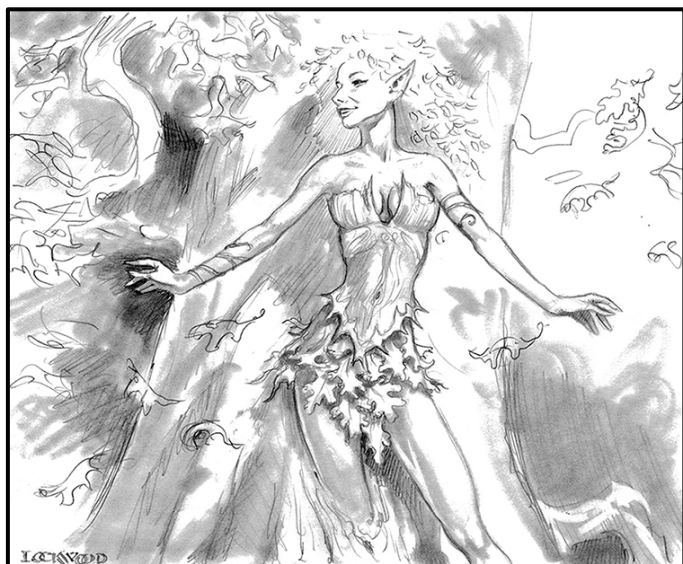
In fact, dragonnes get along with very few creatures, and are considered a menace by most sentient races. More than anything, however, dragonnes wish to be left alone to hunt.

Ecology: The dragonne prefers herd animals like goats for food, especially since they don't fight back as fiercely as humans. It only attacks a human or demihuman for food if no other game is available.

Dragonnes are not necessarily aggressive toward strangers, and the creature's reputation as a mindless devourer of helpless travelers is more the product of ignorance than well-researched fact. A dragonne will almost always attack any creature that invades its lair or threatens its territory. This means that adventurers who stumble across a dragonne's cave or settlers who decide to build in a dragonne's territory are often subject to fierce and immediate attack. Creatures not threatening the dragonne's lair or simply passing through its territory are usually left alone. Though the dragonne's intelligence is low, it can tell the difference between a harmless traveler and a potentially troublesome settler.

DRYAD

CLIMATE/TERRAIN:	Secluded oak groves
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	High (13-15)
TREASURE:	M (x 100), Q (x 10)
ALIGNMENT:	Neutral
NO. APPEARING:	1 or 1d6
ARMOR CLASS:	11
MOVEMENT:	60
HIT DICE:	2 (10 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon (1d4)
SPECIAL ATTACKS:	Charm
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10
SIZE:	M (5' tall)
MORALE:	Steady (13-15)
XP VALUE:	975



Dryads are beautiful, intelligent tree sprites. They are as elusive as they are alluring, however, and dryads are rarely seen unless taken by surprise - or they wish to be spotted.

The dryad's exquisite features, delicate and finely chiseled, are much like an elf maiden's. Dryads have high cheek bones and amber, violet, or dark green eyes. A dryad's complexion and hair color changes with the seasons, presenting the sprite with natural camouflage. During the

fall, a dryad's hair turns golden or red, and her skin subtly darkens from its usual light tan to more closely match her hair color. This enables her to blend with the falling leaves of autumn. In winter, both the dryad's hair and skin are white, like the snows that cover the oak groves.

When encountered in a forest during fall or winter, a dryad is often mistaken for an attractive maid, probably of elvish descent. No one would mistake a dryad for an elf maid during the spring and summer, however. At these times of year, a dryad's skin is lightly tanned, and her hair is green like the oak leaves around her.

Dryads often appear clothed in a loose, simple garment. The clothing they wear is the color of the oak grove in the season they appear. They speak their own tongue, as well as the languages of elves, pixies, and sprites. Dryads can also speak with plants.

Combat: Dryads are shy, nonviolent creatures. They rarely carry weapons, but they sometimes carry knives as tools. Though a dryad can use this as a weapon in a fight, she will not resort to using a knife unless seriously threatened.

Dryads have the ability to throw a powerful Charm Person spell three times a day (but only once per round). A DC 14 Charisma Saving Throw is required to fight off this spell effect. A Dryad always uses this spell if seriously threatened, attempting to gain control of the attacker who could help her most against his comrades. Dryads will only attempt to charm elves as a last resort because of their natural resistance to this type of spell.

The dryad's use of her ability to charm is not limited to combat situations, however. Whenever a dryad encounters a comely male, with a Charisma of 16 or more, she usually tries to charm him. Charismatic victims of a dryad's attentions are taken to the tree sprite's home, where the men serve as paramours to their beautiful captors. There is a 50% chance that a person charmed and taken away by a dryad will never return. If he does escape from the dryad's charms, it will be after 1d4 years of captivity.

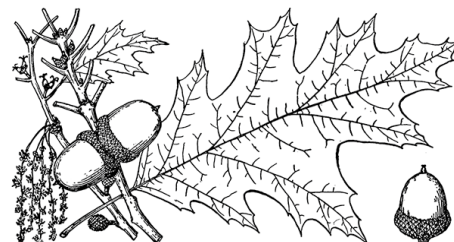
This tree sprite also has two other powers that are very useful in defense. Unless surprised, a dryad can literally step through a tree and use Plant Door to travel to her oak tree. She can also speak with plants (as the spell). This enables the dryad to gather information about parties traveling near her tree, and even to use vegetation to hinder potential attackers.

Habitat/Society: Some legends claim that dryads are the animated souls of very old oak trees. Whether this is really the case, it is true that dryads are attached to a single, very large oak tree in their lifetimes and cannot, for any reason, go more than 1000 feet from that tree. If a dryad does wander farther away, she becomes weak and dies within 6d6 hours unless returned to her home. The oak trees of dryads do not radiate magic, but someone finding a dryad's home has great power over her. A dryad suffers damage for any damage inflicted upon her home tree. Any attack on a dryad's tree will, of course, bring on a frenzied defense by the dryad.

Although dryads are generally very solitary, up to six have been encountered in one place. This is rare, however. All this really means is that a number of dryad oaks are within 300 feet of one another and the dryads' paths cross. These dryads may come to each other's aid, but never really gather socially. Any treasure owned by a tree sprite is hidden close to her home tree. The gold and gems that make up a dryad's treasure are almost always the gifts of charmed adventurers.

These tree sprites realize that most humans and demihumans fear them for their ability to charm, so dryads only deal with strangers on rare occasions. When approached carefully, however, dryads have been known to aid adventurers. They are a useful source of information, as they know a great deal about the area in which they live.

Ecology: Dryads are staunch protectors of the forest and groves in which they reside. Any actions that harm the area, and especially its plant life, are met with little tolerance.



DWARF

	Hill	Mountain	Derro	Duerger
CLIMATE/TERRAIN:	Subarctic to subtropical rocky hills	Subarctic to subtropical mountains	Any/Subterranean	Subterranean
FREQUENCY:	Common	Common	Very Rare	Very Rare
ORGANIZATION:	Clans	Clans	Clans	Clans
ACTIVITY CYCLE:	Any	Any	Night	Any
DIET:	Omnivorous	Omnivorous	Omnivorous	Omnivorous
INTELLIGENCE:	Very (11-12)	Very (11-12)	Very to genius (11-19)	Very (11-12)
TREASURE:	M (x5) (G, Qx20, R)	M (x5) (G, Qx20, R)	See below	M, Q Lair: B (magic only), F Lawful evil (neutral) 1d8+1 or 1d100+200 10 (16+ with armor) 30 1+1 (6 hit points) 1 By weapon See below See below Nil (See below) M (4' and taller) Elite (16-17) 65 and up
ALIGNMENT:	Lawful good	Lawful good	Chaotic evil	
NO. APPEARING:	40d10	40d10	3d10	
ARMOR CLASS:	10 (16+ with armor)	10 (16+ with armor)	12 (16+ with armor)	
MOVEMENT:	30	30	45	
HIT DICE:	1+1 (6 hit points)	1+1 (6 hit points)	3 (see below)	
NO. OF ATTACKS:	1	1	1	
DAMAGE/ATTACK:	By weapon	By weapon	By weapon	
SPECIAL ATTACKS:	See below	See below	See below	
SPECIAL DEFENSES:	See below	See below	See below	
MAGIC RESISTANCE:	Nil (See below)	Nil (See below)	6	
SIZE:	M (4' and taller)	M (4½' and taller)	S (4' tall)	
MORALE:	Elite (16-17)	Elite (16-17)	Steady (13-15)	
XP VALUE:	65 and up	65 and up	975 and up	420 (1+2 Hit Dice) 650 (2+4 Hit Dice) 975 (3+6 Hit Dice) 1,400 (4+8 Hit Dice)

Dwarves are a noble race of demihumans who dwell under the earth, forging great cities and waging massive wars against the forces of chaos and evil. Dwarves also have much in common with the rocks and gems they love to work, for they are both hard and unyielding. It's often been said that it's easier to make a stone weep than it is to change a dwarf's mind.

Standing from four to 4½ feet in height, and weighing 130 to 170 pounds, dwarves tend to be stocky and muscular. They have ruddy cheeks and bright eyes. Their skin is typically deep tan or light brown. Their hair is usually black, gray, or brown, and worn long, though not long enough to impair vision in any way. They favor long beards and mustaches, too. Dwarves value their beards highly and tend to groom them very carefully. Dwarves do not favor ornate stylings or wrappings for their hair or their beards.

Dwarven clothing tends to be simple and functional. They often wear earth tones, and their cloth is considered rough by many other races, especially men and elves. Dwarves usually wear one or more pieces of jewelry, though these items are usually not of any great value or very ostentatious. Though dwarves value gems and precious metals, they consider it in bad taste to flaunt wealth.

Because dwarves are a sturdy race, they add 1 to their initial Constitution ability scores. However, because they are a solitary people, tending toward distrust of outsiders and other races, they subtract 1 from their initial Charisma ability scores. Dwarves usually live from 350 to 450 years.

Dwarves have found it useful to learn the languages of many of their allies and enemies. In addition to their own languages, dwarves often speak the languages of gnomes, goblins, kobolds, orcs, and Common, which is frequently used in trade negotiations with other races.

Combat: Dwarves are courageous, tenacious fighters who are ill-disposed toward magic. They never use magical spells or train as magic-users, though they can become clerics and use the spells of this group. Because of their nonmagical nature, in fact, they get a special +4 bonus to all Saving Throws against magic.



A dwarf's nonmagical nature can also cause problems when he tries to use a magical ring. In fact, if a dwarf uses a magical ring that is not specifically there is a 20% chance the item malfunctions. If a malfunction occurs the ring simply does not work.

As with magical attacks, dwarves are unusually resistant to toxic substances. Because of their exceptionally strong Constitution, all dwarves gain a +4 bonus to all saves versus poison.

In the thousands of years that dwarves have lived in the earth, they have developed a number of skills and special abilities that help them to survive. All dwarves have Darkvision that enables them to see up to 60 feet in the dark.

Dwarves' expertise at mining and working stone allows them to spot unusual or unique stonework construction. Dwarves gain a +2 bonus to all Craft, Perception, and Profession checks when dealing with stonework construction, including finding secret doors and stonework traps. As natural miners, dwarves can automatically determine how far below ground they are and can automatically determine which direction they are traveling in when beneath the surface.

During their time under the earth, dwarves have also developed an intense hatred of many of the evil creatures they commonly encounter. Thus, in melee, dwarves always add 1 to their attack rolls to hit orcs, half-orcs, goblins, bugbears, and hobgoblins. The small size of dwarves is an advantage against ogres, trolls, ogre magi, giants, and titans; dwarves gain a +2 bonus to their Armor Class against these monsters because of that size difference and the dwarves' training in fighting such large foes.

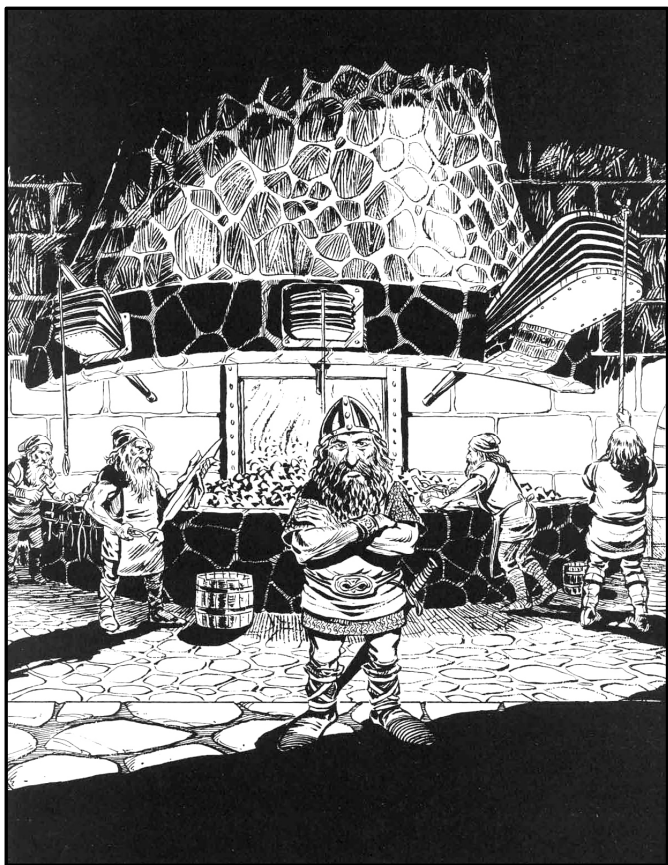
Dwarven armies are well-organized and extremely well-disciplined. Dwarven troops usually wear chain mail and carry small shields in battle. They wield a variety of weapons.

The composition of a typical dwarven army by weaponry is axe and hammer (25%), sword and spear (20%), sword and light crossbow (15%), sword and pole arm (10%), axe and heavy crossbow (10%), axe and mace (10%), or hammer and pick (10%).

For every 40 dwarves encountered, there is a 2nd to 6th level fighter who leads the group. (Roll 1d6 to determine level, with a roll of 1 equaling 2nd level.) If there are 160 or more dwarves encountered, there are, in addition to the leaders of the smaller groups, one 6th level fighter (a chief) and a 4th level fighter (lieutenant) commanding the troops. If 200 or more dwarves are encountered, there is a fighter/cleric of 3rd to 6th level fighting ability and 4th to 7th level cleric ability. If a dwarven army has 320 or more troops in it, the following high-level leaders are in command of the group: an 8th level fighter, a 7th level fighter, a 6th level fighter/7th level cleric, and two 4th level fighter/cleric.

The commanders of the dwarven troops wear plate armor and carry shields. In addition, the fighters and fighter/clerics leading the dwarven troops have a 10% chance per level of fighting ability of having magical armor and/or weapons. The fighter/clerics who lead the troops also have a 10% chance per level of cleric ability of having a magical item specific to clerics (and thus not subject to malfunction).

If encountered in its home, a dwarven army has, in addition to the leaders noted above, 2d6 fighters of from 2nd to 5th level (1d4+1 for level), 2d4 fighter/clerics of from 2nd to 4th level (in each class), females equal to 50% of the adult males, and children equal to 25% of the adult males. Dwarven women are skilled in combat and fight as males if their homes are attacked.



Habitat/Society: Usually constructed around profitable mines, dwarven cities are vast, beautiful complexes carved into solid stone. Dwarven cities take hundreds of years to complete, but once finished they stand for millennia without needing any type of repair. Since dwarves do not leave their homes often and always return to them, they create their cities with permanence in mind. Troops guard dwarven cities at all times, and sometimes (60% chance) dwarves also use animals as guards - either 2d4 brown bears (75% chance) or 5d4 wolves (25% chance).

Dwarven society is organized into clans. A dwarven clan not already attached to a city or mine travels until it finds an outpost where it can begin to ply a trade. Clans often settle close together since they usually need the same raw materials for their crafts. Clans are competitive, but usually do not war against one another. Dwarven

cities are founded when enough clans move to a particular location.

Each dwarven clan usually specializes in a particular craft or skill; young dwarves are apprenticed at an early age to a master in their clan (or, occasionally, in another clan) to learn a trade. Since dwarves live so long, apprenticeships last for many years. Dwarves also consider political and military service a skilled trade, so soldiers and politicians are usually subjected to a long period of apprenticeship before they are considered professionals.

To folk from other races, life within these cities might seem as rigid and unchanging as the stone that the dwarven houses are wrought from. In fact, it is. Above all, dwarves value law and order. This love of stability probably comes from the dwarves' long life spans, for dwarves can watch things made of wood and other mutable materials decay within a single lifetime. It shouldn't be surprising, then, that they value things that are unchanging and toil ceaselessly to make their crafts beautiful and long-lived. For a dwarf, the earth is something to be loved because of its stability and the sea a thing to be despised - and feared - because it is a symbol of change.

Dwarves also prize wealth, as it is something that can be developed over a long period of time. All types of precious metal, but particularly gold, are highly prized by dwarves, as are diamonds and other gems. They do not value pearls, however, as they are reminders of the sea and all it stands for. Dwarves believe, however, that it is in poor taste to advertise wealth. Metals and gems are best counted in secret, so that neighbors are not offended or tempted.

Most other races see dwarves as a greedy, dour, grumpy folk who prefer the dampness of a cave to the brightness of an open glade. This is partially true. Dwarves have little patience for men and other short-lived races (since man's concerns seem so petty when seen from dwarven eyes). Dwarves also mistrust elves because they are not as serious-minded as dwarves and waste their long lives on pastimes the dwarves see as frivolous. However, dwarves have been known to band together with both men and elves in times of crisis, and long-term trade agreements and alliances are common.

Dwarves have no mixed feelings about the evil races that dwell below ground and in the Underdark, however. They have an intense hatred of orcs, goblins, evil giants, and drow. The dire creatures of the Underdark often fear dwarves, too, for the short, stout folk are tireless enemies of evil and chaos. It is a goal of the dwarves to wage constant and bitter war against their enemies under the earth until either they or their foes are destroyed.

Ecology: Since much of their culture is focused on creating things from the earth, dwarves produce a large amount of useful, valuable trade material. Dwarves are skilled miners. Though they rarely sell the precious metals and rough gems they uncover, dwarven miners have been known to sell surpluses to local human communities. Dwarves are also skilled engineers and master builders - though they work almost exclusively with stone - and some dwarven architects work for humans quite frequently.

Dwarves most often trade in finished goods. Many clans are dedicated to work as blacksmiths, silversmiths, goldsmiths, armorers, weapons makers, and gem cutters. Dwarven products are highly valued for their workmanship. In human communities, these goods often demand prices up to 20% higher than locally forged items. Many people are still willing to pay a high price for a suit of dwarven mail or a dwarven sword. Humans know that the dwarf who forged the item made it to last a dwarven lifetime, so they'll never need to worry about it wearing out in theirs.

Mountain Dwarves

Similar in most ways to their cousins, the hill dwarves, these demihumans prefer to live deep inside mountains. They tend to be slightly taller than hill dwarves (averaging 4½ feet tall). They usually have slightly lighter skin and hair than their hill-dwelling relatives. In battle, mountain dwarf armies are likely to have more spears (30% maximum) and fewer crossbows (20% maximum) than hill dwarf armies. Mountain dwarves have the same interests and biases as hill dwarves, though they are even more isolationist than their cousins and sometimes consider even hill dwarves to be outsiders. Mountain dwarves live for at least 400 years.

Derro

Derro are a degenerate race of dwarven stature. They have been skulking in the Underdark for ages, but they were discovered by the mind flayers only five centuries ago, and by the drow but shortly before that. The derro have made a name for themselves by their marked cruelty. It is said that a derro lives for just two things: to witness the slow, humiliating death of surface demihumans, and especially humans; and the perversion of knowledge to their own dark ends.

Derro are short, with skin the color of an iced over lake (white, with bluish undertones), sickly, pale yellow or tan hair (always straight), and staring eyes that have no pupils. Their features remind dwarves of humans, and vice versa. Derro have rough skin, spotted with short coarse tufts of hair. Most derro wear a loose costume woven from the hair of underground creatures and dyed deep red or brown. Their armor is leather, studded in copper and brass. Leaders wear heavier armors, made from the hides of beasts far more rugged than cattle.

Combat: Derro are one of the most dexterous of humanoid races (averaging 16), and their Armor Class must be adjusted for this. Normally, a derro party is well-equipped with weapons and spells. All derro carry small, ornamental blades, called *secari*, which can be treated as daggers, but most use other weapons as well.

Half of all encountered derro carry a repeating light crossbow (12 maximum range, six-bolt capacity, does not have the "loading" quality of crossbows until all six bolts are fired, 1d4 points of damage). Derro crossbowman usually coat their bolts with poison. If a derro wants to simply bring down his prey, he uses a poison that causes an additional 2d6 points of poison damage (successful CON Saving Throw for no additional damage). If he desires to prolong his target's suffering, he uses a poison that has the same effects as a Ray of Enfeeblement spell (a successful CON Saving Throw indicates no effect).

Twenty-five percent of derro carry a hook-fauchard, a 6' pole arm that causes 1d4 points of piercing damage and can be used to make Trip attacks.

Fifteen percent of derro use only a spiked buckler. This small shield improves the derro's AC by 1. It is armed with a central spike, which can be wielded as an off-hand second weapon for 1d4 points of piercing damage. The derro will also have a hooked *aklys*, a short, heavy club that can be thrown for 1d4 points of bludgeoning damage. It is attached to a thick leather thong so that it can be retrieved. Thanks to the hook, the *aklys* can be used to make Trip attacks. These derro are considered brave by their fellows; they are awarded the rarer, heavier armors (AC 17).

The remaining 10% of the derro are the sons and daughters of derro leaders. They are given heavier armor (AC 17) and trained in the use of short spears (1d4 P damage) and picks (1d6 P damage). They use bucklers (sans spikes) when not using a spear with both hands.

For every three derro encountered, there is one with 4 Hit Dice. For every six derro, there is one with 5 Hit Dice. If 10 or more, there is a 7 Hit Die leader with a 6 Hit Die lieutenant. If a party encounters 25 derro, they would be accompanied by eight 4 Hit Die derro, four of 5 Hit Die, one with 6 Hit Dice, and one with 7. The leaders always wear the thicker armor and usually wield well-made (and occasionally magical) weapons.

If 20 or more are encountered, they are accompanied by a savant



and two students. Savant derro are able to use any sort of magical item or weapon. Savants know 1d4+5 of the following spells, learned at random:

Affect Normal Fires, Anti-Magic Shell, Blink, Cloudkill, ESP, Hypnotic Pattern, Ice Storm, Invisibility, Levitate, Light, Lightning Bolt, Minor Creation, Paralyzation, Repulsion, Shadow Magic, Spider Climb, Ventriloquism, Wall of Fog, Wall of Force.

Savants have 5-8 Hit Dice and carry two or three useful magical items. Typical magical items are any potion, any scroll, *rings of fire resistance*, *invisibility*, *protection*, and *spell storing*, any wand, *studded leather armor +1*, shields, weapons up to +3, *bracers of defense*, *brooches of shielding*, *cloaks of protection*, and so on. Savants can instinctively comprehend languages and read magic (as the spells). Savants can act as sages in one to three areas of study (+7 to Knowledge skill checks in these areas of study). Derro raids are often inspired by a savant's research. Student savants know only 1-3 spells, have 4-7 Hit Dice, they know only one field of study, and have one minor magical item.

In combat, derro fight cunningly, with good tactics. They keep spellcasters from effectively using magic and inflict minor wounds until they eventually kill their opponents. Savants use their powers to confuse and frustrate, rather than to simply kill. Derro have Darkvision and keen hearing (+7 to all Perception skill checks based on sound).

Derro keep slaves and attempt to capture intelligent opponents, when possible.

Habitat/Society: Derro live in large underground complexes, nearer the surface than the kuo-toans and drow, but deeper than goblins and trolls. They never expose themselves to direct sunlight; it nauseates them (they are sickened, see DMG 242). Sunlight will kill a derro if he is exposed to it for several days. Still, derro do visit the surface at night, raiding for humans or carrying out a savant's plans.

Derro are never encountered singly. From their combat tactics to their choice of spells, derro demonstrate a mob mentality. A lone derro is a desperate derro, seeking at all costs to return to his home.

Derro lairs always have 3d4+30 normal derro, plus leaders. The members of the lair are led by the resident savants (1d3 in number) and their apprentices (1d4+1 students). Derro obey without question the puzzling, even suicidal, dictates from their savant leaders.

Also to be found in a derro lair are 5d6+10 human slaves. If any of the lair's savants or students know the Charm Person spell, each slave has a 90% chance of being charmed. Derro hate humans more than any other race; they use humans for the most demeaning manual labor, and for breeding.

Derro do not appear to worship any powers, but the savants treasure knowledge and the rest seem to worship the savants.

Derro usually scour their territory for magical items, stealing them, or, if necessary, purchasing them from more powerful creatures. Derro do not share the love of gold common to their dwarven relatives, and they have been known to pay exorbitant prices for a few potions or for a magical item with a missing command word.

Every 20 years or so, the derro mount an all-out war against the other creatures of the Underdark. This is known as the Uniting War, and no savant really expects it to be won. The War is a means of winnowing out the weakest of the derro lairs, a focal point for racial identity, and a chance to really create some terror in the Underdark. It also serves the purpose of starting rumors. Humans will certainly hear that a war is being fought in the Underdark, and they will send hundreds of scouting and adventuring parties to the underground to investigate. The derro welcome this new source of slaves.

Ecology: Derro can live on a diet of underground fungi but use it only for spice. They seek out other sustenance whenever possible. A derro hunting party usually pursues large, dangerous prey that will feed an entire lair, rather than smaller, simpler food. The derro tendency to torment prey also holds when for hunting food. They also raid other races for food.

Duergar

Duergar, or gray dwarves, are a malevolent breed that exist at extreme depths underground. Duergar may be fighters, clerics, thieves, or multi-classed fighter/clerics, fighter/thieves, or cleric/thieves. Thieves are proficient in the use of poison.

Duergar appear to be emaciated, nasty-looking dwarves. Their complexions and hair range from medium to dark gray. They prefer drab clothing designed to blend into their environment. In their lairs, they may wear jewelry, although such pieces are kept dull.

Duergar have Darkvision to 120 feet. They speak the duergar dialect of the dwarven tongue, as well as Dwarven, "Undercommon" (the trading language of subterranean cultures), and the silent speech employed by some subterranean creatures. Intelligent duergar may speak other languages as well.

Combat: For every four, single HD duergar encountered outside a lair, there is one with 2+2 Hit Dice. If a band of nine are encountered outside a lair, there will be a tenth, with 3+3 Hit Dice or 4+4 Hit Dice always leads the group.

Duergar are armed as follows:

- 1st level: Pick, hammer, spear, chain mail, and shield;
- 2nd level: Pick, light crossbow, chain mail, and shield;
- 3rd -6th level: Hammer, short sword, plate mail, and shield;
- 7th-9th level: Hammer*, short sword*, plate mail*, and shield*;
- 3rd-6th/3rd-6th level cleric/thief: Any usable*/any usable*;
- 7th-9th/7th-9th level cleric/thief: Any usable*/any usable*

* 5% chance/level for magical item; for multi-class, add one-half of lower level (round up) to the higher level in order to find the appropriate multiplier.

There are noncombatant duergar children equal to 10% of the total number of duergar fighters encountered.

The duergar's stealth grants them a +2 bonus to Stealth skill checks and duergars share the expertise with mining and stonework construction of their surface kin. Their Saving Throws against magical attacks gain a +4 bonus. They are immune to paralysis, illusion/phantasm spells and poisons.

All duergar possess innate magical abilities of Enlarge/Reduce Person (self only) and Invisibility. They can use these spells as magic-user with a caster level equal to their Hit Dice.

Gray dwarves live most of their lives deep beneath the surface of the earth. They will not venture forth into the surface world except at night or on the gloomiest of overcast days. Duergar suffer a -2 penalty to attack rolls, Armor Class, and Dexterity checks when in daylight.

Spellcasters and psionics must make a DC 10 Concentration Check in order to successfully cast spells or activate psionic abilities while in daylight. The relatively dim light given off by such sources as torches, lanterns, magic weapons, Light spells, and Faerie Fire spells does not adversely affect a gray dwarf.

Duergar retain the Armor Class bonus against giantkind of their surface cousins.

There is a 10% chance that any duergar are accompanied by 2d4 giant steeders, used as mounts (see Spiders).

Habitat Society: Duergar society is similar to that of other dwarven cultures, although life is much harsher because of the hostile environment deep underground. They do not venture to the surface except at night or on gloomy days. Duergar life spans can reach 400 years.



ELEMENTAL, GENERIC INFORMATION

Elementals are sentient beings that can possess bodies made of one of the four basic elements that make up the Prime Material Plane - air, earth, fire, or water. They normally reside on an elemental Inner Plane and will only be encountered on the Prime Material Plane if they are summoned by magical means. (See the Dungeon Master's Guide for more information on the nature of the various Elemental Planes.) Each elemental must adopt a shell in the Prime Material composed of the basic element it represents, and once this shell is destroyed, the elemental will return to its native plane. While there are many more powerful and more intelligent residents of the Elemental Planes, the common elemental is the easiest to contact, and therefore the most frequently summoned.

Their magical nature gives elementals great protection from attacks on the Prime Material Plane. Elementals are not harmed by any nonmagical weapons or magical weapons of less than +2 bonus. Creatures with under four Hit Dice and without any magical abilities cannot harm an elemental either. (Magical abilities include such characteristics as breath weapons, poisons, paralysis, or even being immune to normal weapon attacks.) Orcs, for example, are powerless against a conjured elemental unless one happens to possess a weapon with +2 or better bonus to hit.

Though elementals do enjoy protection from many nonmagical attacks in the Prime Material Plane, like all extraplanar and conjured creatures, elementals are affected by Protection from Evil spells. An elemental cannot strike a creature protected by this spell and must recoil from the spell's boundaries. However, the elemental can attack creatures protected by the spell as long as it doesn't touch them. For example, a fire elemental could set the ground on fire around the creature and wait for the blaze to spread.

Each of the four types of common elemental has its own particular strengths and weaknesses, attack modes and method of movement, depending on its plane of origin. These will be covered individually, by elemental type, in the next few pages. All common elementals share one major characteristic, however. They are basically stupid. This low intelligence makes it difficult for the elemental to resist a magical summons. But even the common elemental is bright enough to know it does not like being taken off of its home plane and held in the Prime Material Plane.

Summoning an Elemental: Two basic ways to call an elemental to this plane are through the use of a Conjure Elemental spell and through the use of a summoning device, such as a *bowl of controlling water elementals* or a *censer of controlling air elementals*. In both instances, the elemental summoned is usually of 12 Hit Dice.

An elemental's height (in feet) is equal to its Hit Dice, so the method of summoning an elemental to the Prime Material Plane will also determine its size.

Each individual's use of any spell or device in contacting the Elemental Planes produces a unique call. This unique summons will only be answered by the inhabitants of a particular plane once per day. Therefore, either method of summoning elementals - spell or device - can be used by one person to call only one of any specific type of common elemental per day. If a Conjure Elemental spell is used four times in one day, for example, all four types of elementals must be called once.

The only exception to this is a character using more than one method to call elementals. Then, the conjurer can call a number of elementals of the same type equal to the number of methods he or she uses. This means a person with a device and a spell can summon two earth elementals. However, a person with two Conjure Elemental spells prepared can still summon only one elemental of any specific type in one day.

Controlling an Elemental: Because the elemental will be furious at being summoned to this plane, concentration in conjuring the creature is vital. In calling an elemental, a person must remain perfectly still and focus all of his attention on controlling the being. Any distraction to the summoner, either mental or physical, that breaks the summoner's concentration will result in a failure to control the elemental when it arrives on the Prime Material Plane. If the summoner's concentration is broken, the elemental doesn't disappear. Instead, he loses control of the elemental and it becomes

hostile toward the summoner and his companions. Elementals that are uncontrolled and acting upon their own desires are called free-willed.

If the party is lucky, a free-willed elemental will immediately return to its plane. However, this occurs only 25% of the time. In most cases (75% of the time), an uncontrolled elemental will immediately attack the person or party who conjured it, also destroying anything that stands between it and its enemies. There is no way to gain control of the elemental once it is lost, and there is nothing the objects of the elemental's wrath can do but defend themselves. The elemental's intense dislike of being away from its home plane is the only safeguard those conjuring an elemental can rely upon if the elemental runs wild. Because remaining on the Prime Material Plane is painful to any common elemental, the uncontrolled elemental will always return to its plane of origin one hour after control is lost, whether it has destroyed the creatures responsible for calling it away from its elemental abode or not.

There is always a 5% chance per round that an elemental is in the Prime Material (beginning with the second round) that the creature will break control and attack the person who summoned it. Also, if a person is wounded, killed, or loses concentration while controlling an elemental, the creature will become free-willed. The elemental will first attack the person who summoned it and then destroy any living thing it can find during the hour after control is lost. The creature will then return to its home in the Inner Planes. A free-willed elemental can be sent to its home plane if a Dismissal spell is cast upon it, but it gets to make a Saving Throw to resist this spell.

A successfully controlled elemental will stay on the Prime Material only for the duration of the spell that summoned it, and it can be controlled from a distance up to 10 feet per caster level of the person who summoned it. If under control, an elemental can be dismissed by the summoner when its task is complete.

Stealing Control of an Elemental: Control of a conjured elemental can be stolen from the person who summoned it by casting Dispel Magic specifically at the magical control over the creature (not the elemental itself or the person controlling it). Most of the normal rules for dispelling magic apply (Player's Handbook p. 109). However, when dealing with control over an elemental, a roll of a natural 1 by the person attempting the spell means that all control has been dispelled and the creature is now free-willed.

If control of the elemental is stolen, the creature will follow the wishes of the new person controlling it as if he or she summoned it in the first place. If the Dispel Magic fails, the elemental will immediately be strengthened to its maximum 8 hit points per die and the conjurer's ability to control the elemental will be greatly enhanced, making any new attempts to steal control of the creature impossible. Also, the elemental will recognize the person who sought to take control of its will as a threat. If the person currently guiding the creature loses control, the elemental will immediately attack the person who attempted to steal control of its will - even before attacking the person who first summoned it.



ELEMENTAL, AIR, EARTH, FIRE, AND WATER

	Air	Earth	Fire	Water
CLIMATE/TERRAIN:	Any air	Any land	Any dry land	Large areas of water
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Air	Earth, metal, or gem	Any combustible	Any liquid
INTELLIGENCE:	Low (6-8)	Low (6-8)	Low (6-8)	Low (6-8)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	18	18	18	18
MOVEMENT:	Fl 180 (A)	45	60	30, Sw 90
HIT DICE:	8, 12, or 16	8, 12, or 16	8, 12, or 16	8, 12, or 16
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	2d10 B	4d8 B	3d8 F	5d6 B
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	+2 weapon to hit	+2 weapon to hit	+2 weapon to hit	+2 weapon to hit
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L to H (8' to 16' tall)	L to H (8' to 16' tall)	L to H (8' to 16' tall)	L to H (8' to 16' tall)
MORALE:				
8-12 Hit Dice:	Champion (18)	Champion (18)	Champion (18)	Champion (18)
16 Hit Dice:	Fanatic (19)	Fanatic (19)	Fanatic (19)	Fanatic (19)
XP VALUE:				
8 Hit Dice:	3,000	2,000	2,000	2,000
12 Hit Dice:	7,000	6,000	6,000	6,000
16 Hit Dice:	11,000	10,000	10,000	10,000

Air Elemental

Air elementals can be conjured in any area of open air where gusts of wind are present. The common air elemental appears as an amorphous, shifting cloud when it answers its summons to the Prime Material Plane. They rarely speak, but their language can be heard in the high-pitched shriek of a tornado or the low moan of a midnight storm.

Combat: While air elementals are not readily tangible to the inhabitants of planes other than its own, they can strike an opponent with a strong, focused blast of air that, like a giant fist, does 2d10 points of bludgeoning damage. The extremely rapid rate at which these creatures can move make them very useful on vast battlefields or in extended aerial combat. In fact, the air elemental's mastery of its natural element gives it a strong advantage in combat above the ground. In aerial battles, they gain a +2 to hit and damage.

The most feared power of an air elemental is its ability to form a whirlwind upon command. Using this form, the air elemental appears as a truncated, reversed cone with a 10 foot bottom diameter and 30 foot top diameter. The height of the whirlwind depends on the Hit Dice of the elemental. An air elemental of 8 Hit Dice will produce a whirlwind standing 40 feet tall; a 12 Hit Dice elemental produces a whirlwind standing 60 feet tall; and a 16 Hit Dice elemental produces a whirlwind standing 80 feet tall. It takes 10 minutes to form and dissipate this cone.

This whirlwind lasts for one round, sweeps away and kills all creatures under 2 Hit Dice in the area of its cone, and does 2d8 points of bludgeoning damage to all creatures it fails to kill outright. Those within the whirlwind also suffer the effects of hurricane-force winds (DMG 34).



Earth Elemental

Earth elementals can be conjured in any area of earth or stone. This type of common elemental appears on the Prime Material Plane as a very large humanoid made of whatever types of dirt, stones, precious metals, and gems it was conjured from. It has a cold, expressionless face, and its two eyes sparkle like brilliant, multifaceted gems. Though it has a mouth-like opening in its face, an earth elemental will rarely speak. Their voices can be heard in the silence of deep tunnels, the rumblings of earthquakes, and the grinding of stone on stone.

Though earth elementals travel very slowly, they are relentless in the fulfillment of their appointed tasks. An earth elemental can travel through solid ground or stone with no penalty to movement or dexterity. However, these elementals cannot travel through water: they must either go around the body of water in their path or go under it, traveling in the ground. Earth elementals prefer the latter as it keeps them moving, more or less, in a straight line toward their goal.



Combat: Earth elementals will always try to fight on the ground and will only rarely be tricked into giving up that advantage. Because of their close alliance to the rock and earth, these elementals do 4-32 points of damage (4d8) whenever they strike a creature that rests on the ground.

Against constructions with foundations in earth or stone, earth elementals do great damage, making them extremely useful for armies sieging a fortification. For example, a reinforced door, which might require a few rounds to shatter using conventional methods, can be smashed with ease by an earth elemental. They can even level a small cottage in a few rounds.

An earth elemental's effectiveness against creatures in the air or water is limited; the damage done by the elemental's fists on airborne or waterborne targets is lessened by 2 points per die (to a minimum of 1 point of damage per die).

Fire Elemental

Fire elementals can be conjured in any area containing a large open flame. To provide a fire elemental with an adequate shell of Prime Material flame, a fire built to house an elemental should have a diameter of at least six feet and reach a minimum of four feet into the air.

On the Prime Material Plane, a fire elemental appears as a tall sheet of flame. The fire elemental will always appear to have two arm-like appendages, one on each side of its body. These arms seem to flicker back into the creature's flaming body, only to spring out from its sides seconds later. The only facial features of a fire elemental are two large glowing patches of brilliant blue fire, which seem to function as eyes for the elemental. Like all common elementals, fire elementals rarely speak on the Prime Material Plane, though their voices can be heard in the crackle and hiss of a large fire.

Combat: Because they resent being conjured to this plane, fire elementals are fierce opponents who will attack their enemies directly and savagely, taking what joy they can in burning the weak creatures and objects of the Prime Material to ashes. In combat, a fire elemental lashes out with one of its ever-moving limbs, doing 3d8 points of fire damage. Any unattended flammable object struck by the fire elemental immediately begins to burn. Flammable magical items that are struck get an Item Saving Throw to avoid being ignited. Fire elementals often use this ability to immolate their surroundings in order to drive back or kill foes. Summoned and controlled fire elementals, however, will not do so.

Fire elementals do have some limitations on their actions in the Prime Material Plane. They are unable to cross water or non-flammable liquids. Often, a quick dive into a nearby lake or stream is the only thing that can save a powerful party from certain death from a fire elemental.

Fire elementals, despite their low intelligence, are savvy enough to avoid creatures with fire resistance or immunity to fire (such as red dragons or salamanders) in combat, focusing their efforts on those that they are better able to damage.



Water Elemental

Water elementals can be conjured in any area containing a large amount of water or watery liquid. At least one thousand cubic feet of liquid is required to create a shell for the water elemental to inhabit. Usually a large pool serves this purpose, but several large kegs of wine or ale will do just as well.



The water elemental appears on the Prime Material Plane as a high-crested wave. The elemental's arms appear as smaller waves, one thrust out on each side of its main body. The arms ebb and flow, growing longer or shorter as the elemental moves. Two orbs of deep green peer out of the front of the wave and serve the elemental as eyes. Like all other common elementals, water elemental rarely speak on the Prime Material Plane, but their voices can be heard in the crashing of waves on rocky shores and the howl of an ocean gale.

Combat: In combat, the water elemental is a dangerous adversary. It prefers to fight in a large body of water where it can constantly disappear beneath the waves and suddenly swell up behind its opponent. When the elemental strikes, it lashes out with a huge wave-like arm, doing 5d6 points of bludgeoning damage.

Water elementals are also a serious threat to ships that cross their paths. A water elemental can easily overturn small craft (one ton of ship per hit die of the elemental) and stop or slow almost any vessel (one ton of ship per hit point of the elemental). Ships not completely stopped by an elemental will be slowed by a percentage equal to the ratio of ship's tons over the hit points of the attacking elemental.

Though the water elemental is most effective in large areas of open water, it can be called upon to serve in a battle on dry land, close to the body of water from which it arose. However, the movement of the water elemental on land is the most restricted of any elemental type: a water elemental cannot move more than 180 feet away from the water it was conjured from, and 1 point of damage is subtracted from each die of damage they inflict out of the water (to a minimum of 1 point of damage per die).

ELEMENTAL, AIR KIN

CLIMATE/TERRAIN:	Aerial Servant Any (see below)	Sylph High altitudes or tree-tops
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Wind	Omnivore
INTELLIGENCE:	Semi- (3-5)	Exceptional (16-17)
TREASURE:	Nil	Qx10, X
ALIGNMENT:	Neutral	Neutral (good)
NO. APPEARING:	1	1
ARMOR CLASS:	17	11
MOVEMENT:	Fl 120 (A)	60, Fl 180 (A)
HIT DICE:	3 (15 hp)	16 (80 hp)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2d12+8 B	By weapon
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	+1 or weapon to hit	See below
MAGIC RESISTANCE:	Nil	10
SIZE:	L (8' tall)	M (5' tall)
MORALE:	Elite (16-17)	Elite (16-17)
XP VALUE:	9,000	2,000

Wind Walker

CLIMATE/TERRAIN:	Tropical mountains, deserts, and plains
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	C, R
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d3
ARMOR CLASS:	13
MOVEMENT:	Fl 150 (A)
HIT DICE:	6+6 (36 hp)
NO. OF ATTACKS:	1, see below
DAMAGE/ATTACK:	3d6 B
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (10'-12' long)
MORALE:	Elite (16-17)
XP VALUE:	2,000

Aerial Servant

This creature is a form of air elemental native to the Elemental Plane of Air, as well as the Ethereal and Astral Planes, and can be summoned to the Prime Material Plane by clerics.

Normally invisible, if seen on their home plane, they resemble legless humanoids of sparkling blue smoke, with empty eyes, a slash for a mouth, and long, four-fingered hands. Due to their invisibility, they are usually detected when they attack or if heard (they gain a +16 to all Stealth skill checks).

Aerial servants try to avoid combat on their native planes. It has a Strength of 23 (+8 damage, +20 to Grapple skill checks) and attacks by grabbing and strangling opponents, causing 2d12+8 damage with the hit, and in each round, until the victim breaks free or dies.

A cleric who summons an aerial servant will be attacked unless behind a protection from evil, because the servants resent being summoned. Otherwise, the servant will complete any duty for the cleric, except fighting, as fast as possible. If the servant is prevented from completing its mission, it goes insane and returns to kill the summoning cleric.

Aerial servants are wanderers drawn to areas of extreme weather. If caught in a storm, there is a 5% chance it will be blown in two; this is the only way it can reproduce.

Aerial servants must feed on winds of their home planes at least once per month or suffer 1d8 damage per day over 30 that they go without feeding.

Sylph

Sylphs are beautiful, humanoid women with wings like dragonflies.

Their wings are 4-5 feet long and translucent, clear, or spotted with iridescent color. Their long, bright, hair may be any "normal" color, or blue, purple, or green. They wear flowing, diaphanous robes which accent their wings or hair.

Sylphs are related to air elementals and to nymphs, perhaps originating as a cross-breed between nymphs and aerial servants. They speak Common and their own musical language. Sylphs are friendly and may (20%) befriend adventurers and give them aid in exchange for a favor.



Combat: Sylphs defend themselves with their magical abilities. A sylph can cast spells as a 7th level magic-user: 0-level spells (5/day), 1st level spells (4/day), 2nd level spells (3/day), 3rd level spells (2/day), and 4th level spells (1/day). Most prefer spells of elemental air. In addition, the sylph can become invisible at will and summon a 12 Hit Die air elemental once each week.

Habitat/Society: Sylphs rarely touch ground in the lowlands. They are fond of travel, and it is rare to find one near its home.

Sylph nests are highly individualistic, some formed from whatever materials are available, others are elaborate retreats perched in tall trees or carved into mountains. Sylphs prefer simple and light possessions, keeping only gems and magical items as treasure. They often trade wealth for furnishings, such as light draperies, silks, and pillows.

There is a 1% chance that a sylph's home holds an egg or a child. All sylphs are female and mate with humanoid males, preferring elves, but sometimes accepting a human or halfling mate. Three months after conception, the sylph lays a pearly egg in a special nest and summons an air elemental to guard it. Six months later, the egg hatches a baby girl with wing buds. The child grows at the same rate as a human child, gaining magical abilities at age five, and full flight by age 10.

The sylph has the innate ability to levitate; wings are needed only to provide thrust. If a sylph's wings are injured, it can only glide or hover. Anti-magical attacks may ground a sylph by negating its power of levitation. Sylphs live for up to 1,000 years, retaining their youthful looks throughout their lives.

Every 28 years, all sylphs gather in a grand meeting to trade, share news, renew friendships, and welcome young sylphs.

Ecology: Sylphs usually maintain their distance from the more mundane humanoid races but associate freely with nymphs and dryads. Aerial monsters occasionally feed on them, but they are in greater danger from evil humanoid males who attempt to capture them for dark purposes.

Wind Walker

Wind walkers are creatures from the Elemental Plane of Air, where they are the servants of the djinn. On the Prime Material Plane, they prefer to live high in the mountains or in great caverns far below the surface.

Their approach is detectable at 300 to 100 feet as a whistling, howling, or roaring, depending on the number coming. Normally only faintly visible, in fog or sandstorms they look like a mass of coiling, writhing serpents, constantly churning out tendrils of wind and losing fragments of themselves as trailing bits of vapor or dust. Whenever they touch the ground, they spin off tiny whirlwinds, pushing dust and grit into the air.

Combat: Wind walkers are telepathic and can detect thoughts within 300 feet. If they work in series to boost their range, they may detect thoughts within 1000 feet.

Wind walkers attack by wind force. Each wind walker causes 3d6 points of bludgeoning damage per round to all creatures within 10 feet (DC 13 DEX save for half damage). They can disperse any cloud or gaseous attack in a single round (though they suffer its full effects for that round), and they inflict double damage (6d6) upon creatures in Gaseous Form. The noise of their movement can cover most sounds of combat; if they wish, a battle with them sounds only like rushing winds, as all shrieks and cries are carried away by the force of their wind.

Wind walkers are partially ethereal and thus can be fought by other ethereal creatures such as genies, invisible stalkers, or aerial servants. A weapon of +1 or better enchantment is required to hit them in any event.

These creatures are immune to most spell attacks but are affected by certain spells such as Control Weather (unless the walker makes a successful Saving Throw, it dies), Slow (damages the monster as a Fireball), and Ice Storm (drives the creatures away for 1d4 melee rounds). Magical barriers like Protection from Evil, Wall of Force, or Prismatic Wall stop them (though Blade Barrier is ineffective). Wind walkers otherwise pursue their victims for a minimum of 1d4+1 rounds. They are subject to attack by telepathy.

With effort, wind walkers can also moderate their winds to a less violent level and have the spell-like ability to cast Wind Walk (self-only, PHB 175) once per day as a 12th level caster.

Habitat/Society: Wind walkers are kept as cloud sculptors by the djinn. Other creatures have retained them to herd rain clouds to their lands, or to keep the life-giving rains from others. Desert tribesmen are careful not to insult the wind walkers or to disparage them as mere servants of the djinn - the genie races are powerful, and even their servants must be feared.

Wind walkers are sometimes forced into servitude by storm giants, cloud giants, djinn, and other creatures of the windy mountains. Wind walkers keep to themselves; the only elementals they willingly associate with are air elementals. Some sages believe that wind walkers are simply young air elementals, while others are sure that they are a separate species.

Ecology: Wind walkers eat only airborne water vapor and minute particles of dust. Strangely, they seem to enjoy strong fragrances and can be lured into traps or binding circles with aromatic oils or essences. Unless kept as servants by djinn or wizards, they get their food from the clouds.

ELEMENTAL, COMPOSITE

	Tempest	Skriaxit
CLIMATE/TERRAIN:	Any outside	Subtropical desert
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	See below	See below
INTELLIGENCE:	Low to average (6-10)	Exceptional (16-17)
TREASURE:	K	Nil
ALIGNMENT:	Chaotic neutral	Neutral evil
NO. APPEARING:	1	3d6
ARMOR CLASS:	18	15
MOVEMENT:	Fl 120	60, 80, or 120
HIT DICE:	9 to 12 (45 to 60 hp)	16+16 (96 hp) or 24+24 (144 hp)
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	2d8 B	2d10 S x2
SPECIAL ATTACKS:	Whirlwind, Lightning	Sandstorm, Dispel Magic
SPECIAL DEFENSES:	+2 weapon to hit; see below	+2 weapon to hit; see below
MAGIC RESISTANCE:	Nil	10
SIZE:	G (50' diameter)	L (10' tall)
MORALE:	Champion (17-18)	Fanatic (19)
XP VALUE:	9 HD: 6,000 10 HD: 7,000 11 HD: 8,000 12 HD: 9,000	16+16 HD: 16,000 24+24 HD: 24,000

Tempest

The tempest is a living storm which appears as a dark storm cloud of comparatively small size. Human or bestial features can often be seen in the roiling vapors of the tempest. Silver veins extend across the creature and carry the electrical impulses that maintain the storm's energy.

Tempests have no language that humans may learn. They can communicate with air and water elementals and their kin, and genies, through subtle wind buffets and splatterings of precipitation. A few, perhaps 10%, have learned to speak a few words of Common. Their voices are very soft and sibilant, with a hint of malice behind the words.

Combat: Tempests are territorial and consider any violation of their airspace to be a direct challenge. They feed on moisture from animals and often hunt in and around their territories. They have a number of innate abilities which they can use to make life miserable for other creatures. Unless otherwise specified, all special abilities are used as if the tempest were a 9th magic-user. A tempest can make two attacks each round, one using its wind powers and one using its lightning power.

Once per round, a tempest can use Wall of Wind or Gust of Wind, or may attack with a strong wind buffet for 2d8 points of bludgeoning damage. Alternately, it may create a small whirlwind, which is conical in shape, 10 feet in diameter at the bottom, and 30 feet in diameter at the top. The whirlwind can be up to 50 feet high and must connect to the tempest's main body.

The tempest takes one full round to create the whirlwind, which can cover an area of 30' radius per round. Within that area, it automatically sweeps away and kills all creatures with less than 2 Hit Dice; causing 2d6 points of bludgeoning damage to all creatures which it fails to kill outright. Those within the whirlwind also suffer the effects of hurricane-force winds (DMG 34).

A tempest can also cast a Lightning Bolt once per round, at one victim. The lightning bolt causes one die of damage per Hit Die of the tempest. A victim of a lightning attack can make a DC 15 DEX Saving Throw for half damage. An exceptionally hungry or perturbed tempest may use lightning to destroy an entire building to reach the creatures inside.

Tempests can also use a chilling wind to affect opponents, causing damage as a Chill Touch spell, 1d6 points of cold damage and the loss of 1 point of Strength, unless the victim makes a DC 15 CON Saving Throw. This attack takes the place of either an electrical attack or another wind attack.

A tempest can produce up to 5 gallons of rain per round if it concentrates and forgoes other attacks while raining. While precipitation is usually evenly distributed throughout its area, the tempest can concentrate the fall to fill a hole, wash out a bridge, or otherwise harm its victims.

Tempests are immune to wind, gas, and water attacks, and take only half damage from lightning or cold attacks. They are immune to all weapons of less than +2 enchantment.

Habitat/Society: There is much speculation about the origin of these beings, who are apparently related to elementals and to genie-kind. Tempests are composed of all four basic elements, fire, earth, air, and water; fire in the form of lightning, earth in their silver "circulatory system," air in their winds, and water in the form of rain. They may be summoned accidentally when a spellcaster tries to summon an elemental, especially one of air or water. At the DM's option, when a summoning is interfered with, the caster may be given a 10%-50% chance to summon a tempest. These beings may also be attracted by a Control Weather spell, with a 1% (non-cumulative) chance of appearing each time a spell is cast.

Some sages believe these creatures are jann that have been injured in some way and cannot retain human form. Whatever their origin, they do breed and reproduce as storms. Though "male" and "female" do not truly describe the different types of tempests, there are two genders. When living storms of different genders meet, they have a brief, tempestuous affair, causing a great conflagration that may last more than a week. Hurricanes or tornadoes are produced irregularly from the mass, to wreak havoc upon the surrounding area.

When the storm finally breaks, the two tempests leave the area, and the residue they leave behind forms 1d4 infant tempests. These infant storms, sometimes referred to as tantrums, often travel together until they reach maturity, one year after birth. The young storms have 6 Hit Dice each, and can use only the Gust of Wind power, besides producing rain.

Most tempests quite naturally seem to have very stormy dispositions. Their hunger for animal life goes beyond their need for the moisture contained in animal bodies. Some sages speculate that their physical form, or possibly some event in their history, causes them to hate animal life. It is quite possible that the electrical impulses produced by animal brains cause pain to the tempest.

Tempests may be related to skriaxits, the living sandstorms of some worlds' deserts. No tempest has ever been known to encounter a skriaxit, and their relationship and possible interactions are completely unknown.

Ecology: Tempests feed on the moisture found in animal bodies. Though unable to cause harm to living creatures by draining their moisture, they hover close to the ground after a battle to suck the water from dead opponents, as well as any water they may have precipitated during the battle. They are sometimes found scavenging after great battles between humans. By removing water from a corpse, they render it inviable to return to life via a Raise Dead spell, though Resurrection and other spells work normally.

When a tempest is killed, a silver residue rains down from its form. If carefully gathered, this residue provides a mass of silver equivalent to 3d6 silver pieces. Though valuable as a precious metal, the silver can also be used as a component in making a *wand of lightning* or casting a weather-related spell. Bits of the silver are also useful for making other weather or elemental related magical items.

Genies and elementals are enemies of tempests; they often attack them, and tempests respond in like manner. However, some genies, especially djinn and marids, keep tempests as pets, training them as guards and to attack.

Tempests can be quite devastating to a local ecology if annoyed, and can cause great damage with wind, rain, and other attack forms. Living storms are never found inside buildings or underground.

Arctic Tempest

This is a variety of tempest found only in arctic regions and some of the colder temperate lands. While they are similar to tempests in most respects, their special powers differ. They cannot use the whirlwind or Lightning Bolt powers of the standard tempest. Instead, they can either cause snow to fall or cast Ice Storm spells (DC 16).

Like the standard tempest, the arctic variety can make only two attacks per round, one using a wind power, such as Gust of Wind (DC 14) or Wall of Wind (DC 15), and one using a cold-based power, such as Ice Storm or cause snow. It may also substitute an electrical attack for either of its normal attacks, causing damage as a Shocking Grasp spell for 1d8+9 points of lightning damage.

Skriaxit

Skriaxits, also called blackstorms or living sandstorms, are the most feared creatures in many deserts. Spirits of retribution summoned millennia ago by ancient gods, blackstorms combine the elements of earth and air to dangerous effect. They are, fortunately, only rarely active. They speak the tongue of air elementals and their own language, a howling, shrieking tongue that frightens most humans who hear it.

Blackstorms take the sand and the dust of the desert and whirl it to create their 10-foot-tall conical forms. At rest, a skriaxit appears to be a wind-scattered pile of black dust. As a pack, they create their greatest terror, generating high winds and a fierce sandstorm that can render a human fleshless in minutes.

Combat: Skriaxits move by generating a large vortex of wind that propels them at high speeds. The skriaxit vortex creates a sandstorm in a 600 foot radius around them; those caught in this storm suffer 1 point of slashing damage per round per skriaxit (so if there are 12 skriaxits in a pack, victims take 12 points of damage per round).

Within this sandstorm, the skriaxit pack constantly Dispel Magic as a

16th level caster.

Each skriaxit can form its winds into razor sharp lashes, inflicting 2d10 points of damage on a successful strike.

Though they were originally summoned from the Elemental Plane of Air, they have merged with earth, and the Prime Material Plane is now their home. Thus, they cannot be sent to an Elemental Plane by a Holy Word or similar magic. No known magic can control them, though they are susceptible to wards against air elementals.

Each skriaxit pack is led by a Great Skriax, the vilest member of the pack. This creature has 24+24 Hit Dice and gains a +4 bonus to damage rolls.

Habitat/Society: Skriaxits are highly intelligent, but extremely evil, elementals, combinations of the elements of air and earth. They hate and fear nothing, but simply delight in destruction. They feed on terror and destruction; once they have caused enough catastrophe, they sleep for 1d3 centuries. While asleep, they cannot be affected in any way by any being. They awaken when hungry. They view humans, demihumans, and humanoids as playthings, with the same sadistic attitude as a human child playing with a fly. They may amuse themselves by listening to humans bargain with them, but humans have nothing of interest to offer them.

Ecology: Skriaxits feed upon the emotions of terror and fear they generate in those they destroy and kill.

Black Cloud of Vengeance

This living storm, usually found in deserts, combines the elements of fire and air. It unleashes a fiery rain which causes 7d10 points of fire damage to all beneath it, though a successful DEX Saving Throw halves the damage. It then fans the flames, and will they continue to burn as long as there is fuel.

ELEMENTAL, EARTH KIN

	Pech	Sandling
CLIMATE/TERRAIN:	Subterranean	Temperate or tropical, sandy, or subterranean
FREQUENCY:	Rare	Rare
ORGANIZATION:	Clan	Solitary
ACTIVITY CYCLE:	Darkness	Any
DIET:	Omnivore	Minerals
INTELLIGENCE:	Average to exceptional (9-17)	Non (0)
TREASURE:	See below	Nil
ALIGNMENT:	Neutral good	Neutral
NO. APPEARING:	5d4	1
ARMOR CLASS:	17	17
MOVEMENT:	45	60, Br 30
HIT DICE:	4 (20 hp)	4 (20 hp)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	By weapon +3	2d8 B
SPECIAL ATTACKS:	See below	Nil
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	5	Nil
SIZE:	S (4' tall)	L (10' diameter)
MORALE:	Average (9-12)	Unsteady (6-8)
LEVEL/XP VALUE:	1,400	420

Pech

The pech are creatures of the plane of elemental Earth, though some have extensive mines in the deepest regions of the Prime Material Plane. They dwell in dark places and work stone.

Pech are thin and have long arms and legs. Their broad hands and feet are excellent for bracing and employing tools to work stone. They have pale, yellowish skin and red or reddish brown hair. Their flesh is nearly as hard as granite. Their eyes are large and have no pupils. Pech have Darkvision to 120 feet.

Combat: The pech use picks and peat hammers (treat as war hammers) for work and armament and are usually equipped with equal numbers of each. Pech have an 18 Strength (+3 to damage).

Each pech can cast four Stone Shape and four Stone Tell spells per day. Four pech can band together to cast a Wall of Stone spell as a 16th level magic user. Eight together can cast a Stone to Flesh spell.

Group spells can be cast but once per day by any group. Pech are immune to petrification.

When fighting lithic monsters such as stone golems, gargoyles, or galeb duhr, pech are quite capable of knocking them to rubble, as their knowledge of stone allows them full attack capability against such creatures, even with nonmagical weapons. Each successful strike does maximum damage.

Habitat/Society: Pech are basically good and peaceful creatures that want to be left to themselves. They hate bright light and open skies, and they are quick to ask others to douse lights. Their lairs are constructed with numerous choke points so that walls of stone can quickly stop intruders. Their lair holds 10-40 individuals, with equal numbers of females and males, and young equal to 20-50% of the females.



Ecology: The pech home plane is hostile, so many travel to the Prime Material Plane to search for a better life. They have few enemies there. Pech do not save large amounts of treasure; they mine for things to trade with others for food or services. They do sometimes create simple, unobtrusive ornamental objects for everyday use. A pech lair may contain 50-100 trade gems plus 5-30 dishes and utensils worked from stone and raw metal. These items are not very valuable, averaging 150 gp each.

Sandling

These creatures are composed of silicates and originated on the Elemental Plane of Earth. They look like piles of sand and can vary color to blend with backgrounds (+10 to all Stealth skill checks). Sandlings have the same temperature as their surroundings, and are immune to Sleep, Charm, Hold, and other mind-affecting spells or attacks. They claim territories with boundaries recognizable only by them.

Sandlings are not aggressive unless provoked but guard their territories from intruders. If stepped on, a sandling reflexively lunges upward, attacking 1-2 Medium-sized opponents in an attempt to Grapple (DMG 69) them. It gains a +6 bonus to all Grapple skill checks. Sandlings also attack by bashing non-grappled opponents with a pseudopod. If at least 10 gallons of water are poured on a sandling, it is affected as if by a Slow spell, and its attacks cause only half normal damage.

Sandlings have no society, and their fierce defense of their territories usually precludes cooperation, even with other members of their own race. They live on minerals, but despise organic matter, always moving several hundred yards from any place they have killed an intruder.

A sandling grows until it reaches its full size, 10 feet in diameter, then reproduces by budding. Sandling buds split from their parent when they are about 2 inches long, and an adult's territory may swarm with thousands of these creatures. When an infant grows to at least 6 inches in diameter, it either moves off to find its own territory, or is hunted and killed by the parent. A group of immature sandlings forms a surface with myriad tiny bumps, which may trip the unwary.

Sandlings have little effect on an ecosystem, taking only a fraction of the minerals in any parcel of land. Dwarves sometimes seek them in hopes of finding a rich mineral deposit. They are said to be excellent ingredients for mortar, but they and many druids object to this treatment.

ELEMENTAL FIRE-KIN

CLIMATE/TERRAIN:	Azer Any fire	Fire Newt Hot or volcanic regions Rare Tribal Any Carnivore Low (6-8) Individual K, M F in lair Neutral evil 10d10 15 45 2+2 (12 hp)
FREQUENCY:	Very rare	
ORGANIZATION:	Band	
ACTIVITY CYCLE:	Any	
DIET:	Omnivore	
INTELLIGENCE:	Very (11-12)	
TREASURE:	Special	
ALIGNMENT:	Lawful neutral	
NO. APPEARING:	2d8	
ARMOR CLASS:	18	
MOVEMENT:	60	
HIT DICE:	2+2 to 5+5 (12 to 30 hp)	
NO. OF ATTACKS:	1	
DAMAGE/ATTACK:	By weapon	By weapon
SPECIAL ATTACKS:	Heat	Breathe fire
SPECIAL DEFENSES:	Immune to fire	See below
MAGIC RESISTANCE:	1 to 4, see below	Nil
SIZE:	M (5' tall)	M (5½'-6' tall)
MORALE:	Elite (16-17)	Steady (13-15)
XP VALUE:	420 (2+2 HD) 650 (3+3 HD) 975 (4+4 HD) 1,400 (5+5 HD)	175 270 (Elite) 420 (Overlord) 650 (Priest)

CLIMATE/TERRAIN:	Fire Snake Fires	Salamander Special
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	Fire	Omnivore
INTELLIGENCE:	Semi- (3-5)	High (13-15)
TREASURE:	Q	F
ALIGNMENT:	Neutral	Chaotic evil
NO. APPEARING:	1d6	1d4+1
ARMOR CLASS:	14	16
MOVEMENT:	30	45
HIT DICE:	2 (10 hp)	7+7 (42 hp)
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	1d4 P	2d6 B + 1d6 F, 1d6 P + 1d6 F Heat +1 weapon to hit
SPECIAL ATTACKS:	Paralyzation	Nil
SPECIAL DEFENSES:	Immune to fire	M (7' long)
MAGIC RESISTANCE:	Nil	Elite (16-17)
SIZE:	S (2'-3' long)	2,000
MORALE:	Steady (13-15)	
XP VALUE:	120	

Azer

The azer are a race of humanoid creatures that normally inhabit the Elemental Plane of Fire. Except under special circumstances, they are very rarely found on the Prime Material Plane.

In appearance they are much like dwarves, except that they have metallic, brass-colored skin and flames for hair. They wear only kilts or apron-like garments of beaten brass, copper, or bronze.

Combat: Azer use broad-bladed javelins that inflict 1d6 damage. In hand-to-hand combat, they employ mallets that deal 1d6+1 damage. The table below shows the innate Magic Resistance of azer, based upon their Hit Dice. Due to their great strength, their attack and damage rolls are adjusted as follows:

HD	STR	Attack/Damage Bonus	Magic Resistance
2+2	15	+1	1
3+3	17	+2	2
4+4	18	+3	3
5+5	19	+4	4

Creatures not immune to fire suffer 1d4 points of damage if Grappled by an azer (DMG 69), and the heat of an azer's weapons inflicts an additional +1 point of fire damage to such victims. Azer are vulnerable to cold damage.

Habitat/Society: Azer on their home plane are part of an extremely regimented society where every individual has his or her place. The azer civilization in general is heavily stratified, with law taking precedence over individual freedoms and even an individual's life.

Azer construct their outposts and cities as complexes of towers built from basalt, granite, or metal. There they dwell in small groups, using their plentiful flames to shape the stone.

They grow strange trees with metallic outer skins or barks, and the leaves of these trees are actually made entirely of metal-in some cases, precious metals.

Azer are unfriendly and taciturn, and they lack compassion. They capture and interrogate intruders; particularly dangerous or violent prisoners are slain. They are greedy, particularly for gems that are a clear purple or red (rubies, amethysts, garnets, etc.). Once given, the word of an azer is a solid bond.

Ecology: It is not known just what-if anything-azer eat. On their home plane, their only enemies are other intelligent fire-dwelling creatures, and even then, this enmity is not related to relative position on the food chain. The greatest of their enemies are the efreet, who sometimes fight wars of conquest against the azer, taking their territories and making slaves of them. The azer defend themselves and their towers with powerful, bellows-like air projectors and special containers used to pour elemental water on attackers.

Amaimon

Amaimon is the legendary king of the azer. He is the largest (9+9 HD), strongest (20 Strength), and most intelligent of all azer. He has a Magic Resistance rating of 7; his other powers are unknown.

Nobles

Amaimon's nobles are only slightly weaker than their king (7+7 HD, 19 Strength). They a Magic Resistance rating of 5. The noble azers' full powers are also unknown.

Firenewt

Firenewts, also known as salamen, are distant relatives of both lizard men and salamanders. They are cruel marauders that roam hot regions.

The firenewt's dry skin is a mottled sepia color, darkest along the spine and fading to near-white on the belly. The smooth flesh and features resemble those of an eel. The eyes are deep crimson. Females are slightly shorter and are a duller brown. The young are light in color but darken as they mature.

They speak their own language and a dialect of the lizard man tongue. Priests, elite warriors, and overlords may speak Common.

Combat: Firenewt warriors (the most common variety) are typically armored in chainmail and carry one or two weapons - pike and shortsword (45%), shortsword only (25%), pike and hand-axe (20%), or battle axe (10%).



For every ten warriors encountered, there is one elite warrior with 3+3 HD (18 hit points) and AC 17 (chainmail plus Dexterity bonus). Elite warriors carry battle-axes.

For every 30 warriors encountered, there is a priest (caster level 3) with 3+3 HD, AC 15, and the following spells, usable once each day: Animal Friendship, Burning Hands, Faerie Fire, Produce Flame, Heat Metal, and Pyrotechnics. Priests carry maces.

All firenewts have a limited breath weapon. Once per minute (6 rounds) they can breathe fire on a foe directly in front of them. This flame has a five-foot range and inflicts 1d6 points of fire damage (DC 12 DEX save for half damage).

Firenewts are resistant to fire damage but vulnerable to cold damage.

Fully 33% of firenewts encountered on the surface, 90% of elite warriors, and all priests are mounted on giant striders. These beasts are highly trained in melee combat and fight even if the rider dismounts (see the "Strider, Giant" entry on page 315).

Habitat/Society: Firenewts live in a cruel, martial society dominated by the priests. When firenewts are encountered outside their lair, they are members of a hunting or war party. They delight in torturing captives and roasting them alive. Intertribal relations tend toward genocidal warfare. Warriors earn great honor by destroying the hatching ground of an enemy tribe.

Firenewts are carnivorous. They eat anything they can hunt down, even indulging in cannibalism when disposing of captives and eggs from rival firenewt tribes. They find humanoids a delicacy.

In addition to the males encountered, a firenewt lair also contains females equal to 70% of the number of males, 150% young, and 200% eggs. The eggs are hidden in a secret, well-guarded hatching ground. The hatching ground is under the control of the priests and guarded by 1d3 young fire lizards.

The entire lair is ruled by a fire newt overlord (4+4 HD, AC 17) and his retinue of four elite warriors. The overlord controls the firenewts' treasure. Wealth gathered from vanquished foes is brought back to the lair and added to the communal hoard. Individuals are rewarded with a few silver or gold coins, though they have little use for them.

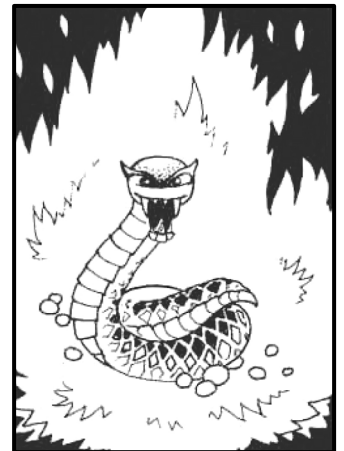
Firenewt females lay two to six eggs twice each year. All eggs are collected by the priests and taken to the hatching ground. The hatching ground is the heart of both the firenewt colony's life and the priests' power. Although eggs and hatchlings are supposedly raised communally without record or regard for bloodline, in truth the priests maintain secret records of each egg. The priests discreetly eliminate the eggs of their enemies or of those who possess "undesirable" traits. Eggs hatch in six months. The young are divided by sex and assigned to groups of ten that are each raised and taught by two females. Each young firenewt is assigned to an adult who serves as mentor. The priests reward their allies by secretly assigning them their actual offspring.

Ecology: The firenewts are vicious marauders that rule the inhospitable regions of volcanoes and unendurable heat. They are hostile toward all outsiders, including firenewts from other tribes. They rarely ally themselves with any but the most powerful of evil beings.

Fire Snake

Some sages say that fire snakes are larval salamanders. Fire snakes, colored in shades from blood-red to orange, are always found in fires. Some large permanent fires contain 1d6 of these creatures, though in smaller, temporary fires like fire pits and oil bowls, there may be but one snake. The only treasure the snakes have is the gems they often accumulate.

Since their color matches their surroundings, they can surprise opponents easily (they gain a +7 to all Stealth skill checks). Their bite inflicts 1d4 points of piercing



damage and injects a mild venom that causes paralyzation of the victim for 2d4 minutes unless a DC 11 CON Saving Throw.

Salamander

Salamanders are natives of the Elemental Plane of Fire, and thus they thrive in hot places. These cruel, evil creatures come to the Prime Material Plane for reasons known only to them.

The head and torso of a salamander is copper-colored and has a human-like appearance. Most of the time (80%), this aspect is a male, with flaming beard and moustache. The female version has flowing, fiery red hair. Both aspects have glowing yellow eyes that sometimes switch to fluorescent green. All aspects carry a shiny metal spear, resembling highly polished steel (1d6 piercing damage).

The lower torso is that of a large snake, with orange coloring shading to dull red at the tail end. The entire body is covered with wispy appendages that appear to burn but are never consumed.

Combat: A salamander typically attacks with its metal spear, which inflicts 1d6 points of damage plus a like amount for the spear's heat. At the same time, it can lash out at an opponent with its snake-like tail, for 2d6 points of bashing damage, plus an additional 1d6 points of damage from the heat of its body. While fire-resistant creatures do not suffer full damage from the salamander's heat damage, they are still subject to the spear and bludgeoning damage.

Salamanders can be affected only by magical weaponry. They are impervious to all fire-based attacks. Sleep, Charm, and Hold spells are ineffective against them. Cold-based attacks cause an additional 1 point of damage per die of damage.

A favorite salamander tactic, if the creature is encountered in a lava pit or roaring fire, is to grab its opponents and hurl them into the flames. The victim would naturally take damage from contact with the salamander, then take even more from being thrown inside a roaring conflagration.

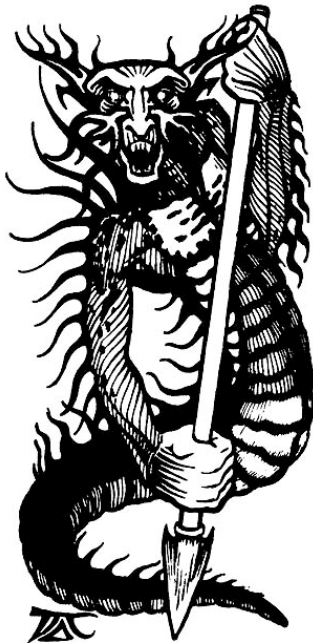
Habitat/Society:

Salamanders are native to the Elemental Plane of Fire. They come to the Prime Material Plane for reasons known only to them, though it is rumored that powerful magic-users and clerics of certain religions can summon them for a short time. Salamanders hate cold, preferring temperatures of 300 degrees or more; they can abide lower temperatures for only a few hours. Their lairs are typically at least 500 degrees. Any treasure found there is the sort that can survive this heat, such as swords, armor, rods, other ferrous items, and jewels. Things of a combustible nature, such as parchment and wood, soft metals such as gold and silver, and liquids, which quickly boil away, are never found in salamander lairs.

Having a nasty disposition and an evil bent, salamanders respect only power, either the ability to resist their fire or the capability to do great damage. Anyone else is dealt a painful, slow, burning death. It is rumored that they have some sort of dealings with the efreeti.

When encountered on the Prime Plane, salamanders can be found playing in forest fires, lava flows, fire pits, and other areas of extreme heat. They usually appear on the Prime plane for a purpose, and if in the middle of a task they do not take kindly to being interrupted.

Ecology: These fiery creatures' ichor is useful in the creation of *potions of fire resistance*, and the metal of their spears can be used to create *rings of fire resistance*.



ELEMENTAL, MAGMA-KIN

	Magmen
CLIMATE/TERRAIN:	Paraplane of Magma
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Warmth
INTELLIGENCE:	Low (6-8)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	2d12
ARMOR CLASS:	14
MOVEMENT:	45 (30), see below
HIT DICE:	2 (10 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 F or 2d8 B + 1d8 F, see below
SPECIAL ATTACKS:	Combustion touch
SPECIAL DEFENSES:	+1 weapon to hit, immune to fire
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Unsteady (6-8)
XP VALUE:	120

Magmen are creatures of the Paraelemental Plane of Magma. They stand 3 feet tall and are glowing, humanoid creatures, much like fire-cloaked gnomes or goblins. Small puffs of flame constantly burst from their skin, as if they are perspiring kerosene that ignites when enough accumulates.

Magmen radiate heat like small bonfires, rendering the area near them quite uncomfortable to most nonfire-loving creatures. Their faces are almost always twisted with malicious glee.

Combat: Magmen are not really interested in fighting, but they are capricious little creatures who cause havoc by their very natures. Whenever they encounter an unfamiliar creature, which - their being from the plane of Magma - is almost anything else, they try to set it on fire, just for fun. Perhaps they do not understand that others fear their flames, or perhaps they do and don't care. Any attempt to reason them out of this course of action is almost certainly doomed to fail. At best, a creature might bribe them off with another target or a choice bit of burning food.

In combat, they attack simply with a touch, dealing 1d8 points of fire damage. Their flaming fingers ignite the flammable items (clothing, pouches, etc.) of any creature they hit unless the touched item makes a DC 12 Item Saving Throw. Flaming garments or gear inflict 1d4 points of fire damage per round for 1d4+2 rounds unless an action is spent extinguishing the flame or the item is discarded. Note that extraordinarily flammable items - flasks of oil and the like - will deal their own, additional, damage.

Magmen aren't fighters and, if attacked and hurt, their first choice is to run away - not too far away, but far enough to be out of immediate danger. Once safe, they are curious and foolish enough to return. If cornered, magmen will defend themselves, striking with a molten fist and inflicting 2d8 points of bludgeoning damage plus 1d8 points of fire damage.

Magmen are not easy to hurt, however. A weapon of +1 or better enchantment is required to hit them. Non-magical weapons that strike a magman must make a DC 14 Item Saving Throw upon every successful hit. If the save is failed, the weapon melts into useless slag or ignites, if wooden. Not surprisingly, magmen are immune to all fire-based attacks. Conversely, cold-based attacks inflict double damage and prompt Morale Checks.

Habitat/Society: Magmen are creatures of the Paraelemental Plane of Magma, and as such they have no society on other planes. When they appear outside their own fiery lands, their sole preoccupation seems to be with having fun... by their standards. Magmen love flame and are fascinated with burning things. Were it not for the damage their curiosity causes, their



childlike pleasure might almost be touching or amusing. Somehow, it never occurs to these creatures (or if it does, they perversely ignore it) that other creatures might actually be hurt by their actions. Having come from an environment of fire, the panic-stricken reaction of Prime Material creatures who are set afire seems merely comical to them, almost slapstick. Perhaps this is because the association of pain and fire is utterly foreign to their kind.

On their own plane, magmen live as hunter-gatherers. They band in small tribes, organized around a single extended "colony". (Colony is the only apt word, for magmen have no sexes, reproducing by simple division as they grow.) Each tribe is led by the eldest magman. They scour the molten plain, looking for choice bits of flaming minerals or hunting other elemental creatures.

Occasionally, magmen pass into other Inner Planes or the Prime Material Plane through gaps created by the excessive heat and pressure of subterranean lava. These portals have a strong lure to the magmen, for the molten stone of such gaps has a different "taste" than that of their home. Magmen enter into the vortex to sample the essence, and they are invariably drawn through the portal and into the other plane. Some sages speculate that the strange minerals of these portals may have an intoxicating effect on the little creatures. This would certainly account for their frivolous behavior outside of their plane.

Magmen can reach the Outer Planes only if they are summoned. Their mischievous and destructive natures provide perverse amusement to tanar'i and baatezu, and these fiends sometimes keep magmen captive in special molten pools. Magmen are sometimes summoned into the midst of enemy ranks in the Gray Waste, Gehenna, and Carceri, providing diversionary attacks in the never-ending Blood War. Militarily, they are good for little more than this, since their flightiness and cowardice make them unsuitable for pitched combat.

Magmen especially like to swim around in active volcanoes, for when these erupt, the magmen are released to engage in their favorite sport of igniting all the combustible materials they can reach. Magmen can remain out of lava or some other fiery habitat for a maximum of six hours before they stiffen and become immobile. They rarely remain away from their environment for more than two or three hours at a time, as they consider anything below 500 degree to be uncomfortably cold.

Magmen speak their own and no other languages.



Ecology: Most sages and travelers guess that magmen eat choice morsels of molten rock, although it is possible that they absorb much of their nutrients directly through the skin.

Upon occasion, a wizard will summon a magman to fire a furnace for a magical procedure, but wise wizards return the little troublemaker as soon as the need has passed. Some are tempted to trap the creatures and let them cool, since magmen statuettes are sometimes collected as garden ornaments for the wealthy. However, imminent death makes the little beings hostile and dangerous, and more than a few city blocks have been destroyed in their attempted escapes.

ELEMENTAL, PARA-ELEMENTAL

	Ice	Magma
CLIMATE/TERRAIN:	Paraplace of Ice	Paraplane of Magma
FREQUENCY:	Common	Common
ORGANIZATION:	Band	Band
ACTIVITY CYCLE:	Any	Any
DIET:	Warmth	Any solid
INTELLIGENCE:	Low to high (6-15)	Low to high (6-15)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1d6	2d4
ARMOR CLASS:	17	17
MOVEMENT:	30	30
HIT DICE:	8, 12, or 16 (40, 60, or 80 hp)	8, 12, or 16 (40, 60, or 80 hp)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3d8 C	3d6 F
SPECIAL ATTACKS:	Cold aura	Heat aura
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8'-16' tall)	L (8'-16' tall)
MORALE:	Champion (18)	Champion (18)
XP VALUE:	3,000 (8 HD) 7,000 (12 HD) 11,000 (16 HD)	3,000 (8 HD) 7,000 (12 HD) 11,000 (16 HD)
	Ooze	Smoke
CLIMATE/TERRAIN:	Paraplace of Ooze	Paraplane of Smoke
FREQUENCY:	Common	Common
ORGANIZATION:	Band	Band
ACTIVITY CYCLE:	Any	Any
DIET:	Any solid	Air
INTELLIGENCE:	Low to high (6-15)	Low to high (6-15)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1d6	1d6
ARMOR CLASS:	20	18
MOVEMENT:	180	Fl 90 (E)
HIT DICE:	8, 12, or 16 (40, 60, or 80 hp)	8, 12, or 16 (40, 60, or 80 hp)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2d8 B	1d8 P + 1d8F
SPECIAL ATTACKS:	Tendrils grapple	Blinding smoke
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8'-16' tall)	L (8'-16' tall)
MORALE:	Champion (18)	Champion (18)
XP VALUE:	3,000 (8 HD) 7,000 (12 HD) 11,000 (16 HD)	3,000 (8 HD) 7,000 (12 HD) 11,000 (16 HD)

Between the Elemental Planes of Air, Earth, Fire, and Water lie four others - the Paraelemental Planes- that represent different combinations of those elements.

Whereas the Elemental Planes spawn elementals, the Paraelemental Planes create paraelementals - creatures that embody the natures of Ice, Magma, Ooze, and Smoke.

The four kinds of paraelementals are generally regarded as slightly less powerful than elementals. Due to the nature of their home planes- which are, more or less, mixtures of two elements - paraelementals are often thought to exhibit dual characters, though this manifests itself in different ways.

Ice Paraelemental

From the plane of absolute cold, this tall humanoid creature is utterly - dangerously - frigid. Its body is translucent white, made of icy crystals covered in patches of frost. Piercing blue eyes peer out of deep sockets.

Ice paraelementals are also known as cold or frost paraelementals.

Combat: The freezing touch of an ice paraelemental causes 3d8 points of cold damage. It also gives off intense cold and all creatures within 10 feet suffer 1d4 points of cold damage per round from the

numbing chill.

The paraelemental is so cold that its touch freezes water (or similar fluids). It can freeze 100 square feet of watery liquid to a depth of 6 inches.

If wounded in some way, an ice paraelemental finds succor in cold environments. When in contact with natural ice, snow, or sleet, it regenerates 1d8 hit points per round, up to its normal maximum.

All ice paraelementals can be struck only by +1 or better weapons, and they're completely immune to cold-based spells and magic. However, they're particularly vulnerable to heat-based attacks, which inflict twice their normal damage on the frosty creatures.

Habitat/Society: Many ice paraelementals have turned from neutrality to serve the evil lord Cryonax, one of the Princes of Elemental Evil, though numerous minor lords and nobles rule their fellow paraelementals.

Most ice paraelementals maintain their pure devotion to cold and nothing more. Ice paraelemental rulers gain their positions through strength and respect and are often challenged by their underlings.

However, a planewalker traveling to the Paraelemental Plane of Ice isn't likely to encounter any nobles or rulers. Instead, he'll find paraelementals operating in small, leaderless groups, hunting for food or patrolling for intruders. Strife among these creatures rarely occurs.

Ecology: Any warmth at all or, rather, the act of draining such warmth, provides a sustenance for ice paraelementals. They steal it from any source of heat, even slowly snuffing out normal fires burning nearby.

As mentioned earlier, they don't actually consume the heat so much as convert it. Naturally, those same flames would be dangerously destructive if applied to an ice paraelemental directly. Perhaps that's part of the reason they drain the warmth from fire - to prevent it from being used against them.

Magma Paraelemental

The Paraelemental Plane of Magma is often confused with the Elemental Plane of Fire. While the conditions on the Paraelemental Plane of Magma are dangerous to outsiders for many of the same reasons, the Paraelemental Plane of Magma's as much about Earth as it is about Fire. That is, on the paraplane of Magma, the environment consists of molten rock - an uncommon substance on the plane of Fire, where there's little rock to melt.

From the waist up, a magma paraelemental resembles a huge, stocky humanoid being, but the lower portion of its body is nothing but an amorphous mass of molten stone.

Most of its upper body is black rock, but a reddish heat shines from within - particularly from the eyes and mouth of the creature.



Combat: When it comes to combat, the magma paraelemental shares much with its icy cousin. Its super-heated touch inflicts 3d6 points of fire damage to a victim and sets unattended combustibles (like wood) aflame.

However, the paraelemental's presence is also quite dangerous. Anyone within 10 feet of the creature suffers 1d4 points of fire (heat) damage each round.

Magma paraelementals can be struck only by +1 or better weapons and are immune to fire damage. They suffer normal damage from cold-based attacks.

However, if they sustain cold damage equal to their Hit Dice - in other words, if an 8-Hit Die paraelemental suffers 8 points of cold damage - the cold affects them as would a Slow spell.

Habitat/Society: Magma paraelementals almost never travel alone. They roam their plane in packs, living in large communities that seem to have no leaders at all. A group of paraelementals is usually harmonious, though distrustful of (or even hostile to) outsiders. They often war with the mephits of their paraplane - clashes that almost always end very badly for the mephits.

Ecology: Magma paraelementals enjoy melting solid objects into liquid forms. They also derive a bit of sustenance from such actions.

Ooze Paraelemental

Called the mud elemental by some, this creature is a liquid mass of dark, writhing tendrils. Its malleable form allows it to squeeze through small openings and even under the cracks of doors.

Combat: The ooze paraelemental attacks by grappling with (DMG 69) and constricting its foes (DC 18 Athletics skill check to resist the Grapple attempt).

A successful Grapple by the creature indicates that a tendril wraps around the target and constricts him, causing 2d8 points of crushing (bludgeoning) damage each round until the victim or the paraelemental dies (or until the paraelemental decides to call off the attack for some reason).

While it constricts one foe, it can send out other tendrils to enwrap - and constrict - further victims with no limit, except that the creature can make only one new attack each round. Grappled targets can break free with a DC 18 Athletics skill check.

The magical nature of an ooze paraelemental makes it immune to ordinary weapons; the creature can be struck only by those of +1 or greater enchantment. What's more, fire- and cold-based attacks inflict only half their normal damage. On the other hand, a Transmute Mud to Rock spell (the reverse of Transmute Rock to Mud) petrifies the paraelemental if it fails its Saving Throw.



Habitat/Society: A number of powerful, highly intelligent ooze paraelementals vie for control of their paraplane.

Ecology: Ooze paraelementals subsist upon the act of crushing and eventually liquefying solid objects. This process takes many hours.

Smoke Paraelemental

Smoke elementals are hybrid creatures, a strange combination of the elements of Fire and Earth. These swirling clouds of hot soot, ash, and smoke are conjured from large amounts of nonmagical smoke. Sometimes this cloud contains glowing red sparks. It can assume any shape, but its edges tend to be hazy and ill-defined. If adopting a form with eyes, it will concentrate a cluster of soot and ash particles into swirling balls that resemble eyes, but this is for the sake of appearance only. A smoke elemental "sees" by sensing the lower temperatures of the creatures and objects around it.

Combat: Smoke elementals are unfettered by gravity. Because they have no solid form, they can slip through thin cracks and tiny holes, but they then must spend one round reforming into their chosen shape.

A smoke elemental attacks by engulfing an opponent (DC 18 Dexterity Saving Throw to resist). Once it has done this, the victim suffers 1d4 points of fire damage from heat and 1d4 points of poison damage from choking soot each round. Victims choke to death as their lungs fill with hot smoke.

A smoke elemental continues to engulf a single opponent until that victim is dead or unconscious. It then moves on to its next target. If a victim flees, the smoke elemental follows it, moving so that the victim remains inside the damaging cloud of smoke.

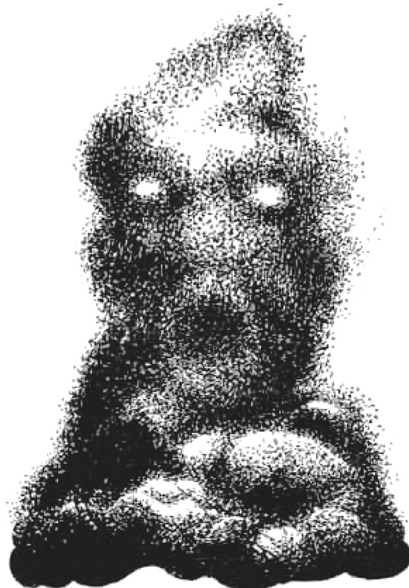
Smoke elementals are immune to fire-based attacks, but they are vulnerable to cold-based attacks and suffer twice normal damage from them. They are also vulnerable to large gusts of wind, which do not harm the monsters, but can be successfully used to drive them away or keep them at bay. Because they are magical constructs, they can be magically dispelled.

Habitat/Society: Smoke elementals are magical constructs whose constituents are drawn both from the Elemental Plane of Fire (heat) and the Elemental Plane of Earth (soot or ash). Although they are sentient, they have no form on any plane but the Prime Material and Ethereal Planes. They cannot be banished or dismissed back to a home plane, since they don't have one, but such spells will drive them from a victim's lungs.

Ecology: Smoke elementals are typically created by a team of three clerics who simultaneously cast the magical spells Conjure Fire Elemental, Conjure Earth Elemental, and Combine.

They are often used by clerics as magical guardians of temples, and they are typically created out of sweet-smelling incense smoke, although they can be formed from the smoke of mundane fires.

There have also been reports of tiny (1 Hit Die) smoke elementals conjured from tobacco smoke, but most sages insist these reports are merely attempts by tobaccoists to falsely attribute a magical cause to deaths that are caused by the tobacco smoke itself.



ELEMENTAL, WATER KIN

	Nereid	Water Weird
CLIMATE/TERRAIN:	Tropical or temperate water	Any water
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Clean water	See below
INTELLIGENCE:	Very (11-12)	Very (11-12)
TREASURE:	X	I, O, P, Y
ALIGNMENT:	Chaotic (any)	Chaotic evil
NO. APPEARING:	1d4	1d3
ARMOR CLASS:	10	16
MOVEMENT:	60, Sw 60	60
HIT DICE:	4 (20 hp)	3+3 (18 hp)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	By weapon	1d6 B
SPECIAL ATTACKS:	See below	Drowning
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	10	Nil
SIZE:	M (4'-5' tall)	L (10'+ long)
MORALE:	Steady (13-15)	Elite (16-17)
XP VALUE:	975	420

Nereid

These creatures from the Elemental Plane of Water, sometimes called "honeyed ones," are unpredictable and playful; half are chaotic neutral, and others tend toward good or evil. Using disguise, nereids lead sailors to their dooms.

Nereids are transparent in water, virtually undetectable except as froth and golden seaweed (+10 to Stealth skill checks). Upon contact with air, they assume human form, usually as voluptuous young females with long, golden hair, pearly white skin, and sparkling green eyes. Their voices and songs are lovely. A nereid always carries a white shawl, either in its hands or over head and shoulders, and is lightly clad in white and gold. If confronted by only females, the nereid appears in a male guise, but a woman can easily see through the disguise (DC 11 Perception skill check). All males who see a nereid are incapable of harming it unless they make a DC 13 CHA Saving Throw.

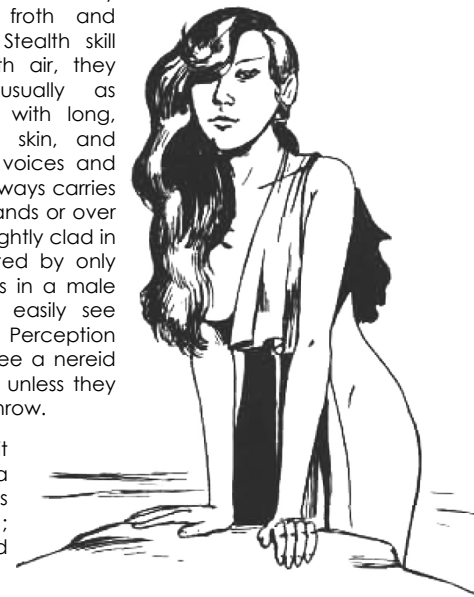
Combat: Nereids can spit venom 20 feet, blinding a target for 2d6 rounds if it hits (DC 12 CON save to resist); the venom can be washed away with water.

Nereids can control water within 30 feet; it can use waves to slow movement to ¼ normal, increase chances of drowning (DC 15 Athletics skill check to stay afloat), or crash with a roar that deafens characters within 60 feet for 3d4 rounds (DC 12 CON save to resist). Nereids can also form the water to look like a water weird and cause it to strike as a 4 HD monster and inflict 1d6 points of bludgeoning damage.

A nereid is 85% likely to have a pet for protection, with equal chances for a giant eel, giant otter, giant poisonous snake, giant octopus, giant squid, dolphin, giant leech, or sting ray.

If the nereid makes a DC 13 Saving Throw, she can flow like water in order to avoid weapon damage or escape a captor. The nereid's kiss causes a man to drown, unless he makes a successful DC 14 Saving Throw. If he lives, he finds ecstasy.

The nereid protects its shawl at all costs, for it contains the nereid's essence; if it is destroyed, the nereid dissolves into formless water. Possession of a nereid's shawl gives a character control over the creature, which will accept commands to avoid damage to the shawl. Stories tell of forlorn nereids who follow the ships of a powerful



foes who have stolen their shawls. A nereid will lie and attempt anything short of violent action to regain its soul-shawl.

Habitat/Society: A nereid found on the Prime Material Plane has either escaped or been exiled from its home plane. Though usually solitary, a small group of nereids with the same alignment sometimes live together, led by the eldest.

Polluted waters drain nereids' vigor, and even good nereids may attack those who pollute their lairs. Nereids do not value metals but save any magical treasure they gain. The nereid has no goals or ambitions other than cavorting in water.

Ecology: Nereid shawls command handsome sums but are seldom sold and are very rare. One who holds a shawl can use the enslaved nereid as a guide on the plane of Water.

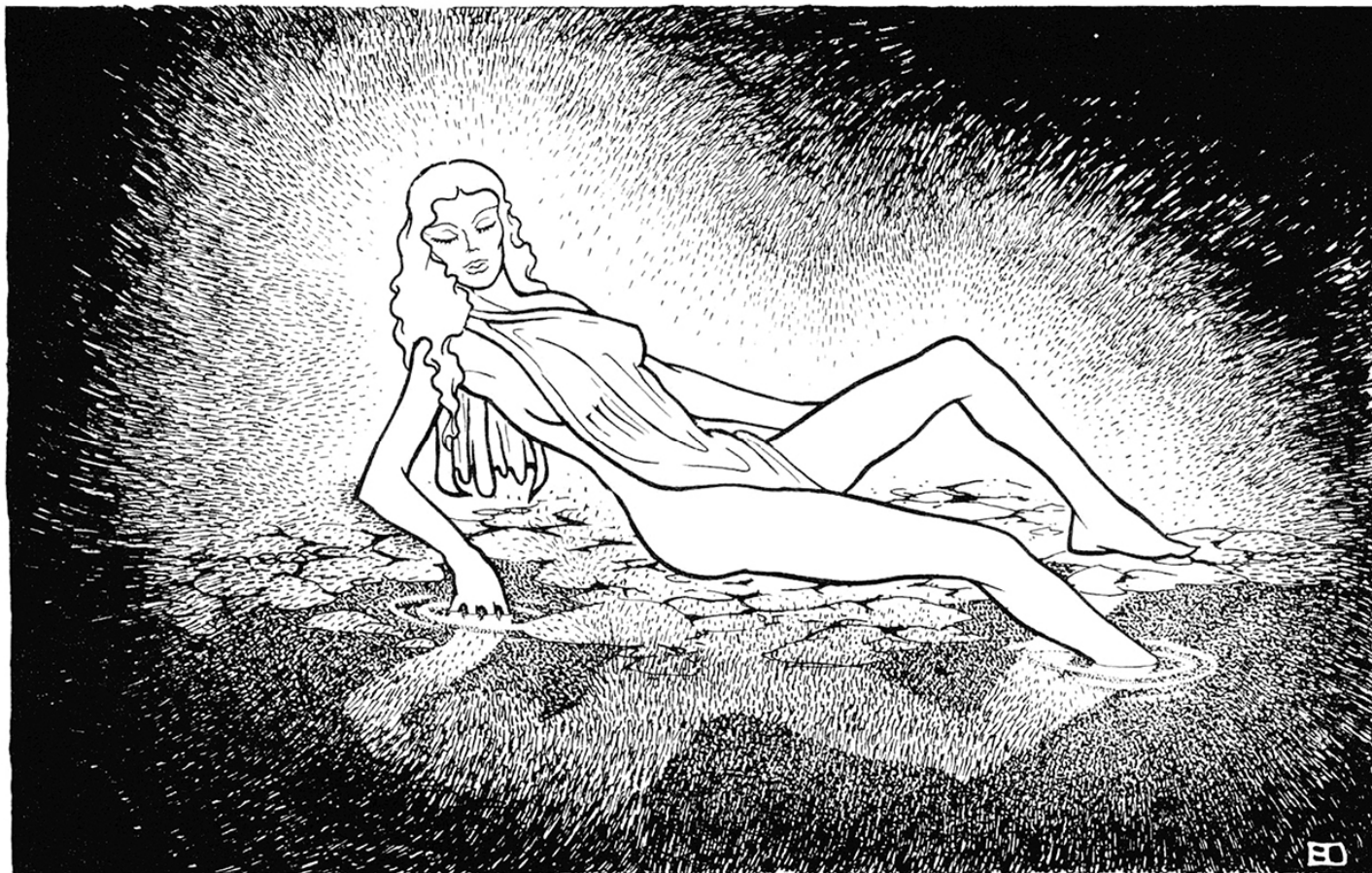
Water Weird

These strange creatures from the Plane of Water are hostile when encountered on the Prime Material Plane, as they are usually magically kept from going home. If communication is achieved, a bargain can sometimes be struck with the creature.

Water weirds appear to be common water (DC 18 Perception skill check to notice); a detect invisibility reveals something amiss, but not the nature of the threat. When a water weird detects a living being, it assumes serpentine form (this takes two rounds). It attacks as a 6 HD creature; those hit must make a successful DC 16 Athletics skill check or be pulled into the water.

Each round spent in the water requires another Athletics skill check to escape or attack; failure indicates that the target is held beneath the water (see DMG page 31). A water weird that comes in contact with a normal water elemental has a 50% chance to usurp control of it.

Water weirds take only 1 hp damage from piercing and slashing weapons. They take half damage from fire. Intense cold acts as a Slow spell on water weirds. If reduced to 0 hp or less, a water weird is disrupted and returns to its home plane. A Purify Water spell will instantly kill a single water weird.



ELEPHANT

	Elephant (African)	Mammoth	Mastodon	Oliphant
CLIMATE/TERRAIN:	Subtropical to tropical jungle	Subarctic plains and tundra	Subarctic plains	Temperate to subarctic plains
FREQUENCY:	Common	Very rare (Common)	Very rare (Common)	Rare
ORGANIZATION:	Herd	Herd	Herd	Herd
ACTIVITY CYCLE:	Dawn, morning, evening, dusk	Day	Any	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Semi- (3-5)	Semi- (3-5)	Semi- (3-5)	Low (6-8)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1d12	1d12	1d12	1d8
ARMOR CLASS:	14	15	14	16
MOVEMENT:	75	60	75	75
HIT DICE:	11 (55 hp)	13 (65 hp)	12 (60 hp)	8+8 (48 hp) or 10+10 (60 hp)
NO. OF ATTACKS:	5	5	5	4
DAMAGE/ATTACK:	2d8 P x2/2d6 B/2d6 B x2	3d6 P x2/2d8 B/2d6 B x2	2d8 P x2/2d6 B/2d6 Bx2	3d4 P x2/3d4 B x2
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (11' tall)	L to H (10' to 14' tall)	L (10' tall)	L (8' to 10' tall)
MORALE:	Unsteady (6-8)	Unsteady (6-8)	Unsteady (6-8)	8+8: Unsteady (6-8) 10+10: Average (9-12)
XP VALUE:	4,000	6,000	5,000	8+8 Hit Dice: 2,000 10+10 Hit Dice: 4,000

Elephants

Elephants have thick, baggy hides, covered with sparse and very coarse tufts of gray hair. The elephant's most renowned feature is its trunk, which it uses as a grasping limb.

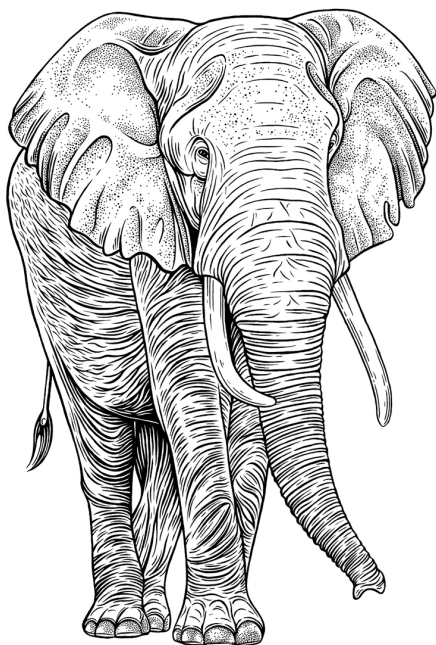
Combat: An elephant can make up to five attacks at one time in a battle. It can do 2d8 points of piercing damage with each of its two tusks; 2d6 points of bludgeoning damage with its trunk; and 2d6 points of bludgeoning damage with each of its front feet. No single opponent can be subject to more than two of these attacks at any one time. However, the elephant can battle up to six man-sized opponents at one time.

Creatures larger than ogre-sized are not subject to the elephant's trunk attack. Also, an elephant will never attempt to grasp anything that might harm its trunk - like an object covered with sharp spikes. Elephants greatly fear fire.

Habitat/Society: Elephants are peaceful herbivores that travel in a herd. The herd is made up of both male and female elephants, as well as their young. If a herd of 10 or more elephants is encountered, there will be 1-4 young, from 20% to 70% mature, with the group. In the herd, a clear hierarchy exists, with the older males in a clear position of dominance.

Occasionally, an older male elephant will be beaten by a rival in the herd. The defeated elephant must then leave the group, at which point it becomes a violent "rogue." Rogue elephants encountered alone are 90% likely to attack and will have no fewer than 6 hit points per hit die.

Ecology: Elephants are commonly captured when young and trained.



They make good beasts of burden but are often used in warfare as mounts and living battering rams, as well.

Elephant tusks are worth 100 to 600 hundred gold pieces each, or about 4 gp per pound. In areas heavily populated by elephants, a substantial trade in this ivory will be common.

Mammoth

This ancestor of the elephant was common during the Pleistocene era. Mammoths are covered with thicker, woolier hair than the modern elephant, and they are considerably larger. Mammoths are much more aggressive than elephants and will attack with less provocation. Because they are heavier, a mammoth's tusks are worth 50% more than an elephant's. Mammoths are rare when encountered outside of a Pleistocene campaign and will only be found in subarctic plains.

Mastodon

Like the mammoth, the mastodon is an ancestor of the elephant that was common in the Pleistocene era, when they roamed from subarctic to tropical plains. They are larger than the modern elephant, hairier, and somewhat greater in length. Encountered outside of a Pleistocene campaign, mastodons are rare, and found only in subarctic plains.

Oliphant

The oliphant is a modern-day mastodon, with shaggy hair and tusks that curve down. The oliphant's trunk is too short to be used in combat. This limits the number of man-sized opponents an oliphant can attack at one time to four. Oliphants are more intelligent than elephants and do not share its cousins' unreasoning fear of fire. They are also very aggressive, and when properly trained and fed, oliphants grow to greater bulk (10+10 Hit Dice) than their wild counterparts. These trained oliphants are excellent for combat duty and have a morale of 9-12. An oliphant's tusks are worth 100 to 400 gold pieces each, or about 4 gp per pound, but are smaller than an elephant's.





ELF

CLIMATE/TERRAIN:	High, Grey, or Wood Temperate to subtropical Forest	Aquatic Temperate/Shallow salt water	Drow Subterranean caves and cities	Drider Subterranean caves cities
FREQUENCY:	Uncommon	Very rare	Very rare	Very rare
ORGANIZATION:	Any	Bands	Clans, bands	Bands
ACTIVITY CYCLE:	Any	Any	Any when underground, night above ground	Any when underground, night above ground
DIET:	Omnivore	Omnivore	Omnivore	See below
INTELLIGENCE:	Very to High (11-15)	Very to High (11-15)	High to Exceptional (13-17)	High (13-15)
TREASURE:	Individual: N; G, S, T in lair	K, Q, (I, O, X, Y)	Nx5, Qx2	Nx2, Q
ALIGNMENT:	Chaotic good, tending toward neutral for wood elves	Chaotic good	Chaotic evil	Chaotic evil
NO. APPEARING:	20d10	20d6	5d10	1 or 1d4
ARMOR CLASS:	11 (15+ with armor)	11 (14+ with armor)	12 (16+ with armor)	17
MOVEMENT:	60	60, Sw 75	60 (75 for females)	60
HIT DICE:	1 (5 hit points)	1 (5 hit points)	2 (10 hit points)	6+6 (36 hit points)
NO. OF ATTACKS:	1	1	1 or 2	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon	1d4 P or by weapon
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	See below	3
SIZE:	M (5'+ tall)	M (6' + tall)	M (5' tall)	L (9' tall)
MORALE:	Elite (16-17)	Elite (16-17)	Elite (16-17)	Elite (16-17)
XP VALUE:	65 and up	65 and up	420 and up Clerics: 650	Transformed magic-users: 3,000 Transformed clerics: 5,000

High Elf

Though their lives span several human generations, elves appear at first glance to be frail when compared to man. However, elves have a number of special talents that more than make up for their slightly weaker constitutions.

High elves, the most common type of elf, are somewhat shorter than men, never growing much over than 5 feet tall. Male elves usually weigh between 90 and 120 pounds, and females weigh between 70 and 100 pounds. Most high elves are dark-haired, and their eyes are a beautiful, deep shade of green. They possess Twilight Vision, which allows them to see normally in dim light and by moonlight. The features

of an elf are delicate and finely chiseled.

Elves have very pale complexions, which is odd because they spend a great deal of time outdoors. They tend to be slim, almost fragile. Their pale complexion and slight builds are the result of a constitution that is weaker than man's. Elves, therefore, always subtract 1 point from their initial Constitution score. Though they are not as sturdy as humans, elves are much more agile, and always add 1 point to their initial Dexterity scores. Elven clothing tends to be colorful, but not garish. They often wear pastel colors, especially blues and greens. Because they dwell in forests, however, high elves often wear greenish grey

cloaks to afford them quick camouflage.

Elves have learned that it is very important to understand the creatures, both good and evil, that share their forest home. Because of this, elves may speak the tongues of goblins, orcs, hobgoblins, gnolls, gnomes, and halflings, in addition to Common and their own highly-developed language. They will always show an interest in anything that will allow them to communicate with, and learn from, their neighbors.

Combat: Elves are cautious fighters and always use their strengths to advantage if possible. One of their greatest strengths is the ability to pass through natural surroundings, woods, or forests, silently and almost invisibly (+2 bonus to all Stealth skill checks, in addition to their Proficiency Bonus). Military value of this skill is immense, and elven armies will always send scouts to spy on the enemy, since such spies are rarely caught - or even seen.

Although their constitutions are weak, elves possess an extremely strong will, such strong wills, in fact, that they have an immunity to all Charm and Sleep spells. They are also immune to the paralyzing touch of ghouls.

Elves live in the wild, so weapons are used for everything from dealing with the hostile creatures around their camps, to such mundane tasks as hunting for dinner. The elves' rigorous training with bows and swords, in addition to their great dexterity, gives them a natural bonus of +1 to hit when fighting with a short or long sword, or when using a bow of any kind, other than a crossbow.

Because of limitations of horses in forest combat, elves do not usually ride. Elves prefer to fight as foot soldiers and are generally armed as such. Most elves wear scale, ring, or chain mail, and almost all high elves carry shields. Although elves have natural bonuses when they use bows and swords, their bands carry a variety of weapons. The weapons composition of a band of elves is: spear 30%; sword 20%; sword and spear 20%; sword and bow 10%; bow 15%; two-handed sword 5%.

Elven fighters and multi-class fighters have a 10% chance per level to possess a magical item of use to his or her class. This percentage is cumulative and can be applied to each major type of magical item that character would use-for each class in the case of multi-class characters. (For example, a fighter/cleric of level 4 or 5 would have a 40% chance to have a magical item useful to fighters and a 50% chance of having an item useful to clerics.) In addition, if above 4th level, elven magic-users gain the same percentage chance to gain items but gain 1d4+1 magical items that are useful to them if a successful roll is made.

For every 20 elves in a group, there will be one 2nd or 3rd level fighter (50% chance of either). For every party of 40 elves, and in addition to the higher level fighter, there will be a 1st or 2nd level magic-user (again, 50% chance of either). If 100 or more elves are encountered, the following additional characters will be present: two 4th level fighters; one 8th level magic-user; and a 4th level fighter/magic-user/thief. Finally, if over 160 elves are encountered, they will be led by two 6th level fighter/magic-user/thieves. These two extremely powerful leaders will have two retainers each - a 4th level fighter/magic-user and a 3rd level fighter/magic-user/thief. All of these are in addition to the total number of elves in the band. Elven women are the equal of their male counterparts in all aspects of warfare. In fact, some bands of elves will contain units of female fighters, who will be mounted on unicorns.

This occurs rarely (5% chance), and only 10d3 elf maidens will be encountered in such a unit. However, the legends of the destruction wrought by these elven women are rampant among the enemies of the elves.

Habitat/Society: Elves value their individual freedom highly and their social structure is based on independent bands. These small groups, usually consisting of no more than 200, recognize the authority of a royal overlord, who in turn owes allegiance to a king or queen. However, the laws and restraints set upon elven society are very few compared to human society and practically negligible when compared to dwarven society.

Elven camps are always well-hidden and protected. In addition to the large number of observation posts and personnel traps set around a camp, high elves typically set 2d6 giant eagles as guardians of their

encampments (65% of the time). For every 40 elves encountered in a camp, there will be the following high level elves, as well as the leaders noted above: a 4th level fighter, a 4th level cleric, and a 2nd level fighter/magic-user/thief. A 6th level fighter/magic-user, a 5th level fighter, a 6th level fighter, and a 7th level cleric will also be present. Females found in a camp will equal 100%, children 50%, of the males encountered.

Because elves live for several hundred years, their view of the world is radically different from most other sentient beings. Elves do not place much importance on short-term gains, nor do they hurry to finish projects. Humans see this attitude as frivolous; the elves simply find it hard to understand why everyone else is always in such a rush.

Elves prefer to surround themselves with things that will bring them joy over long periods of time-things like music and nature. The company of their own kind is also very important to elves, since they find it hard to share their experiences or their perspectives on the world with other races. This is one of the main reasons elven families are so close. However, as friendship, too is something to be valued, even friends of other races remain friends forever.

Though they are immune to a few specific spells, elves are captivated by magic. Not specific spells, of course, but the very concept of magic. Cooperation is far more likely to be had from an elf, by offering an obscure, even worthless, (but interesting) magical item, than it is with two sacks of gold. Ultimately, their radically different perspective separates the elves from the rest of their world. Elves find dwarves too dour and their adherence to strict codes of law unpleasant. However, elves do recognize dwarven craftsmanship as something to be praised. Elves think a bit more highly of humans, though they see man's race after wealth and fleeting power as sad. In the end, after a few hundred years, all elves leave the world they share with dwarves and men, and journey to a mysterious land where they live freely for the rest of their extremely long lives.



Ecology: Elves produce fine clothes, beautiful music, and brilliant poetry. It is for these things that other cultures know the folk of the forest best. In their world within the forest, however, elves hold in check the dark forces of evil, and the creatures that would plunder the forest and then move on to plunder another. For this reason alone, elves are irreplaceable.

Half-Elf

Half-elves are of human stock and have features of both the elf and human parents. They are slightly taller than common elves, growing as tall as 6 feet and weighing up to 150 pounds. Though they do not gain the natural sword or bow bonuses from their elven relatives, but they do have normal elven Twilight Vision.

A half-elf can travel freely between most elven and human settlements, though occasionally prejudice will be a problem. The half-elf's life span is their biggest source of grief, however. Since a half-elf lives more than 125 years, he or she will outlive any human friends or relatives but grow old too quickly to be a real part of elven society. Many half-elves deal with this by traveling frequently between the two societies, enjoying life as it comes; the best of both worlds. Half-elves may speak Common, Elvish, Gnomish, Halfling, Goblin, Orc, and Gnoll.

Grey Elf (Faerie)

Grey elves have either silver hair and amber eyes, or pale golden hair and violet eyes (the violet-eyed ones are known as faerie elves). They favor bright garments of white, gold, silver, or yellow, and wear cloaks of deep blue or purple. Grey elves are the rarest of elves, and they

have little to do with the world outside their forests. They value intelligence very highly (and gain a +1 bonus to Intelligence), and, unlike other elves, devote much time to study and contemplation (taking a -1 penalty to Strength). Their treatises on nature are astounding.

Grey elves value their independence from what they see as the corrupting influence of the outside world and will fight fiercely to maintain their isolation. All grey elves carry swords, and most wear chain mail and carry shields. For mounts, grey elves will ride hippogriffs (70%) or griffons (30%). Those that ride griffons will have 3d4 griffons for guards in their camps, instead of giant eagles.

Valley Elf

Whether a separate race of elvenkind or simply an offshoot of grey elves, the elves of the Valley of the Mage have distinctive features and characteristics. In the WORLD OF GREYHAWK® fantasy world setting, they are found only in the immediate vicinity of the Valley of the Mage. They are known as valley elves to most races, but other elves use a derogatory term implying the status of slaves or created things rather than servants or allies.

Other than the distinctive attributes described below, valley elves conform closely to the characteristics of grey elves, and of elvenkind in general. Their alignment tends more towards chaotic neutral than good.

Valley elves are as tall as most humans, but thin with sharp and pointed features. Their hair is pale yellow in the summer, darkening to a rich gold in the winter months. They dress in blues and greens, usually in garments that are loose and flowing. When necessary, valley elves can pass as humans. (Indeed, the Mage of the Valley is rumored to have valley elf spies and assassins arrayed in a network stretching across several kingdoms.)

Combat: Like most other elves, their preferred weapons are the bow and the long sword. Many valley elves own and wear suits of chain mail.

The elves of the Valley of the Mage have been known to raid other territories, probably at the behest of their liege. They are also a loyal home guard, patrolling the Mage's lands, more or less in cooperation with gnomes and strange, fierce monsters. Wherever they are encountered, valley elves are quick to initiate combat.

The typical valley elf is a 1st level fighter/magic-user (only 25% of the elves are unable to cast spells). Valley elves are most often encountered in squads of 10d4. Spell choice and weapon use is coordinated. (For example, a wall of sword-wielding elves will protect a second rank of archers and a third rank of elves wielding offensive spells.) However, once such simple coordination is worked out, valley elves have no feel for tactics. Fighters, particularly those carrying swords, are not inclined to worry much about group tactics in combat; each fighter's tactics are intelligent and well-thought-out, but they may not mesh well with the intelligent plans of his neighbor.

Valley elves are excellent horsemen, though they do not ride other mounts. They rarely fight from horseback, preferring to ride up to a foe, dismount, and engage on foot.

For every five valley elves encountered, there is an additional 2nd level fighter/magic-user. For every ten, there is an additional leader of 3rd level. If more than 30 elves are encountered, the squad is led by an elf of 6th level, with two assistants, each 4th level. These leaders expect their orders to be obeyed; they can occasionally counteract the individuality displayed by valley elves at war.

Wandering bands of valley elves often (75%) have 1d4 cooshee (elven dogs) as guards.

Habitat/Society: The Valley of the Mage is a dangerous place, with wild monsters let loose to discourage visitors, subtle traps, and other hazards. Rather than being at risk, though, the valley elves are part of the danger. The elves obey their liege and his First Protector (a female elf, rumored to be a drow, in charge of defenses against unwarranted intrusions) and are in turn kept safe from the lands they patrol.

Occasionally, a visitor stumbles onto one of the bands of valley elves, settled among the hills. The elves know that none of the Mage's invited visitors is supposed to encounter them, and so they attack with intent to capture the intruders and take them to the First Protector.

Communities have 2d4 cooshee, as well as a council leader, traditionally a valley elf of 4th to 8th level as a fighter/magic-user. Valley elves are, by nature, reclusive and predisposed to resent most other races, except gnomes, whom they tolerate.

Other elves dislike valley elves, believing that they have sold out their most valued treasure, their independence, to the Mage. They are also less than enthusiastic about valley elves taking orders from the drow First Protector.

Ecology: The Mage provides for most of the valley elves needs, and they forage for the rest. In return they serve the Mage as agents and guards. They have raided Bissel, the Gran March, Ket, and the Duchy of Geoff.

Wood Elf (Sylvan Elf)

Also called sylvan elves, wood elves are the wild branch of the elf family. They are slightly darker in complexion than high elves, their hair ranges in color from yellow to coppery-red, and their eyes are light brown, light green, or hazel. They wear clothes of dark browns and greens, tans and russets, to blend in with their surroundings. Wood elves are very independent and value strength over intelligence. They will avoid contact with strangers 75% of the time.

In battle, wood elves wear studded leather or ring mail, and 50% of their band will be equipped with bows. Only 20% of wood elves carry short swords, and only 40% use spears. Wood elves gain a +1 bonus to attack rolls made with short swords, shortbows, longbows, and spears.

Wood elves prefer to ambush their enemies, using their ability to hide in the forest until their foes are close at hand. In most cases (70%), wood elf camps are guarded by 2d4 giant owls (80%) or by 1d6 giant lynx (20%). These elves speak only Elvish, Sylvan, and the tongue of treants. Wood elves are more inclined toward neutrality than good and are not above killing trespassers who stumble across their camps, in order to keep their locations secret.

Wild Elf (Grugach)

The grugach are wild elves, akin to sylvan or wood elves, but smaller, lighter, and very pale. When not in their tribal bands, they dress in leather armor decorated with the shapes of leaves or of the animals of the deep forest. Except where otherwise noted, grugach conform to the specifics of wood elves and of elves in general. They are native to the WORLD OF GREYHAWK® fantasy world setting.

While it is true that many bands of wood elves are secretive and even dangerous when stumbled upon, it is the grugach who have given the wood elves a reputation for ruthless xenophobia. As a rule, a party that meets with a band of elves who do not speak Common (grugach speak only Elvish, Treant, and Sylvan) should consider themselves in trouble.

Combat: Grugach are fierce fighters, but not as well-versed in the use of the sword as are other elves, as there's little space to swing a sword in the dense virgin woodlands where the grugach live. They make up for this by gaining a +1 bonus to their attack roll with a spear, as well as with a bow.

Grugach are very skilled at setting traps (+4 to all Survival and Disable Device skill checks to make or disable snares and other traps). These consist principally of pits and snares in and around their home territory.

Grugach have no magic-users, but there are multi-classed fighter/druids. These characters fight to keep the woods dean of civilization, and to keep unwanted strangers away.

Habitat/Society: Grugach are a type of wood elves who long ago withdrew into the deep forests. They welcome no intrusions on their territory, not even by other elves, or such woods-loving people as druids. Two old elven poems cite this as the reason that the grugach enjoy the effects of animal friendship with the animals of the forest. Indeed, grugach might ride stags as steeds.

Bands of grugach consist of about six family units of five to ten elves each, living in a widespread camp of several ground-level or tree-level huts. If intruded upon by well-meaning but innocent characters, the grugach immediately capture the intruders and lead them, drugged and blindfolded, to distant areas of the woods where the intruders might be released without endangering the security of the grugach. If the intruders are evil, or if they offer resistance to the grugach, the wild elves almost certainly attack to kill.

Grugach seem particularly attracted to platinum, a metal they find beautiful and well-suited for their jewelcraft. Grugach are sometimes hunted for their riches, but thieves who attempt this are usually disappointed by the small amount of treasure carried by grugach (thieves are also horrified by the dedication the wild elves demonstrate in hunting down such villains).

Ecology: The grugach live in harmony with their surroundings. They are the only intelligent race in their neck of the woods. They dedicate themselves to protecting the woods against intrusion by other intelligent races.



Aquatic Elf

Beneath the crashing waves of wild coastlines lives the sea-elf, aquatic cousin of the woodland elves in conduct and outlook.

Aquatic elves live for many centuries, and their eyes often show the effects of such great age. Otherwise, sea elves show little evidence of aging. They have gill slits on either side of their throats, and greenish-silver skin. Their hair is usually stringy, and emerald green to deep blue in color. Males usually wear their hair short, but females allow their hair to reach as much as 4 feet in length. Unlike mermen, aquatic elves have legs and usually wear clothes woven from underwater plants and reeds. Their dress is quite intricate, most often of greens, blacks, and browns woven in subtle, swirling designs. Sea elves speak Elvish, Sahuagin, and an oddly accented Common.

Combat: Sea elves are a peaceful culture. It is a rare sight to see an aquatic elf launch an attack, and rarer still for an entire band to prepare for war. Sea elves will leave their homes to go to battle only when the entire community is in danger, or against great enemies. When forced to war, they impress all opponents with their fierce bravery and skill.

If given their choice of battlefield, aquatic elves would prefer to fight in a bed of seaweed, or on the reefs, where their natural coloration and stealth skills can give them the chance to hide from their enemies. Sea elves enjoy the ability to move unhindered through seaweed, giving them tremendous advantages in maneuverability. In addition to the Twilight Vision of their land-based cousins, they can see clearly at amazing distances beneath the water. An aquatic elf can count the troops of an enemy at distances of up to 1 mile.

Their preferred weapons are the trident and the spear. These are used for hunting as well as for combat. The trident and spear are wielded so well by sea elves, that they receive a +1 bonus to their attack roll when using them. They will also use weighted combat nets against

their enemies (see PHB, page 49).

On some worlds, sea elves are unable to cast spells. The reasons for this are unknown, but there is a legend among these non-magical sea elves that the drow stole this ability from them, long ages ago.

Like their surface counterparts, aquatic elves immunity to Sleep and Charm spells. They are also immune to the paralyzing touch of ghouls.

In combat, leadership is divided according to the size of the war party. For every 20 elves in a band, there is an additional 3rd level fighter. For every 40 elves, there is an additional 4th level fighter. In a force numbering over 100, there will be an 8th level fighter and two 5th level lieutenants (in addition to the 3rd and 4th level fighters above). A combat unit of more than 160 elves are accompanied by a 9th level fighter and a 6th level thief, in addition to their original numbers.

Sea elves befriend dolphins and employ them as companions and comrades-in-arms. In any party of at least 20 sea elves, there's a 50% chance for them to be accompanied by 1d3 dolphins. The dolphins are companions; however, they are neither pets nor cannon fodder. When danger threatens, dolphins join the combat as willing allies.

Battle tactics of the sea elves differ from one band to another, but common strategies include the following:

- A charge from directly beneath an opponent. This is particularly effective against unwanted visitors from the surface, who are unaccustomed to being attacked from below. If the elf launched this attack from a bed of seaweed, he might well escape back to cover before his opponents could react.
- A beaching, usually by more than one elf. Sea elves can survive on land for an hour or so, though in a state of growing discomfort. Many of their opponents, like sharks, cannot. Several elves may attempt to wrestle an opponent to the beach, taking it well away from the ocean.
- Traps. Beds of seaweed and coral reefs are excellent staging areas for all manner of spring-loaded booby-traps, nets, and perhaps magical entrapments designed and built by surface elves in return for favors. Predators have often decided to turn toward easier prey after encountering a sea elf band's defenses.

Habitat/Society: Small communities of 3d100+100 normal inhabitants are the rule of aquatic elven lifestyle. These communities are often found in heavy weed beds in sheltered waters, though the aquatic elves may fashion homes in caverns in lagoon bottoms and coral reefs. Sea elf communities keep in touch with each other through an elaborate and inefficient custom of wandering herald/messengers who travel from one band to another, much like postal carriers transmitting oral messages. In each community, there are several leader-types, as outlined earlier, ruled over by a fighter of 10th-12th level, with a personal guard of eight 7th level elf fighters. Magical weapons would be carried by the leader or one of his guards.

Aquatic elves are an anti-social race. They avoid air-breathers as well as other races that dwell beneath the waves. Their cities are usually carved from the rock beneath beds of seaweeds, practically invisible to non-elves.

As independent as the freedom-loving elves are of each other's communities, they live in even greater isolation from the rest of the undersea races, whom they would rather not deal with. Although the aquatic elves see nothing wrong with mermen, tritons, and other good-aligned undersea races, the elves see no reason to involve themselves in the problems of such transitory peoples. It is part of the elven philosophy to let others go about their business with a minimum of interruption; aquatic elves would prefer if others returned the favor.

Those aquatic elves who are willing to deal with non-elves are highly insulted if the non-elves express any lack of confidence in the sea elf's word. An aquatic elf who makes a promise will carry out his obligation unto death. Should he be killed before he can succeed, his entire band will work to see that the promise is fulfilled. On the other hand, aquatic elves do not accept promises from non-elven characters. The sea elves know that they are the only race with the honor to carry out the duties of its dead members. Besides, only elves live long enough to guarantee that they'll have the time to fulfill a vow.

Dolphins are one of the few creatures the sea elves genuinely like. There are 3d6+2 dolphins swimming about most aquatic elf bands, providing one of the few clues as to where the elven cities are located.

Aquatic elves are also fairly fond of land elves. It is uncertain how closely related the two races are, although matings between land elves and aquatic elves produce elves with the coloring of high elves, but with greenish hair. As they have hidden gill slits that open up when they dive under the surface, these elves can breathe either air or water indefinitely. The attitudes and abilities of these half-breeds depend upon whether they were reared in the forests or the rich kelp beds, with individuals inclined to follow the lifestyles of their mothers.

Sea elves have an outlook on the world that comes from long lives among quiet natural beauty. Even with magical assistance to enable them to breathe air, aquatic elves are uncomfortable above the waves, and so very few have seen the forests that the high elves speak of with such enthusiasm. But there are few aquatic elves who would not like to take the impossible trip overland to see the wonders of a forest first-hand.

Sea elves hate sahuagin. This isn't much of a surprise, as almost every undersea race, with the exception of the perverse *ixitachits*, hates the sea-devils. But sea elves generate a passion for conflict with the sahuagin that surprises even themselves. Aquatic elves leave their sheltered bands in war parties if they have reason to suspect that sahuagin are dwelling nearby. Should a party of sea elves encounter sahuagin, the former nearly always attack if they outnumber their hated foes. Aquatic elves also make it a point to kill any great sharks in their territory.

Sea elves have no other major enemies, but they dislike surface-dwelling fishermen, due to the numbers of sea elves snared in nets, or mistakenly killed as sahuagin by these ignorant humans.

The sea elves have legends that speak of far-away undersea elves who have learned to change shape into sea otters or dolphins. There have been search parties motivated by these tales, but no such elves have ever been found.

Ecology: Each band of sea elves is self-sufficient, raising their kelp and hunting fish when necessary. Sea elves scavenge. They are enchanted by the idea of magic, but they realize that land elves are more equipped to deal with it. They often trade rare or decorative items they have found to the high elves in exchange for metal weapons and tools, which they cannot forge underwater.

Aquatic elves are valuable sources of information regarding the lands beneath the sea. Their scavenging parties have uncovered artifacts and tidbits of knowledge from a vast collection of underwater ruins and sunken ships. Sea elf traders remember the histories of other races back beyond the imaginings of the current generation. The trick is to get them to reveal this information.

Malenti

There is a bond between aquatic elves and their hated enemies, the sahuagin, that neither race openly acknowledges. If sea elves are present within a mile or so of a sahuagin encampment, then approximately one out of every hundred sahuagin births resembles an aquatic elf rather than a sea-devil. Most of the time, these offspring, known as malenti, are eaten by their parents. Once in a great while, a malenti is allowed to live to adulthood because its physical resemblance to an aquatic elf, in combination with its sahuagin upbringing and attitude, make it an ideal spy in elven communities. Indeed, malenti often develop the ability to sense the presence and position of any aquatic elves within 120 feet, an invaluable skill for either a spy or a scout for an invading sahuagin force.

Few aquatic elves believe in the existence of malenti, as they suggest some disturbing possibilities about sahuagin origins. Malenti do exist, however, and are identical to aquatic elves in most ways. They age much faster, though, with a life span of only 170 years or so. Although the sea elves themselves have a difficult time discerning malenti spies, dolphins might (20%) sense one of the changelings. malenti, understandably, aren't fond of dolphins.

It is possible for sahuagin and malenti to breed, the issue invariably being malenti. In this way, whole sahuagin communities have vanished, replaced by malenti. These extraordinarily rare bands resemble aquatic elves in nearly every way (except life span, known languages, and other obvious aspects), but they are just as evil as their sahuagin parents. They often fight in that style, and they worship the same evil powers as the sahuagin.

Drow Elf (Dark Elf)

These dreaded, evil creatures were once part of the community of elves that still roam the world's forests. Now these dark elves inhabit dark caves and winding tunnels under the earth, where they make dire plans against the races that still walk beneath the sun, on the surface of the green earth.

Drow have jet black skin and pale, white or silver hair. They are shorter and slender than humans, seldom reaching more than 5 feet in height. Male drow weigh between 80 and 110 pounds, and females between 95 and 120 pounds. Drow have finely chiseled features, and their fingers and toes are long and delicate. Male drow gain a +1 to their Intelligence and Dexterity scores but suffer a -1 penalty to Wisdom and Constitution. Female drow gain a +1 bonus to their Dexterity, Intelligence, and Charisma scores but suffer a -1 penalty to Strength and Constitution.



Drow clothing is usually black, functional, and often possesses special properties, although it does not radiate magic. For example, drow cloaks and boots act as if they are *cloaks* and *boots of elvenkind*, except that the wearer is only likely to remain undetected in areas of deep shadow or in areas of natural darkness. The material used to make drow cloaks does not cut easily and is fire resistant, giving the cloaks a +6 bonus to Item Saving Throws against fire. These cloaks and boots fit and function only for those of elven size and build. Any attempt to alter a drow cloak has a 75% chance of unraveling the material, making it useless.

In the centuries they've spent underground, drow have learned the languages of many of the intelligent creatures of the underworld. Besides their own tongue, an exotic variant of Elvish, drow speak both Common and the subterranean trade language (Undercommon) used by many races under the earth. They speak the languages of gnomes and other elves fluently.

Drow also have their own silent language composed of both signed hand movements and body language. These signs can convey information, but not subtle meaning or emotional content. If within 30 feet of another drow, they can also use complex facial expressions, body movements, and postures to convey meaning. Coupled with their hand signs, these expressions and gestures give the drow's silent language a potential for expression equal to most spoken languages.

Combat: The drow's world is one in which violent conflict is part of everyday life. It should not be surprising then, that most drow encountered, whether alone or in a group, are ready to fight. Drow encountered outside of a drow city are at least 2nd level fighters.

Drow wear finely crafted, non-encumbering, black mesh armor. This extremely strong mail is made with a special alloy of steel containing adamantite. The special alloy, when worked by a drow armorer, yields mail that has the same properties of a *chain shirt* +1 to +5, although it does not radiate magic. Even the lowliest drow fighters have, in effect, a +1 *chain shirt* while higher level drow have more finely crafted, more powerful, mail. (The armor usually has a +1 for every four levels of experience of the drow wearing it.) Dark elves also carry small shields (bucklers) fashioned of adamantite. Like drow armor, these special shields may be +1, +2, or even +3, though only the most important drow fighters have +3 bucklers.

Most drow carry a long dagger and a short sword of adamantite alloy. These daggers and swords can have a +1 to +3 bonus, and drow nobles may have daggers and swords of +4 bonus. Some drow (50%) also carry hand crossbows. Dark elves commonly coat crossbow bolts with poison that renders a victim unconscious, unless he rolls a successful CON Saving Throw (with a DC of 10 + ½ of the drow's level). The effects last 2d4 hours. Others carry small javelins coated with the same poison as the darts. A few drow carry adamantite maces (+1 to +5 bonus) instead of blades.

Drow have the +2 Stealth and Perception bonuses of elvenkind and have superior Darkvision (120 feet). They also have the same intuitive sense about their underground world as dwarves.

All dark elves receive training in magic and are able to use the following spells once per day: Dancing Lights, Faerie Fire, and Darkness 15' Radius. Drow above 4th level can use Levitate, Know Alignment, and Detect Magic once per day. Drow clerics can also use Detect Lie, Clairvoyance, Suggestion, and Dispel Magic once per day.

Perhaps it is the common use of magic in drow society that has given the dark elves their incredible resistance. Drow have a base resistance to magic of 10, which increases by 1 for every 2 levels of experience. All dark elves save against all magical attack (including devices) with a +2 bonus. Thus, a 4th level drow has a base Magic Resistance of 12 and a +2 bonus to her Saving Throws against spells that get past her Magic Resistance. They retain the elven immunities to Sleep, Charm, and ghoul's paralysis.

Drow encountered in a group always have a leader of a higher level than the rest of the party. If 10 or more drow are encountered, a fighter/magic-user of at least 3rd level is leading them. If 20 drow are encountered, then, in addition to the higher level fighter/magic-user, there is a fighter/cleric of at least the 6th level. If there are more than 30, up to 50% are clerics and the leader is at least a 7th level fighter/cleric, with a 5th level fighter/magic-user for an assistant, in addition to the other high level leaders.

Dark elves do have one great weakness - bright light. Because the drow have lived so long in the earth, rarely venturing to the surface, they are no longer able to tolerate bright light of any kind. Drow suffer a -10 penalty to Stealth skill checks in daylight. Drow suffer a -2 penalty to attack rolls, Armor Class, and Dexterity checks when in daylight. Spellcasters and psionists must make a DC 10 Concentration Check in order to successfully cast spells or activate psionic abilities while in daylight. The relatively dim light given off by such sources as torches, lanterns, magic weapons, Light spells, and Faerie Fire spells does not adversely affect a dark elf.

Because of the serious negative effects of strong light on the drow, they are 75% likely to leave an area of bright light, unless they are in battle.

Habitat/Society: Long ago, dark elves were part of the elven race that roamed the world's forests. Not long after they were created, though, the elves found themselves torn into rival factions; one following the tenets of evil, the other owning the ideals of good (or at least neutrality). A great civil war between the elves followed, and the selfish elves who followed the paths of evil and chaos were driven into the depths of the earth, into the bleak, lightless caverns and deep tunnels of the underworld. These dark elves became the drow.

The drow no longer wish to live upon the surface of the earth. In fact, few who live on the surface ever see a drow. But the dark elves resent the elves and faeries who drove them away, and scheme against those that dwell in the sunlight.

Drow live in magnificently dark, gloomy cities in the underworld that few humans or demihumans ever see. They construct their buildings entirely out of stone and minerals, carved into weird, fantastic shapes. Those few surface creatures that have seen a dark elf city (and returned to tell the tale) report that it is the stuff of which nightmares are made.

Drow society is fragmented into many opposing noble houses and merchant families, all scrambling for power. In fact, all drow carry brooches inscribed with the symbol of the merchant or noble group they are allied with, though they hide these and do not show them often. The drow believe that the strongest should rule; their rigid class system, with a long and complicated list of titles and prerogatives, is based on the idea.

Most worship a dark goddess, called Lolth by some, and her priestesses hold very high places in society. Since most drow clerics are female, women tend to fill nearly all positions of great importance.

Drow fighters go through rigorous training while they are young. Those who fail the required tests are killed at the program's conclusion. That is why dark elf fighters of less than 2nd level are rarely seen outside a drow city.

Drow often use giant lizards as pack animals, and frequently take bugbears or troglodytes as servants. Drow cities are havens for evil beings, including mind flayers, and drow are allied with many of the underworld's evil inhabitants. On the other hand, they are constantly at war with many of their neighbors beneath the earth, including dwarves or dark gnomes (svirfneblin) who settle too close to a drow city. Dark elves frequently keep slaves of all types, including past allies who have failed to live up to drow expectations.

Ecology: The drow produce unusual weapons and clothing with quasi-magical properties. Some scribes and researchers suggest that it is the strange radiation around drow cities that make drow crafts special. Others theorize that fine workmanship gives their wonderfully strong metals and superior cloth its unique attributes. Whatever the reason, it's clear that the drow have discovered some way to make their clothing and weapons without the use of magic.

Direct sunlight utterly destroys drow cloth, boots, weapons, and armor. When any item produced by them is exposed to the light of the sun, irreversible decay begins. Within 2d6 days, the items lose their magical properties and rot, becoming totally worthless. Drow artifacts, protected from sunlight, retain their special properties for 1d20+30 days before becoming normal items. If a drow item is protected from direct sunlight and exposed to the radiations of the drow underworld for one week out of every four, it will retain its properties indefinitely.

Drow sleep poison, used on their darts and javelins, is highly prized by traders on the surface. However, this poison loses its potency instantly when exposed to sunlight and remains effective for only 60 days after it is exposed to air. Drow poison remains potent for a year if kept in an unopened packet.

Driders

These strange creatures have the head and torso of a drow and the legs and lower body of a giant spider. Driders are created by the drow's dark goddess. When a dark elf of above-average ability reaches 6th level, the goddess may put him or her through a special test. Failures become driders.

Driders are able to cast all spells a normal drow can use once per day. They also retain any magical or clerical skills they had before transformation. A majority of driders (60%) were clerics of 6th or 7th level before they were changed, all other driders were magic-users of 6th, 7th, or 8th level.

Driders often use swords or axes, though many carry bows. Driders can bite for 1d4 points of piercing damage, and those bitten must make a DC 15 CON or be paralyzed for 6d6 minutes.

Because they have failed their goddess's test, driders are outcasts from their own communities. Driders are usually found alone or with 2d6 huge spiders (10% chance), rather than with drow or other driders.

They are violent, aggressive creatures that favor blood over all types of food. They stalk their victims tirelessly, waiting for the right chance to strike.



ETTERCAP

CLIMATE/TERRAIN:	Heavily wooded forest
FREQUENCY:	Rare
ORGANIZATION:	Solitary or pairs
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d2
ARMOR CLASS:	14
MOVEMENT:	60
HIT DICE:	5 (25 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3 S x2/1d8 P
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Traps (see below)
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Elite (16-17)
XP VALUE:	650



Ettercaps are ugly bipedal creatures that get along very well with all types of giant spiders. These creatures of low intelligence are exceedingly cruel, very cunning, and are skilled in setting traps - very deadly traps - much like the spiders that often live around them.

Ettercaps stand around six feet tall, even with their stooping gait and hunched shoulders. The creatures have short, spindly legs, long arms that reach nearly to their ankles, and large pot-bellies. The hands of ettercaps have a thumb and three long fingers that end in razor sharp claws. Their bodies are covered by tufts of thick, wiry, black hair, and their skin is dark and thick. Ettercaps' heads are almost equine in shape, but they have large reptilian eyes, usually blood-red in color, and large fangs, one protruding downward from each side of the mouth. The mouth itself is large and lined with very sharp teeth.

Ettercaps do not have a formal language. They express themselves through a combination of high-pitched chattering noises, shrieks, and violent actions.

Combat: If caught in a battle, an ettercap first strikes with its claws, causing 1d3 points of damage with each set. The creature then tries to bite its opponent, inflicting 1d8 points of damage with its teeth and powerful jaws. A successful bite attack by an ettercap enables the monster to inject its victim with a powerful poison from the glands above the ettercap's fangs.

The poison secreted by an ettercap is highly toxic and very similar to the poison of giant spiders. A creature injected with it must immediately roll a DC 13 CON Saving Throw. A failed roll means that the creature dies within 10d4 minutes when the toxin paralyzes the victim's heart.

Many adventurers never get the chance to raise a sword against ettercaps because of the devious traps they use for protection. Ettercaps prefer to ambush unwary travelers and lead them into traps rather than fight them face to face.

Like spiders, ettercaps have silk glands located in their abdomen. The thin, strong strands of silvery silk-like material these glands secrete are used by ettercaps to construct elaborate traps made up of nets, trip wires, garottes, and anything else the monsters can make out of the strands. The traps are designed so that they often immobilize the adventurer who stumbles into it. If this is the case, ettercaps never hesitate to attack that character first, trying to poison the victim before he escapes. Different ettercaps prefer different trap designs, so encounters with different ettercaps should expose the adventurer to new traps each time.

Habitat/Society: Ettercaps prefer to dwell in the deepest part of a forest, near paths that are frequented by game or travelers. The creatures' nests are made of a frame of strands filled with rotting leaves and moss. The lairs are often located on the ground, but can also be found up in large, sturdy trees. No treasure is to be found in ettercap lairs, but occasionally items dropped by adventurers who have fallen into ettercap traps are found nearby.

Though usually only one ettercap is encountered at any time, on rare

occasions a pair of ettercaps can be found together. The pairs encountered are always mated couples, though the female and male appear to be identical. Ettercap young are abandoned as soon as they are born, so adults are never encountered with young.

Ecology: An ettercap eats any meat, regardless of the type of creature from which it comes. Upon capturing a victim, the ettercap poisons it so it cannot escape; once the creature is dead, the ettercap immediately devours as much of the corpse as possible. Typically, an ettercap can consume an entire deer or a large humanoid in a single sitting. Anything remaining after the ettercap has gorged itself is left for scavengers.

Often (40%), 2d4 spiders of some monstrous type are found cooperating with an ettercap. The ettercap uses any giant spider webs available when it designs its traps. Creatures killed by an ettercap in the web of a giant spider are shared with the spider instead of being devoured entirely by the ettercap.

Ettercap poison is highly valued, partly because of its extreme toxicity and partly because it is rather difficult to obtain. An ettercap's poison glands hold only one ounce of poison at any time, but this ounce is worth up to 1,000 gp on the open market.

EYEWING



CLIMATE/TERRAIN:	The Abyss (preferred)
FREQUENCY:	Rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	None known
INTELLIGENCE:	Low (6-8)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d20
ARMOR CLASS:	16
MOVEMENT:	Fl 120 (B)
HIT DICE:	3 (15 hit points)
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1d6 S x2/1d4 P or eyewing tears
SPECIAL ATTACKS:	Tears
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (15' wingspan)
MORALE:	Steady (13-15)
XP VALUE:	650

Eywings are loathsome inhabitants of the Abyss. They are obedient, loyal, and dumb - perfect servitors for the dark gods and their more powerful minions.

An eyewing's body is a fat, egg-shaped ball covered with matted black fur. The 5-foot-wide body is supported by a pair of five-foot-long leathery bat wings. Each wing is tipped with a set of three razor-sharp talons. An 8-foot-long rat's tail dangles from the back of the body. The tail ends in a small, sharp spur. It has no feet and has never been known to land.

The body is dominated by the single, bulging, 4-foot-wide eyeball. The eyeball is black with a blood-red pupil. A vile blue fluid continuously leaks from the eye, soiling its fur. Great leathery eyelids squeeze this fluid out and away from the creature. The stench is unbelievable. It gives off an acidic smell that scorches the sensitive tissues in other creatures' noses and mouths.

Combat: An eyewing has two main forms of attack. The most common form is to use its claws and tail to strike its opponents. It can either

swoop down on them, or hover and slash. Its second form of attack is to bomb its enemies with a large eyewing tear that is squeezed out of the large eyeball by the leathery eyelid. It has amazing control over the release of the tear - it has the same chance to hit with a tear as with its melee attacks. It releases a tear when it is within 100 feet of its target. It can deliver this attack while hovering or diving.

An eyewing tear is a one-foot-diameter ball of poisonous blue fluid. The attack roll determines if the target dodged the tear. If the tear hits, the victim must roll a successful DC 12 CON Saving Throw or suffer 2d6 points of poison damage (success means only 1d6 points of damage). The tears also splash onto anyone within five feet of the target. Those splashed suffer 1d4 points of poison damage unless they make a DC 10 CON save for no damage.

A tear hardens into a rubbery lump within 2d6 hours after being shed. The exact time depends upon the humidity, temperature, etc. Anybody handling a hardened tear must roll a successful DC 12 CON Saving Throw or suffer 1 point of poison damage.

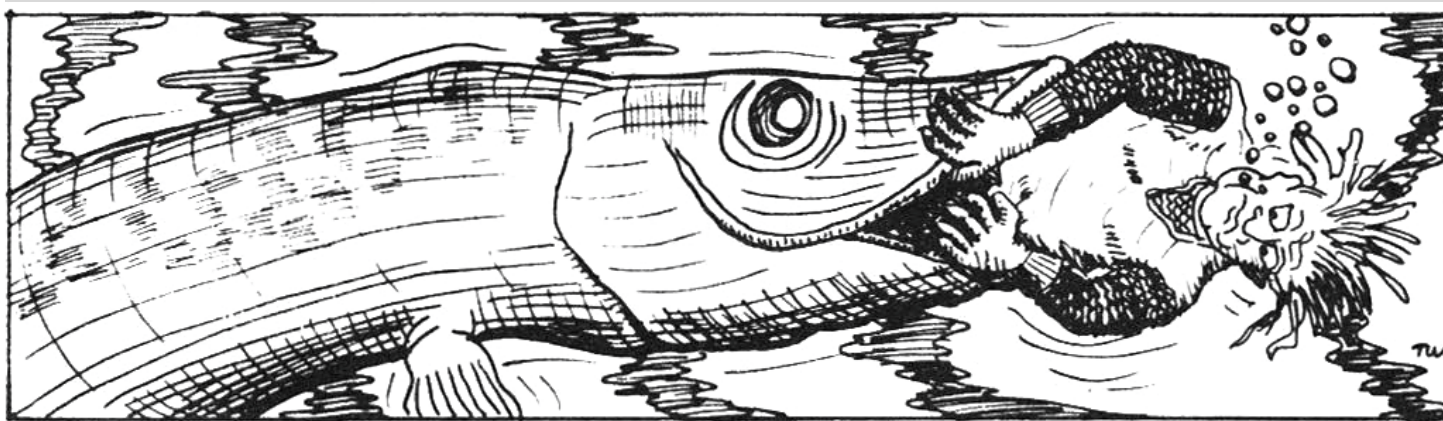
Eyewings have extremely acute vision that enables them to see with perfect accuracy for up to 25 miles. They also have Darkvision out to 120 feet. They are immune to all cold-based attack forms.

Habitat/Society: Eyewings are supernatural creatures that exist only to serve their dark masters. When left without orders they become sluggish and listless. This should not be taken to mean that they are any less dangerous. This listlessness is their expression of boredom, but nothing relieves eyewing boredom quite like tearing apart innocent creatures.

Eyewings have no society as such. They do not have a culture. Their simple language consists of shrill squeaks. They understand other spoken languages but cannot speak them. When in the Abyss they are found only on layers that allow for flying. Their immunity to cold makes them at home on any of the icy layers as well.

Ecology: Eyewings are sexless creatures that are not a part of nature. They kill even when they're not ordered to, just for the pleasure of it. Eyewings have been encountered on the moon, where there is no air to breathe and no water to drink. It is assumed that they do not need air or water. They have never been seen to eat; it is assumed by most who have studied them that they are sustained by magic. The more powerful creatures of the Abyss have no qualms about an eyewing snack should one be nearby, but they are not the natural prey of any creature.

FISH



Fish	#AP	AC	MV	HD	# of Att	Dmg/Att	Morale	XP Value
Barracuda	2d6	14	Sw 150	1 to 3 (5 to 15 hp)	1	2d4 S	Steady (13-15)	1 HD: 15 2 HD: 35 3 HD: 65
Carp, Giant	1d4	14	Sw 90	8 to 12 (40 to 60hp)	1	2d10 P + swallow	Average (9-12)	8 HD: 3,000 9 HD: 4,000 10 HD: 5,000 11 HD: 6,000 12 HD: 7,000
Catfish, Giant	1	13	Sw 90	7 to 10 (35 to 50 hp)	1	3d4 P + swallow + poison	Average (9-12)	7 HD: 2,000 8 HD: 3,000 9 HD: 4,000 10 HD: 5,000
Dragonfish	1	16	Sw 30	2 (10 hp)	1	1d6 P + spines + poison	Unsteady (6-8)	270
Eel, Electric	1d3	11	Sw 60	2 (10 hp)	1	1d3 P + shock	Unsteady (6-8)	65
Eel, Giant	1d4	14	Sw 45	5 (25 hp)	1	3d6 P	Average (9-12)	175
Eel, Marine	1	14	Sw 45	6 to 8 (30 to 40 hp)	1	6 HD: 2d4P + shock 7 HD: 3d4P + shock 8 HD: 4d4P + shock	Average (9-12)	6 HD: 420 7 HD: 650 8 HD: 975
Eel, Weed	10d6	12	Sw 75	1-1 (5 hp)	1	1 P + poison	Unsteady (6-8)	120
Gar, Giant	1d6	17	Sw 150	8 (40 hp)	1	5d4P	Average (9-12)	2,000
Lamprey	1d2	13	Sw 60	1+2 (7 hp)	1	1d2 P + blood drain	Unsteady (6-8)	65
Lamprey, Giant	1d4	14	Sw 45	5 (25 hp)	1	1d6 P + blood drain	Average (9-12)	270
Lamprey, Land	2d6	13	60	1+2 (7 hp)	2	1 hp/round + blood drain	Unsteady (6-8)	120
Manta Ray	1	14	Sw 18	8 to 11 (40 to 55 hp)	1	3d4 P or 2d10 P + swallow	Elite (16-17)	8 HD: 3,000 9 HD: 4,000 10 HD: 5,000 11 HD: 6,000
Pike, Giant	1d8	15	Sw 180	4 (20 hp)	1	4d4 P	Average (9-12)	175
Piranha	5d10	12	Sw 45	½ (2 hp)	1	1d2 S + swarm	Unsteady (6-8)	7
Piranha, Giant	2d10	13	Sw 75	2+2 (12 hp)	1	1d6 S + swarm	Average (9-12)	65
Pungi Ray	1d3	13	Sw 60	4 (20 hp)	1	1d4 P + poison	Unsteady (6-8)	975
Quipper	5d10	12	Sw 45	½ (2 hp)	1	1d2 S + swarm	Unsteady (6-8)	7

Fish	#AP	AC	MV	HD	# of Att	Dmg/Att	Morale	XP Value
Sea Horse, Giant	1d20	13	Sw 105	2 to 4 (10 to 20 hp)	1	1d4, 1d4+1, or 2d4 B + grapple	Average (9-12)	2 HD: 35 3 HD: 65 4 HD: 120
Shark	3d4	14	Sw 120	3 to 8 (15 to 40 hp)	1	3-4 HD: 1d4+1 S 5-6 HD: 2d4 S 7-8 HD: 3d4 S	Average (9-12)	3 HD: 65 4 HD: 120 5 HD: 175 6 HD: 270 7 HD: 420 8 HD: 650
Shark, Giant	1d3	15	Sw 90	10 to 15 (50 to 75 hp)	1	10-11 HD: 4d4 S + swallow 12-13 HD: 5d4 S + swallow 14-15 HD: 6d4 S + swallow	Steady (13-15)	10 HD: 2,000 11 HD: 3,000 12 HD: 5,000 13 HD: 6,000 14 HD: 7,000 15 HD: 8,000
Sting Ray	1d3	13	Sw 45	1 (5 hp)	1	1d3 P + poison	Unsteady (6-8)	120

Giant fish are a diverse group of creatures with varying attack and defense capabilities. Many of these creatures are able to swallow victims whole. Swallowed victims take normal bite damage. Victims take 1 point of damage per round from the fish's digestive juices and face suffocation (see DMG page 34). To escape the fish's stomach, a victim can cut free with a light slashing or piercing weapon. The victim may be rescued by cutting or tearing from the outside. When the fish has lost 50% of its hit points, the victim breaks free.

Barracuda

The first clue that a barracuda is in the area might be a sudden pain in the foot, as the marauder swims by and bites off a few tender toes. They are found in warm saltwater.

Carp, Giant

Giant carp attack by biting, inflicting 2d10 points of damage with their sharp, curved teeth. Additionally, if an attack causes 12 or more points of damage, the carp swallows its victim until it makes a DC 18 Athletics skill check.

Catfish, Giant

Giant catfish bite for 3d4 points of damage. It swallows its prey if its attack deals 10 or more points of damage, unless its prey makes a DC 18 Athletics skill check. The fish can employ its feelers as weapons by whipping its head back and forth. These feelers secrete a toxin that causes 2d4 points of poison damage (CON save for ½ damage).

Dragonfish

Dragonfish bite for 1d6 points of damage. However, most adventurers stumble across these creatures (DC 15 Perception check to notice a hiding dragonfish). Failure to notice them, and subsequent treading upon them, causes 1d6 of the fish's spines to penetrate boots, causing 1 point of damage apiece before snapping off in the wound. The spines' poison is slow-acting, and creatures injected with the toxin must make a DC 15 CON Saving Throw or die in 1d12+4 hours (the character is sickened for the first 4 hours and then incapacitated until dying). If the save is successful, the character is sickened for the next 1d12+4 hours.

Eel, Electric

An attacking eel discharges a jolt of electricity with a 15-foot-radius range. Creatures less than 5 feet from the eel suffer 3d8 points of lightning damage, creatures 5 to 10 feet away receive 2d8 lightning points, and all others in range suffer 1d8 points. An eel must recharge itself for an hour between attacks. It is immune to electrical effects.

Eel, Giant

Giant eels have no electrical discharge attack. Instead, they attack with their teeth. Since they strike with amazing speed, giant eels receive a +2 bonus to initiative rolls.

Eel, Marine

Marine eels have an electrical discharge with a range of 15 feet; creatures less than 5 feet from the eel suffer 6d6 points of lightning damage, those 5 to 10 feet away receive 4d6 lightning damage, and

all others in range suffer 2d6 points. Victims must roll a DC 13 STR Saving Throw or be stunned for a number of rounds equal to the damage they sustained from the electrical shock. This eel, too, is immune to electrical effects.

Eel, Weed

The bite of the weed eel is poisonous; victims failing a DC 11 CON Saving Throw die in 1d4 rounds.

Weed eels are at home in both freshwater and saltwater, 25 to 40 feet deep. Each colony has a lair consisting of a central cave, roughly 30 feet long and 20 feet wide and high. The floor of the central cave is covered with small stones, coins, and gems that the eels have scavenged. Radiating from this central cave are a series of 6-foot-diameter tunnels, which in turn lead to a network of 6 to 8-inch-diameter holes. These are the homes of the individual eels that make up the colony. Weed eels are fiercely protective of their lairs, especially the central cave where their young are raised.



Gar, Giant

The gar attacks with its teeth, inflicting 8d4 points of damage. On a natural 20, the gar swallows its victim whole unless the victim makes a DC 18 Athletics skill check. On average, a giant gar can swallow an object up to 5 feet long. Giant gars are found in deep, freshwater lakes and rivers.

Lamprey

The lamprey feeds by biting its victims and fastening itself by its sphincter-like mouth. Once attached, the lamprey drains 2 hit points of blood on the next and successive rounds (until it drains a number of

hit points equal to its starting hit points). Sea lampreys are especially susceptible to fire, making their Saving Throws against fire-based attacks with a -2 penalty.

Lamprey, Land

Land lampreys feed as do aquatic ones. Once attached (a hit for 1 point of damage), it drains blood for three rounds, unless killed or removed, for 1 point of damage per round. In addition, while attached to a character, each lamprey encumbers an individual; with each lamprey weighing approximately 20 pounds.

Manta Ray

If the manta's deals 10 or more points of damage, it swallows its prey unless the prey makes a DC 18 Athletics skill check. A manta ray can swallow one man-sized creature or three small-sized creatures. If opponents attack its rear, it uses its stinger for 2d10 points of damage; victims must make a DC 15 STR Saving Throw or be stunned for 2d4 rounds.

Pike, Giant

Because of its speed and natural camouflage, a pike gets a +8 to all Stealth skill checks. Giant pike inhabit deep, freshwater lakes.

Piranha

Piranhas travel in schools of 5-50. There is a 75% chance that at least one will attack any creature that swims or wades near the school. If they attack and blood is drawn, the entire school goes berserk and each piranha attacks twice per melee round. Up to 20 piranhas can attack a single, man-sized individual simultaneously.

Piranha, Giant

Giant piranhas behave like their smaller counterparts, but only 10 can attack a single, man-sized individual simultaneously. Giant piranhas are sometimes called sky-eaters; once per round they can charge at full speed and leap out of the water at heights of up to 10 feet; they often use this attack on waterfowl that fly low over the water, but they sometimes use it against humans.

Pungi Ray

Any creature stepping on a pungi must make a DC 12 CON save or die. A footstep on a pungi ray equals one attack; if a creature fell on a pungi ray it would suffer 2d4 spinal attacks. If attacked, it swims away.

Quipper

Quippers are freshwater piranhas that live in colder waters.

Seahorse, Giant

A sea horse attacks with a head butt, but a sea horse trained as a steed can use its long tail to constrict and restrain enemies (+6 to Athletics skill checks made to Grapple). A captured opponent can free itself by winning an opposed Athletics skill check. The tail of a giant sea horse is so long it can attack the same opponent its head butts, or the one its rider is attacking. The constriction causes no damage, but the sea horse can still butt the helpless victim.

Shark

Sharks attack mercilessly at the scent of blood, which they can detect a mile away. The scent of blood and the thrill of the kill sends sharks into a feeding frenzy. Since sharks move up, take a bite of flesh, and retreat, 10 normal-sized sharks can attack a man-sized opponent.

Shark, Giant

The huge megalodons (giant sharks) never reach a frenzy, since they can swallow most creatures whole. This happens on any attack that deals 15 or more points of damage, unless its victim makes a DC 20 Athletics skill check.

Sting Ray

If a creature steps on a sting ray, it lashes out with its tail spine. The creature must make a DC 11 CON save or be paralyzed for 5d4 minutes.

FROG

	Giant	Killer	Poisonous
CLIMATE/TERRAIN:	Any fresh water	Any fresh water	Any fresh water
FREQUENCY:	Uncommon	Very rare	Rare
ORGANIZATION:	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Insectivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil
NO. APPEARING:	5d8	3d6	2d6
ARMOR CLASS:	13	12	12
MOVEMENT:	15, Sw 45	30, Sw 60	15, Sw 45
HIT DICE:	1 to 3 (5 to 15 hp)	1+4 (9 hp)	1 (5 hp)
NO. OF ATTACKS:	1	3	1
DAMAGE/ATTACK:	1d3 P per HD	1d2 S x2/1d4+1 P	1 P
SPECIAL ATTACKS:	Tongue and swallow whole	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Poison
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S-M (3'-6' long)	S (3' long)	T (1' long)
MORALE:	Average (9-12)	Unsteady (6-8)	Unsteady (6-8)
XP VALUE:	1 HD: 120 2 HD: 175 3 HD: 270	35	65

Giant Frogs

Giant frogs resemble their more common relatives in everything but size. Their enormous size means that they consider larger creatures as a source of food, making small creatures and even demihumans possible prey. A giant frog can range from 2 to 6 feet in length and weigh between approximately 60 pounds per Hit Die.

Giant frogs can leap forward up to 90 feet. A giant frog cannot jump backward or directly to either side but can leap 30 feet straight up.



Combat: Because of its camouflaging color, a giant frog gains a +8 to all Stealth skill checks when in its natural habitat. Its bite deals 1d3 points of bludgeoning damage per Hit Die of the giant frog.

A giant frog uses its long, sticky tongue to entrap its victim. The tongue is 5' long per Hit Die of the frog and is used to Grapple (DMG 69) foes with an Athletics skill check bonus equal to the frog's Hit Dice and pull them closer. Once a creature is caught by the frog's tongue, it may make an opposed Athletics skill check to break free.

If the victim weighs less than the frog, it is dragged to the frog's mouth on the round after it is Grappled (if it loses an opposed Athletics skill check against the frog). If the creature weighs more than the frog, the frog tries to pull it closer with an opposed Athletics skill check. After 3 rounds the frog will release prey that it cannot swallow.

Once the victim has been drawn to the frog's mouth, the frog attempts to bite it. If the giant frog successfully bites its victim in the first round the creature is in range, it automatically scores maximum damage.

On an attack roll of 20, the frog can swallow whole any creature that weighs less than it. Any creature swallowed whole has a chance to cut its way out of the frog with a light slashing or piercing weapon. A swallowed victim is in danger of suffocation (DMG 34). Any damage inflicted upon a frog that has swallowed a creature whole has a 33% chance of also being inflicted on the swallowed victim.

Giant frogs fear fire and always retreat from it.

Habitat/Society: Giant frogs live in groups but don't have any real social structure. They are aggressive hunters and eat insects, fish, and

small mammals. Large aquatic predators such as giant fish and giant turtles often prey upon them.

Killer Frogs

This smaller version of the giant frog attacks with sharp teeth and front talons. While it does not swallow victims whole, the killer frog is a vicious hunter and is especially fond of the taste of human flesh.

Poisonous Frogs

A rare type of normal frog, this breed secretes a contact poison from its skin, as well as with its bite. The victim is paralyzed for 1d4 minutes if it fails a DC 11 CON save. Due to its weakness and the difficulty of collecting it, there is little market for this poison.



FUNGUS

	Violet	Shrieker	Phycomid	Ascomoid	Gas spore
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean	Subterranean	Subterranean
FREQUENCY:	Rare	Common	Rare	Very rare	Rare
ORGANIZATION:	Multicellular	Multicellular	Multicellular	Multicellular	Multicellular
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Scavenger	Scavenger	Scavenger	Scavenger	Scavenger
INTELLIGENCE:	Non- (0)	Non- (0)	Unratable	Unratable	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral (evil)	Neutral (evil)	Neutral
NO. APPEARING:	1d4	2d4	1d4	1	1d3
ARMOR CLASS:	13	13	15	17	11
MOVEMENT:	5	5	15	60 (see below)	15
HIT DICE:	3 (15 hit points)	3 (15 hit points)	5 (25 hit points)	6+6 (36 hit points)	¼ (1 hit point)
NO. OF ATTACKS:	1d4	0	2	1	1
DAMAGE/ATTACK:	See below	Nil	3d6 A x2	See below	See below
SPECIAL ATTACKS:	See below	Nil	Infection	Spore jet	See below
SPECIAL DEFENSES:	Nil	Noise	See below	See below	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	M (4'-7')	M (4'-7')	T (2' dia.)	M to L (5'-10' dia.)	M (4'-6' dia.)
MORALE:	Steady (13-15)	Steady (13-15)	Elite (16-17)	Champion (18)	Average (9-12)
XP VALUE:	175	120	650	1,400	120

Fungi are simple plants that lack chlorophyll, true stems, roots, and leaves. Fungi are incapable of photosynthesis and live as parasites or saprophytes.

Ordinary Fungi

Ordinary fungi are well known to man: molds, yeast, mildew, mushrooms, and puffballs. These plants include both useful and harmful varieties.

Combat: Ordinary fungi do not attack or defend themselves, but they are prolific and can spread where unwanted.

Adventurers who have lost rations to mold or clothing to mildew have had unpleasant encounters with fungi.

Habitat/Society: The bodies of most true fungi consist of slender cottony filaments. Anyone who wishes to see this for himself need only leave a damp piece of bread in a cupboard for a day or two. Examining the black mold on the bread with a magnifying glass will show off not only the filaments, but also the spore bodies at the top of these. The spores are what gives mold its color.

Most fungi reproduce asexually by cell division, budding, fragmentation, or spores. Those that reproduce sexually alternate a sexual generation (gametophyte) with a spore-producing (sporophyte) one.

Fungi grow best in dark, damp environments, which they can find all too easily in a kitchen cupboard, backpack, or boot. A warm environment is preferred by some, such as yeasts and certain molds, but excessive heat kills fungi.

Proper storage and cleanliness can be used to avoid most ordinary fungi.

Ecology: Fungi break down organic matter, thus playing an important part in the nitrogen cycle by decomposing dead organisms into ammonia. Without the action of mushrooms and bracket fungi, soil renewal could not take place as readily as it does.

Fungi are also useful to man for many purposes. Yeasts are valuable as fermenting agents, raising bread and brewing wines, beers, and ales. Certain molds are important for cheese production. The color in blue cheese is a mold that has been encouraged to grow in this semisoft cheese.

Many fungi are edible, and connoisseurs consider some to be delicious. Pigs are used to hunt for truffles, an underground fungus that grows near tree roots and gives food a piquant flavor. No one has as yet managed to cultivate truffles - an enterprising botanist could make a mint by learning to grow these.

Mushrooms, the fruiting body of another underground fungus, can sometimes be eaten, but can be so poisonous that the novice mushroom hunter is allowed but one mistake in picking. The mycelium producing a single mushroom might extend beneath the ground for several feet in any direction.

Medicinally, green molds (such as penicillium) can be used as folk remedies for various bacterial infections.

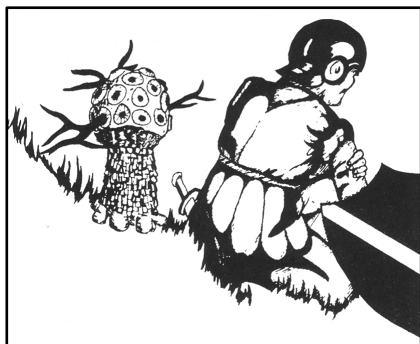
An alchemist expert in the ways of fungi can produce a variety of useful substances from their action on various materials.

Violet Fungus

Violet fungus growths resemble shriekers and are usually (75%) encountered with them. The latter are immune to the touch of violet fungi, and the two types of creatures complement each other's existence.

Combat: Violet fungi favor rotted animal matter to grow upon.

Each fungus has one to four branches with which it flails out if any animal comes within 5'. The excretion from these branches rots flesh unless a DC 12 CON save is rolled. If the Saving Throw fails, the



character suffers 1d4 points of Constitution ability damage each round thereafter. A Cure Disease halts the spread of the rot and ends Constitution ability loss (but does not restore points that were already lost). A character reduced to 0 Constitution is reduced to gelatinous carpet of fungi and ichor.

Shrieker

Shriekers are normally quiet, mindless fungi that are ambulatory. They are dangerous to dungeon explorers because of the hellish racket they make.

Combat: Light within 30 feet or movement within 10 feet causes a shrieker to emit a piercing shriek that lasts for 1d3 rounds. This noise has a 50% chance of attracting wandering monsters each round thereafter.

Habitat/Society: They live in dark places beneath the ground, often in the company of violet fungi. When the shriekers attract curious dungeon dwellers by their shrieking, the violet fungi are able to kill them with their branches, leaving plenty of organic matter for these saprophytic life forms to feed on.

Ecology: Purple worms and shambling mounds greatly prize shriekers as food, and don't seem to mind the noise while eating.

Shrieker spores are an important ingredient in *potions of plant control*.

Phycomid

The algae-like phycomids resemble fibrous blobs of decomposing, milk-colored matter with capped fungi growing out of them. They exude a highly alkaline substance (like lye) when attacking.

Combat: These fungoid monsters have sensory organs for heat, sound, and vibrations located in several clusters. When phycomids attack, they extrude a tube and discharge the alkaline fluid in small globules that have a range of 1d6+6 feet.



In addition to acid damage, the globs that these creatures discharge might also cause victims to serve as hosts for new phycomid growth. If a victim fails a DC 13 CON save, the individual begins to sprout mushroom-like growths in the infected area. This occurs in 1d4 minutes and inflicts 1d4+4 points of Constitution ability damage. The growths then spread throughout the host body, dealing another 1d4 points of Constitution damage each minute until the host dies and turns into a new phycomid. A Cure Disease spell will stop the spread through the host and halt ability damage (but will not restore damage that has already been taken).

Ascomoid

Ascomoids are huge, puffball-like fungi with very thick, leathery skin. They move by rolling.

Combat: At first, an ascomoid's movement is slow - 15 for the first round, 30 the next, then 45, then finally 60 - but they can keep it up for hours without tiring.

Ascomoids attack by rolling into or over opponents. Small- and medium-sized opponents are knocked down unless they make a DC 13 Athletics skill check (DC 17 for large ascomids).

The creature's surface is covered with numerous pocks which serve as sensory organs. Each pock can also emit a jet of spores to attack dangerous enemies. Large opponents or those who have inflicted damage upon the ascomoids are always attacked by spore jets. The stream of spores is about one foot in diameter and 30 feet long. Upon striking, the stream puffs into a cloud of variable diameter (5d4 feet). The creatures within this cloud must roll a DC 13 CON Saving Throw or



die from anaphylaxis after 1d4 rounds. During this time, dying victims are helpless and can take no actions. Those who make their CON save are sickened for 1d4 rounds.

Different types of weapons affect the ascomoid differently. Piercing weapons, such as spears, score double damage. Bludgeoning weapons do not harm ascomoids; slashing weapons cause half damage.

An ascomoid saves against fire and lightning attacks with a +4 bonus. As these fungi have no minds by ordinary standards, all Enchantment/Charm spells are useless unless they effect plants.

Gas Spore

At any distance greater than 10 feet, a gas spore is likely to be mistaken for a beholder (DC 14 Perception skill check to see the gas spore for what it is). Even at closer range a character must make a DC 10 Perception check in order to spot it because a gas spore has a false central eye and rhizome growths atop it that strongly resemble the eye stalks of a beholder.

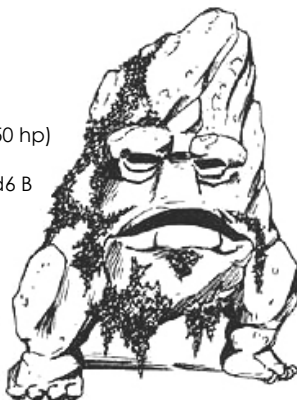
Combat: If the spore is struck for even 1 point of damage it explodes. Every creature within a 20' radius suffers 6d6 points of bludgeoning damage (DC 10 DEX save for half damage).

On a failed save, tiny gas spore make contact with exposed flesh and shoot tiny rhizomes into the living matter. These grow through the victim's system 1d4 rounds after the failed Saving Throw. If a Cure Disease is not cast within this time, the victim dies of anaphylaxis. The corpse must have a Cure Disease spell cast on it within 24 hours or it sprouts 2d4 gas spores.



GALEB DUHR

CLIMATE/TERRAIN:	Any mountain
FREQUENCY:	Very rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	Q (x3), X
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	22
MOVEMENT:	30
HIT DICE:	8 to 10 (40 to 50 hp)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d8, 3d6, or 4d6 B
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	4
SIZE:	L (8'-12' tall)
MORALE:	Fanatic (19)
XP VALUE:	8 HD: 8,000 9 HD: 9,000 10 HD: 10,000



The galeb duhr is a curious boulder-like creature with appendages that act as hands and feet. These intelligent beings are very large and slow-moving. They live in rocky or mountainous areas where they can feel the earth power and control the rocks around them.

A typical galeb duhr is from 8 to 12 feet tall. When not moving it looks like part of the terrain it lives in.

Combat: Galeb duhr are fairly solitary creatures, preferring to live with a few of their own kind, and none of any other kind, including earth elementals. When approached, a galeb duhr is liable to avoid the

encounter by disappearing into the ground. If chased or otherwise irritated, however, a galeb duhr does not hesitate to fight the intruder.

Galeb duhr can cast the following spells as 20th level magic-user, once per day: Move Earth, Passwall, Transmute Rock to Mud, and Wall of Stone. They can cast Stone Shape at will.

They can animate 1-2 boulders within 60 yards of them (AC 20; MV 15; HD 9; Dam 4d6 B) as a treant controls trees. Galeb duhr suffer double damage from cold-based attacks and save with a -4 penalty against these attacks. They are not harmed by lightning and gain a +4 to Saving Throws against fire attacks).

Habitat/Society: Galeb duhr, thought to be native to the Elemental Plane of Earth, are sometimes encountered in small family groups in mountainous regions of the Prime Material Plane.

It is not known how (or whether) galeb duhr reproduce, but "young" galeb duhr have occasionally been reported - those specimens encountered being a smaller size than normal.

While galeb duhr seem to have no visible culture above ground, they are known to collect gems, which they find through their Passwall ability. They sometimes have small magical items in their possession, evidently taken from those who attacked them to take their gems.



The "music" of the galeb duhr often provides the first evidence that these creatures are near - and usually the only evidence, as the unsociable galeb duhr are quick to pass into the ground when they feel the vibrations of approaching visitors.

Sitting together in groups, the galeb duhr harmonize their gravelly voices into eldritch tunes; some sages speculate that these melodies can cause or prevent earthquakes. Others argue that the low rumbling produced by these creatures is a form of warning to others in the group, but there is no conclusive evidence either way.

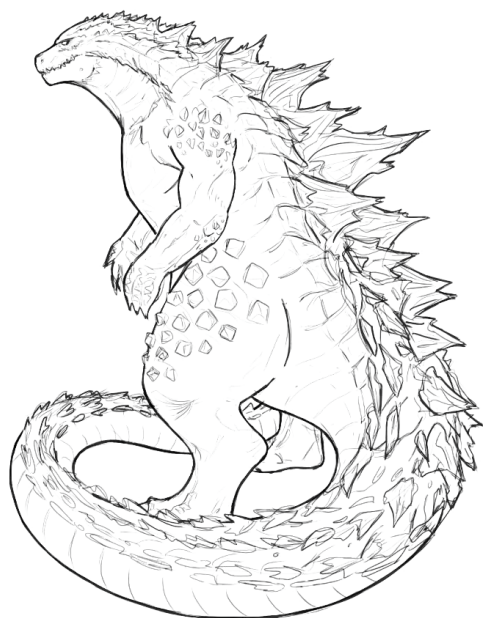
Ecology: Galeb duhr have no natural enemies, other than those who crave the gems they collect. Galeb duhr eat rock, preferring granite to other types, and disdaining any sedimentary type. The rocks they eat become part of the huge creatures; such a meal need take place only once every two or three months.

Besides the gems that they carry with them, galeb duhr are likely to know where many other gems are, as well as veins of precious metals, such as gold, silver, and platinum, though galeb duhr seem to have no interest in these minerals for themselves. A few powerful mages have been able to bargain with the galeb duhr for this information. This is a difficult agreement to consummate, for the galeb duhr are valiant fighters, and usually have no difficulty in escaping from any harm if they are inclined to do so. Further, the galeb duhr are territorial, and would be irritated at any attempt to make use of this knowledge in their vicinity.

In some strange way, galeb duhr feel responsible for the smaller rocks and boulders around them, in much the same way that a treant feels responsible for trees in its neighborhood. A traveler who disturbs the area near a galeb duhr does so at his own peril.

GARGANTUA

	Reptilian Gargantua	Humanoid Gargantua	Insectoid Gargantua
CLIMATE/TERRAIN:	Tropical and subtropical islands	Tropical and subtropical islands, jungles, and mountains	Tropical, subtropical, and temperate mountains
FREQUENCY:	Rare	Very rare	Rare
ORGANIZATION:	Solitary or mated pair	Solitary or mated pair	Solitary or mated pair
ACTIVE TIME:	Night	Any	Any
DIET:	Special	Omnivore	Omnivore
INTELLIGENCE:	Low (6-8)	Low (6-8)	Low (6-8)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Chaotic neutral	Chaotic neutral	Chaotic neutral
NO. APPEARING:	1d2	1d2	1d3
ARMOR CLASS:	18	16	14
MOVEMENT:	90, Sw 60	105	306, Fl 180 (E)
HIT DICE:	50 (250 hit points)	35 (175 hit points)	20 to 30 (100 to 150 hit points)
NO. OF ATTACKS:	3	2	1
DAMAGE/ATTACK:	3d10 S x2/6d10 P	4d10 B x2	3d10 P
SPECIAL ATTACKS:	See below	Trample	See below
SPECIAL DEFENSES:	Regeneration	Regeneration	Regeneration
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	G (100'-200' tall)	G (80'-100' tall)	G (60' long)
MORALE:	Elite (16-17)	Elite (16-17)	Elite (16-17)
XP VALUE:	43,000	28,000	20 HD: 14,000



Gargantua are truly monstrous species, both in size and ferocity. Whether they are throwbacks to another age, aberrations of natural processes, or results of crazed magical experiments is unknown.

Gargantua appear in many different forms, but most resemble gigantic humanoids, insects, and reptiles. Of these three types, the most common is also the largest and most dangerous: the reptilian gargantua.

Reptilian Gargantua

The reptilian gargantua is so immense that it dwarfs virtually all of the world's creatures. Some reptilian gargantua move on all fours. Most, however, are bipedal, supported by two massive legs rivaling the width of the largest tree trunks. The creature's body is thick and bulky. Rocky scales - usually dark green with black accents - cover it from head to toe. Its smooth belly is a lighter shade of green. Certain rare types have mottled scales in shades of brown, gray, and yellow.

Its hands are almost human, though each of its four, long fingers end in a hooked claw. Its feet are flat and broad, with webbed toes. The toes also end in hooked claws, but they're shorter and thicker than those on its fingers. A bony ridge stretches from the base of its neck, down along its spine, and extending the length of its immense tail.

The head of the reptilian gargantua is somewhat small in proportion to its body. It has two glaring eyes, usually gold or bright red. Its nostrils are flush with its head, and its ears are twin triangular projections resembling tiny wings. Its mouth is a wide slash that nearly bisects its entire head and is lined with rows of long fangs.

The reptilian gargantua cannot speak, but it emits deafening roars that sound like the trumpeting of a bull elephant amplified a thousandfold. It can breathe both air and water.

Combat: Although it has some degree of intelligence, the actions of the reptilian gargantua - along with the actions of most gargantua - are those of mindless brutes bent on destruction for destruction's sake. It attacks with sweeping rakes of its front claws and lunging bites from its powerful jaws. If moving upright, it can trample victims for 10d10 hit points of bludgeoning damage. It continually sweeps the ground it with its massive tail, swinging 90 feet behind it and to each side. Any creature within range of the tail must make a successful DC 15 DEX Saving Throw or suffer 8d10 points of bludgeoning damage.

A rampaging reptilian gargantua is all but oblivious to its surroundings, crushing everything - and everyone - in its path. The ground trembles under its weight when it walks. Since quaking earth always foreshadows its appearance, it never can surprise its prey. When swimming, a reptilian gargantua is similarly handicapped, as its appearance is always preceded by swirling waters or crashing waves. Additionally, its immense size makes it easy to spot from a distance. Furthermore, the squealing roars that accompany its every action make it virtually impossible to ignore.

The reptilian gargantua's tough hide gives it an Armor Class of 18, forming a strong defense against most physical attacks. When it does suffer damage, the creature can regenerate 4 hit points per round.

Fortunately, reptilian gargantua seldom bother humans. But their memories are long, and their appetite for revenge is nearly limitless. Humans who attack reptilian gargantua, disturb their lairs, or otherwise provoke the creatures will find themselves relentlessly pursued - even if means the gargantua must cross thousands of miles of ocean. This creature's hunger for revenge is seldom satisfied until it has thoroughly ravaged its attackers' villages. Sometimes, entire provinces will be laid to ruin.

The surest way to provoke the wrath of a reptilian gargantua is to threaten its offspring. Adult gargantua have remarkable mental bonds with their young, enabling them to locate their young with pinpoint accuracy at an unlimited range.

In spite of their reputation as mindless destroyers, reptilian gargantua actually possess a simple empathy that enables them to sense the emotions and desires of others, albeit on a primitive level. They seem to instinctively know which creatures bear them ill will and direct their attacks accordingly.

Habitat/Society: A few reptilian gargantua make their home on the floors of subtropical oceans. Most, however, live on remote tropical islands, far from civilized lands. Such islands are scattered throughout the oceans of Kara-Tur, with most of them uncharted. The most notable exception is the Isle of Gargantua, one of the Outer Isles off the southwestern tip of Wa. This island is inhabited entirely by gargantua of various types.

Explorers in the arctic regions of Kara-Tur once found a maturing reptilian gargantua frozen in a block of ice. The explorers built a massive sled to haul their discovery back to civilization. The ice began to thaw en route, reviving the creature. The gargantua shattered the melting ice block, crushed his captors, and lumbered into the mountains.

Any grotto or cave that provides shelter, privacy, and sufficient room to house a reptilian gargantua can serve as its lair. Fiercely territorial, a reptilian gargantua and its family usually claim an area of several square miles as their personal property, defending it against any and all intruders. Since their eyes are sensitive to bright light, the creatures spend most of the day sleeping in their lairs, becoming active at night to search for food and patrol their territory. Their thunderous roars make their presence known to all. Reptilian gargantua do not collect treasure or any other items.

Reptilian gargantua live several hundred years. They choose mates within a few years of reaching maturity and remain with them for the rest of their lives. A female reptilian gargantua gives birth to a single offspring once per century. The birth of a reptilian gargantua is marked by shattering thunderstorms that rock the skies over the territory of its parents for 101 days.

An immature reptilian gargantua stands about 20-40 feet tall. It also has 10 HD and a Movement Rate of 60' (Sw 45'). A youngling's claws inflict 1d10 points of slashing damage each, and its bite inflicts 2d10 points of piercing damage. Its tail - not nearly as formidable as an adult's - sweeps the ground in an arch reaching 20 feet behind and to both sides, inflicting 3d6 points of bludgeoning damage to all victims who fail a DC10 DEX Saving Throw.

Ecology: The reptilian gargantua is an omnivore. It primarily eats plants, swallowing whole trees in a single gulp. But it also enjoys living prey of all varieties. It can even dine on minerals, gems, and other inorganic substances in times of scarce vegetation and game.

Reptilian gargantua shun the company of other creatures. They especially dislike other types of gargantua, which sometimes compete with their reptilian cousins for the same territory.

Reptilian gargantua have two properties useful to humans: The petal of any flower that grows in the footprint of a reptilian gargantua can serve as a component for a *potion of growth*. Such a flower must grow naturally in the footprint; it cannot have been planted there by a human or other intelligent being.

As noted above, thunderstorms occur when a reptilian gargantua is born. If a dead creature of any kind is struck by a Lightning Bolt from such a storm, the bolt acts as Resurrection spell.

Humanoid Gargantua

Humanoid gargantua are the least intelligent type. They resemble gigantic humans, somewhat anthropoid facially, with stooped shoulders, long arms, and jutting jaws. Long, greasy hair dangles about their shoulders, though a few humanoid gargantua are completely bald. They stand 80 to 100 feet tall and are sometimes covered with black, brown, or golden fur. Their skin color ranges from pale pink to dull yellow to deep black. They have blunt noses, huge ears, and bright eyes, which are usually brown or red. Single-eyed humanoid gargantua also are rumored to exist.

Humanoid gargantua have no language of their own, but because of their strong empathy with humans, they are able to comprehend short phrases of human languages 25% of the time. The movements and other actions of humanoid gargantua are typically accompanied by thunderous bellowing and grunting.

The creature attacks with its two fists for 4d10 points of bludgeoning damage each. It seldom uses weapons or tools, since its blunt fingers manipulate these objects with difficulty. However, reports exist of humanoid gargantua wielding trees like clubs. The creatures also can make trampling attacks on anyone (or anything) who comes

underfoot, causing 10d10 points of bludgeoning damage. Humanoid gargantua regenerate hit points at the rate of 4 per round.

Like reptilian gargantua, humanoid gargantua possess a simple empathy that enables them to sense the basic emotions and desires of others. Unless hungry, they tend to avoid creatures who intend them no harm, while actively seeking out and pursuing those with hostile intentions.

Humanoid gargantua live in valleys, in suitably sized caves in remote, jagged mountains, or on their own islands, far from civilized regions. They collect no treasure, spending most of their time eating and sleeping.

They live for several centuries, and mate for life. Once every hundred years or so, a female humanoid gargantua gives birth to 1-2 offspring. An immature humanoid gargantua is about 20-30 feet tall. It has 8 HD and a Movement Rate of 75 feet per round. Its fists inflict 1d10 points of damage each. It cannot make trampling attacks.

These monsters peacefully coexist with other creatures in their environment, but humanoid gargantua compete fiercely with rival gargantua, and violent conflicts often result. Many such conflicts continue until one of the gargantua is dead.

Humanoid gargantua eat all types of game and vegetation, preferring deer, bears, horses, and similar game.



Insectoid Gargantua

Adult insectoid gargantua resemble immense moths. Their bodies are covered with fine fur, usually gray or black, and their wings bear colorful patterns in brilliant blue, red, yellow, and green. Their movements and other actions are accompanied by a piercing screech that sounds like a warning siren.

The insectoid gargantua begins life as a gigantic egg, which hatches to reveal a gigantic larva. This larval form has 20 HD. As a larva, the insectoid gargantua can shoot a strand of cocoon silk to a range of 60 feet. This silk is exceptionally strong and sticky, adhering to whatever it hits. With this silken strand, the larva can entangle and immobilize victims unless they make a DC 20 DEX save. A strand can be broken in two ways: with 20 points of damage from a slashing weapon or with a DC 20 Athletics skill check.

The larval insectoid gargantua grows at a phenomenal rate, increasing 1 HD per week. Upon attaining 25 HD, the larva spins a cocoon and enters the pupal stage. It remains a pupa for 2d4 weeks, finally emerging as an immense moth with 30 HD. In this form, the creature can no longer spin silk. However, by flapping its wings, it can create a huge windstorm, 60 feet wide and extending 240 feet ahead. To remain safe, everyone and everything within the path of the storm must be solidly anchored (e.g., tied to a boulder). Unanchored victims must make a DC 20 Athletics skill check. Those who are blown back 10 to 40 feet, suffering 1d6 hit points of bludgeoning damage for every 10 feet blown.

Insectoid gargantua establish lairs in the valleys and caverns of warm, mountainous regions. They live for several hundred years. Females lay a single egg every decade, but there is only a 20% chance that any given egg is fertile.

These moth-like creatures eat all types of game and vegetation. They prefer mulberry trees, and in just a few hours, a hungry insectoid gargantua can consume an entire grove of them.

The silk of insectoid gargantua larvae can be woven into cloth from which magical robes are created.

GARGOYLE

	Gargoyle	Margoyle
CLIMATE/TERRAIN:	Any land	Any subterranean
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (6-8)	Low (6-8)
TREASURE:	M x 10 (C)	Q (C)
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	2d8	2d4
ARMOR CLASS:	15	18
MOVEMENT:	45, Fl 75 (C)	30, Fl 60 (C)
HIT DICE:	4+4 (24 hit points)	6 (30 hit points)
NO. OF ATTACKS:	4	4
DAMAGE/ATTACK:	1d3 S x2/1d6 P/1d4 P	1d6 S x2/2d4 P/2d4 P
SPECIAL ATTACKS:	Nil	See below
SPECIAL DEFENSES:	+1 weapon to hit	+1 weapon to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Steady (13-15)	Elite (16-17)
XP VALUE:	420	975

Gargoyle

These monsters are ferocious predators of a magical nature, typically found amid ruins or dwelling in underground caverns. They have their own guttural language.

Combat: Gargoyles attack anything they detect, regardless of whether it is good or evil, 90% of the time. They love best to torture prey to death when it is helpless.

These winged creatures are excellent fighters with four attacks per round. Their claw/claw/bite/horn combination can inflict up to 16 points of damage, while their naturally tough hide protects them from victim's attacks.

Gargoyles favor two types of attack: surprise and swooping. Counting on their appearance as sculptures of some sort, gargoyles sit motionless around the rooftop of a building, waiting for prey to approach. Alternatively, a gargoyle may pose in a fountain, or a pair of the horrid beasts sit on either side of a doorway. When the victim is close enough, the gargoyles suddenly strike out, attempting only to injure the victim rather than to kill it all at once. To a gargoyle, inflicting a slow, painful death is best. It requires a DC 16 Perception skill check to spot the gargoyle for what it is, foiling its surprise attack.

When on the move, gargoyles sometimes use a "swoop" attack, dropping down suddenly from the sky to make their attacks in an aerial ambush. In this case, they can make either two claw attacks or one horn attack. To make all four of their attacks, they must land.

Habitat/Society: Gargoyles live in small groups with others of their kind, interested in little more than finding other creatures to hurt. Smaller animals are scarcely worth the trouble to these hideous monsters, who prefer to attack humans or other intelligent creatures.

Gargoyles often collect treasure from human victims. Individuals usually have a handful of gold pieces among them, with the bulk of their treasure hidden carefully at their lair, usually buried or under a large stone.



Ecology: Originally, gargoyles were carved roof spouts, representing grotesque human and animal figures. They were designed in such a way that water flowing down gutters would be thrown away from the wall, so as to prevent stains and erosion. Later, some unknown magic-user used a powerful enchantment to bring these horrid sculptures to life. The race of gargoyles has flourished, spreading throughout the world.

Gargoyles do not need to eat or drink, so they can stand motionless for as long as they wish almost anywhere. The damage they do to other creatures is not for sustenance, but only for their distorted sense of pleasure.

Because they are fairly intelligent and evil, they will sometimes serve an evil master of some sort. In this case, the gargoyles usually act as guards or messengers; besides some gold or a few gems, their unsavory payment is the enjoyment they get from attacking unwanted visitors.

The horn of the gargoyle is the more common active ingredient for a *potion of invulnerability* and can also be used in a *potion of flying*.

Kapoacinth

This creature is a marine variety of gargoyle that uses its wings to swim as fast as the land-dwelling gargoyle flies. Kapoacinth conform in all respects to a normal gargoyle. They dwell in relatively shallow waters, lairing in undersea caves.

Like gargoyles, kapoacinth are eager to cause pain to others, and mermen, sea elves, and human visitors are all equally qualified candidates for this.

Margoyle

Margoyles are a more horrid form of gargoyle. They are found mainly in caves and caverns. Their skin is so like stone that they are unlikely to be seen when against it (DC 17 Perception check to spot a hiding margoyle). They attack with two claws, a pair of horns, and a bite. They speak their own language and that of gargoyles. They are 20% likely to be found with the latter, either as leaders or masters.



GEHRELETH (DEMODAND)

	Farastu	Kelubar	Shator
CLIMATE/TERRAIN:	Carceri	Carceri	Carceri
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (9-10)	Very (11-12)	Genius (18-19)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1	1	1
ARMOR CLASS:	21	22	23
MOVEMENT:	75, Fl 150 (C)	60, Fl 120 (C)	45, Fl 90 (C)
HIT DICE:	11 (55 hit points)	13 (65 hit points)	15 (75 hit points)
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1d4+4 S x2/3d4+4 P	1d4+5 S x2/3d4 P or by weapon +5	1d4+6 S x2/4d4 P or by weapon +6
SPECIAL ATTACKS:	Battle frenzy, adhesive	Slime, stench	Magical weapons
SPECIAL DEFENSES:	+1 weapons to hit, adhesive	+2 weapons to hit	+3 weapons to hit, see below
MAGIC RESISTANCE:	10	10	10
SIZE:	M (7' tall)	M (7' tall)	M (6' tall)
MORALE:	Champion (18)	Champion (18)	Fanatic (19)
XP VALUE:	28,000	33,500	40,000

Gehreleths (also known as demodands) are the foul inhabitants of Tarterus, part of the killing grounds in the eternal Blood War. In appearance, gehreleths are disgusting and unsightly.

Gehreleths speak a guttural language of their own but will use their tongues ability to communicate with others.

Farastu

The farastu are tall, slender humanoids with long arms and heads. Their effective Strength is 19 and their weight is about 420 pounds. They are the commoners of Tarterus.

Combat: Farastu are wicked things that will attack any non-gehreleth that they encounter. They will often fight to the death, ignoring Morale rolls.

Although the vile farastu have several spell-like and special abilities, they prefer to enter combat with their claws and fangs.

Their powerful claws inflict 1d4+4 points of damage per successful hit, the fangs inflict 3d4+4 damage.

When in combat, a farastu is very likely to go into a battle frenzy. This will occur after six rounds (1 minute) of combat or when the creature is reduced to 50% normal hit points. When in a frenzy, the farastu will receive double his number of normal attacks, and all are made with a +2 bonus to the attack dice.

Farastu gehreleths secrete a black, tar-like substance that is extremely adhesive. Anything it hits or anything that hits it will stick to it unless a DC 10 Athletics skill check is made. If a weapon is used against the farastu and it sticks, there is a 25% chance that it will be pulled from the attacker's grip. It takes one round and a DC 10 Athletics skill check to pull away a stuck weapon. Creatures stuck to a farastu are effectively Grappled (DMG 69) by it.

The following spell-like powers can be employed by a farastu (caster level 11): Detect Good, Detect Invisibility, Detect Magic, Dispel Magic (2 times per day), ESP, Fear, Fog Cloud (3 times per day), Invisibility, Ray of Enfeeblement (3 times per day, DC 13), and Tongues.

Farastu gehreleths are 40% likely to be able to summon 1d2 additional farastu once per day.

Farastu are only harmed by +1 or better weapons. Acid or poison have

no effect upon them. Farastu gehreleths suffer half damage from cold and fire attacks. They are immune to fear of all types, as well as all illusions and phantasms. Farastu have 120 foot Darkvision.

Kelubar

Kelubar are slimy, ebon humanoids, shorter than farastu, being thickest in the lower torso and limbs. Their hands are very large and their huge heads are oval, the latitudinal axis being longest.

Their effective strength is 20 and they weigh close to 500 pounds. They are the middle class of Tarterus.

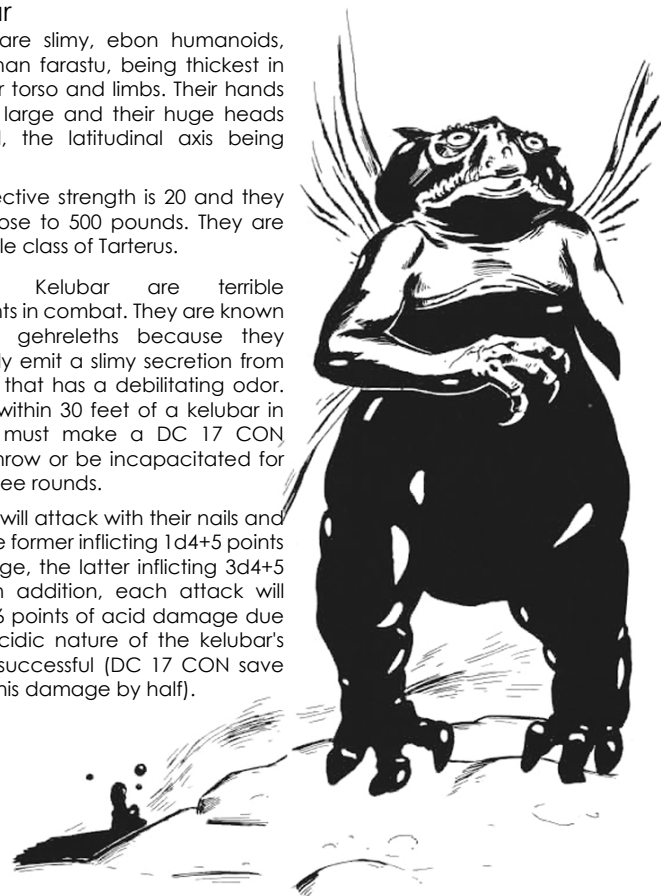
Combat: Kelubar are terrible opponents in combat. They are known as slime gehreleths because they constantly emit a slimy secretion from their skin that has a debilitating odor. Anyone within 30 feet of a kelubar in combat must make a DC 17 CON Saving Throw or be incapacitated for 1d10 melee rounds.

Kelubars will attack with their nails and teeth, the former inflicting 1d4+5 points of damage, the latter inflicting 3d4+5 points. In addition, each attack will inflict 1d6 points of acid damage due to the acidic nature of the kelubar's slime. A successful (DC 17 CON save reduce this damage by half).

Kelubars are able to employ all of the spell-like abilities available to farastu, plus these (caster level 13): Ray of Enfeeblement (1 time per day, DC 14) and Spider Climb.

A kelubar is 40% likely to be able to summon 1d2 additional kelubar once per day or is 60% likely to be able to summon 1d2 farastu once per day. The kelubar may only attempt one of these Gates per day.

The kelubars are completely immune to the effects of fire, acid, cold-based and poison attacks. Weapons of less than a +2 enchantment can do these great monsters no harm. They have Darkvision extending to 120 feet.



Shator

Shator are 6 feet tall, squat and broad. Their humanoid form appears draped in shaggy skins. Their huge heads are mostly mouth with jaws resembling those of a giant bulldog. Their effective Strength is 21 and their weight is around 560 pounds. Shators are the ruling nobility of Tarterus.

Combat: The greatest of the gehreleths, these fearsome creatures are deadly enemies in combat. Their claw attacks do 1d4+6 points of damage per hit and their fearsome bite inflicts 4d4+6 damage. However, these monsters have sufficient manual dexterity to wield weapons in combat. If using a weapon or natural attacks, shators gain full damage benefits from their great strength (+6 to damage).

Because of the powerful nature of the shator, it is possible they might wield magical weapons in combat. There is a 45% chance a shator has a randomly determined magical weapon.

Shator gehreleths are the most intelligent and cunning of the gehreleths. When entering combat, they will always choose the best of their options, often favoring their spell-like abilities over physical attacks.

Shator gehreleths may use all the spell-like abilities available to the farastu, plus the following (caster level 15): Charm Monster (1 time per day, DC 18), Cloudkill (DC 19), Ray of Enfeeblement (3 times per day, DC 16), and Stinking Cloud (3 times per day, DC 17).



A shator can always gate either 1d6 farastu or 1d4 kelubar gehreleths. They are 30% likely to be able to summon 1d2 shators. They may summon but once per day.

The mighty shator gehreleth is immune to all physical attacks of a nonmagical nature. Thus, nonmagical fire, acid, cold, etc. will do them no harm. No weapon of less than a +3 enchantment will affect them. They are resistant to all slashing damage due to their thick folds of skin.

All mind affecting and illusion spells are useless against a shator. Due to extremely sensitive auditory, olfactory, and visual senses, shators have a +10 to all Perception skill checks. They have 120' Darkvision.

Habitat/Society: There is, without a doubt, no stranger society on the lower planes than that of the gehreleths. These foul, hateful beasts will attack anything and everything they meet without reserve or mercy. No quarter is given to anything for any reason.

They will not, however, ever attack or endanger another gehreleth. Not a single instance of confrontation between two gehreleths has ever occurred. Why this peculiar honor amongst such vile creatures exists is completely unknown.

The gehreleths are most commonly the "summoning stock" of the lower planes. When a magic-user or cleric summons a lower planar being they are most likely to attract the attention of one of these creatures. Most would-be summoners would that this were otherwise.

Of all the fiends, gehreleths are the most dangerous. They will avenge any deeds they are forced to perform, often plotting such revenge for many years. Gehreleths never forget.

It is also not uncommon for gehreleths, particularly the farastu, to simply not obey a summoner, regardless of the importance of the mission. They are stubborn and hateful of servitude.

Despite their chaotic nature, the gehreleths live in a caste system. In this rigid system, the farastu are the lower class, often acting as servitors on the few occasions when the normally solitary gehreleths gather in groups. The kelubars are the middle class of the evil society, and the powerful shators are the upper class and commanders.



Ecology: Gehreleths do not interact with their environment at all except to destroy. They produce nothing of value and serve no purpose to anything around them. It is likely that some evil deity created the gehreleths simply for the purposes of destruction.

Normally, there are always a 3,333 of each of the three varieties of gehreleth. New gehreleths are made to replace those that are destroyed. The single exception to this rule is in times when the Blood War (q.v.) on the lower planes is at its strongest, when the gehreleth can increase their numbers to twice or more what is normally present.

Since these evil beasts never take part in the war and are independent of the baatezu and tanar'ri, it must be assumed that this population increase is for the purposes of protection from both sides.

The creation and development of a fiend is a foul thing, but none so foul as the gehreleths. These disgusting beasts are spawned from the decaying bodies of beings that have traveled to the lower planes and died there. Some unidentified greater power gives gruesome life to these monsters, but the details are a mystery.

Freshly transformed cadavers are always made into the lowly farastu gehreleths. If a greater gehreleth is destroyed, then one of the already existing lessers will rise in status and take its place, with the lesser farastu ranks being replenished from new corpses.

GENIE

	Djinni	Dao	Efreeti	Marid	Jann
CLIMATE/TERRAIN:	Air	Earth	Fire	Water	Any land
FREQUENCY:	Very rare	Rare	Very rare	Very rare	Very rare
ORGANIZATION:	Caliphate	Khanate	Sultanate	Padishate	Amirate
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Average to high (9-15)	Low to Very (6-12)	Very (11-12)	High to Genius (13-19)	Very to Exceptional (11-17)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Chaotic good	Neutral evil	Neutral (lawful evil)	Chaotic neutral	Neutral (good)
NO. APPEARING:	1	1	1	1	1-2
ARMOR CLASS:	16	17	18	20	18 (14 unarmored)
MOVEMENT:	45, Fl 120 (A)	45, Fl 75 (B), Br 30	45, Fl 120 (B)	45, Fl 75 (B), Sw 120	60, Fl 150 (A)
HIT DICE:	7+7 (42 hp)	8+8 (48 hp)	10 (50 hp)	13 (65 hp)	6+6 (36 hp)
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE/ATTACK:	2d8 B	3d6 B	3d8 B	4d8 B	By weapon (+3)
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	25%	20%
SIZE:	L (10' tall)	L (8'-11' tall)	L (12' tall)	H (18' tall)	M (6'-7' tall)
MORALE:	Elite (16-17)	Champion (18)	Champion (18)	Champion (18)	Champion (18)
XP VALUE:	5,000 11,000 (Noble)	5,000	8,000	16,000	3,000 (+1,000 per added Hit Die)

Genies come from the Elemental Planes. There, among their own kind, they have their own societies. Genies are sometimes encountered on the Prime Material Plane and are often summoned specifically to perform some service for a powerful magic-user or cleric. All genies can travel to any of the Elemental Planes, as well as the Prime Material and Astral Planes. Genies speak their own tongue and that of any intelligent beings they meet through a limited form of telepathy. All types of genies, except for the jann, use their spell-like abilities at a caster level of 20.

Djinni

The djinn are genies from the Elemental Plane of Air. It should be noted that "djinn" is the plural form of their name, while "djinni" is the singular.

Combat: The djinn's magical nature enables them to do any of the following once per day: Create Food and Water (as the spell, except that all manner of sumptuous food and drink are created); create textiles (up to 16 cubic feet) or create wooden items (up to 9 cubic feet) of a permanent nature; Major Creation; Programmed Illusion; Mirage Arcana, Invisibility, Gaseous Form, or Wind Walk.

Once per day, the genie can create a whirlwind. This functions as the Whirlwind spell except that it may be up to 60 feet tall and 30 wide, and the djinn and up to 6 man-sized or 3 large companions may ride atop it (Maneuverability Class A).

The whirlwind's base must touch water or a solid surface, or it will dissolve. It takes 10 minutes for the whirlwind to form or dissolve.

Airborne creatures or attacks receive a -1 penalty to attack and damage rolls against a djinni, who also receives a +4 bonus to Saving Throws against gas attacks and air-based spells.

Djinn are nearly impossible to capture by physical means; a djinni who is overmatched in combat usually takes to flight and uses its whirlwind



to buffet those who follow. Genies are openly contemptuous of those life forms that need wings or artificial means to fly and use illusion and invisibility against such enemies. Thus, the capture and enslavement of djinn is better resolved by the DM on a case-by-case basis. It is worth noting, however, that a good master will typically encourage a djinn to additional effort and higher performance, while a demanding and cruel master encourages the opposite.

Djinn are able to carry up to 600 pounds, on foot or flying, without tiring. They can carry up to double amount for up to 1 hour before tiring. A fatigued djinni must rest for an hour before performing any additional strenuous activity.

Habitat/Society: The djinn's native land is the Elemental Plane of Air, where they live on floating islands of earth and rock, anywhere from 1,000 yards to several miles across. They are crammed with buildings, courtyards, gardens, fountains, and sculptures made of elemental flames. In a typical djinn landhold there are 3d10 djinn of various ages and powers, as well as 1d10 jann and 1d10 elemental creatures of low intelligence. All are ruled by the local sheik, a djinn of maximum hit points.

The social structure of djinn society is based on rule by a caliph, served by various nobles and officials (viziers, beys, emirs, sheiks, sheriffs, and maliks). A caliph rules all the djinn estates within two days' travel and is advised by six viziers who help maintain the balance of the landholdings.

If a landhold is attacked by a large force, a messenger (usually the youngest djinni) is sent to the next landhold, which sends aid and dispatches two more messengers to warn the next landholds; in this fashion the entire nation is warned.

Noble Djinn

Some djinn (1%) are "noble" and are able to grant three Wishes to their masters. Noble djinn perform no other services and, upon granting the third Wish, are freed of their servitude. Noble djinn are as strong as efreeti, with 10 Hit Dice. They strike for 3d8 points of damage.

Dao

A dao is a genie from the Elemental Plane of Earth. While they are generally found on that plane (though even there they are uncommon), the dao love to come to the Prime Material Plane to work evil. Dao speak all of the languages of the genies, as well as Common and the tongue of earth elementals.

Combat: The dao's magical abilities enable them to use any of the following magical powers, one at a time, once each per day: Change Self (DC 12), Detect Good, Detect Magic, Gaseous Form, Invisibility, Misdirection (DC 13), Passwall, Improved Phantasmal Force (DC 14), and Wall of Stone. They can also fulfill another's Limited Wish (in a perverse way) once each day. Dao can use Transmute Rock to Mud

(3/day) and Dig (6/day).

A dao can carry up to 500 pounds without tiring. They can carry up to double amount for up to 1 hour before tiring. After tiring, a dao must rest for one hour. Dao can move through earth (not worked stone) at a burrowing speed of 30' per round. They cannot take living beings with them but can safely carry inanimate objects.

Dao are not harmed by earth-related spells, but holy water has twice its normal effect upon these monsters.

Habitat/Society: The dao dwell in the Great Dismal Delve on their own plane and in deep caves, caverns, or cysts on the Prime Material Plane. Dao settle pockets of elemental matter on their own plane, bending those pockets to their will and desire. A dao mazework contains 4d10 dao, as well as 8d10 elemental and non-elemental slaves. Each mazework is ruled by an ataman or hetman who is advised by a seneschal. The loyalty of a mazework's ataman to the Great Dismal Delve is always questionable, but the seneschals are chosen by the khan of the dao, and their loyalty is to him alone.

The khan of the dao lives at the center of the great mazework called the Great Dismal Delve. The land within the delve is said to be larger than most Prime Material continents. The Great Dismal Delve is linked to all manner of elemental pockets, so the khan can call forth whatever powers he needs. The population of dao in the delve is unknown, as is the number of slaves that constantly work the tunnels and clear away damage caused by the quakes which frequently shake it.

Dao dislike servitude as much as efreet and are even more prone to malice and revenge than their fiery counterparts.

Ecology: The dao manage a thriving business of trade, driven by a desire for more power and access to precious gems. High on their list of hatreds are most other genies (except efreet, with whom they trade worked metals for minerals). They also have little use for other elemental creatures; the dao value these only if they can exploit them in some fashion.



Efreet

The efreet (singular: efreeti) are genies from the Elemental Plane of Fire. They are enemies of the djinn and attack them whenever they are encountered. A properly summoned or captured efreeti can be forced to serve for a maximum of 1,001 days, or it can be made to fulfill three Wishes. Efreet are not willing servants and seek to pervert the intent of their masters by adhering to the letter of their commands.

The efreet are said to be made of basalt, bronze, and solid flames. They are massive, solid creatures.

Combat: An efreeti is able to do the following once per day: grant up to three Wishes; use Invisibility, Gaseous Form, Detect Magic, Enlarge Person, Polymorph, Programmed Illusion; Mirage Arcana, and Wall of Fire. An efreeti can also Produce Flame or use Pyrotechnics at will. Efreet are immune to normal fire-based attacks and have resistance to magical fire damage.

Efreet can carry up to 750 pounds on foot or flying, without tiring. They can also carry double weight for up to one hour. After tiring, the efreeti must rest for one hour.

Habitat/Society: Efreet are infamous for their hatred of servitude, desire for revenge, cruel nature, and ability to beguile and mislead. The efreet's primary home is their great citadel, the fabled City of Brass, but there are many other efreet outposts throughout the Plane of Fire.

An efreet outpost is a haven for 4d10 efreet and is run as a military station to watch or harass others in the plane. These outposts are run by a malik or vali of maximum normal hit points. There is a 10% chance that the outpost is also providing a temporary home for 1d4 jann or 1d4 dao (the only other genies efreet tolerate). Outpost forces are usually directed against incursions from the Elemental Plane of Air, but they can be directed against any travelers deemed suitable for threats, robbery, and abuse.

Efreet are neutral but tend toward organized evil. They are ruled by a grand sultan who makes his home in the City of Brass. He is advised by a variety of beys, amirs, and maliks concerning actions within the plane, and by six great pashas who deal with efreet business on the Prime Material Plane.

The City of Brass is a huge citadel that is home to the majority of efreet. It hovers in the hot regions of the plane and is often bordered by seas of magma and lakes of glowing lava. The city sits upon a hemisphere of golden, glowing brass some 40 miles across. From the upper towers rise the minarets of the great bastion of the Sultan's Palace. Vast riches are said to be in the palace of the sultan. The city has an efreet population that far outnumbers the great cities of the Prime Material Plane. The sultan wields the might of a Greater Power, while many of his advisors are akin to Lesser Powers and Demi-Powers.



Ecology: Fire elementals tend to avoid the efreet, whom they feel are oppressive and opportunistic. Djinn hate them, and there have been numerous djinn-efreet clashes. Efreet view most other creatures either as enemies or servants, a view that does not endear them to other genies.

Marid

The marids are said to be born of the ocean, having currents for muscles and pearls for teeth. These genies from the Elemental Plane of Water are the most powerful of all genies. They are also the most individualistic and chaotic of the elemental races, and only rarely deign to serve others.

On their own plane they are rare; marids travel so seldom to the Prime Material Plane that many consider marids to be creatures of legend only.

Combat: Marids can use any of the following magical powers, one at a time, twice each per day: Detect Evil, Detect Good, Detect Invisibility, Detect Magic, Invisibility, take liquid form (similar to Gaseous Form), Polymorph, and Purify Water. Marids can use any of the following up to seven times per day: Gaseous Form, Control Water, Wall of Fog, or Water Breathing (used on others, lasting up to one full day). Once per year a marid can use Wish.

Marids can always create water, which they may direct in a powerful jet up to 180 feet long. Victims struck by the jet take 1d6 points of bludgeoning damage and must make a successful DEX Saving Throw (DC 17) or be blinded for 1d6 rounds. Marids also have the innate ability to Water Walk.

A marid can carry 1,000 pounds. Double weight causes tiring after one hour. A tired marid must rest for one hour.

Marids swim, breathe water, are at home at any depth, and have Darkvision. They are not harmed by water-based spells and have resistance to cold damage. They are vulnerable to fire damage, taking twice normal damage, though steam does not harm them.

Habitat/Society: Marids live in a loose empire ruled by a padisha. Each marid lays some claim to royalty; they are all shahs, atabegs, beglerbegs, or muffi at the very least. There have often been several simultaneous "single true heirs" to the padisha's throne through the eons.

A marid household numbers 2d10 and is located around loosely grouped elemental pockets containing the necessities for marid life. Larger groups of marids gather for hunts and tournaments, where individual effort is heavily emphasized.

Marids are champion tale-tellers, although most of their tales emphasize their own prowess, and belittle others. When communicating with a marid, one must attempt to keep the conversation going without continual digression for one tale or another, while not offending the marid. Marids consider it a capital offense for a lesser being to offend a marid.

Marids are both fiercely independent and extremely egoistical. They are not easily forced to perform actions; even if convinced through flattery and bribery to obey, they often stray from their intended course to seek some other adventure that promises greater glory, or to instruct lesser creatures on the glories of the marids. Most magic-users skilled in summoning and conjuration consider marids to be more trouble than they are worth, which accounts for the great lack of items of marid control (as opposed to those affecting efreet and djinn).

Marids can travel the Ethereal plane, in addition to those planes to which all genies can travel.

Ecology: Marids tolerate their genie relatives, putting up with jann and djinn like poor cousins, while they have an aversion to efreet and dao. Their attitude toward the rest of the world is similar; most creatures from other planes are considered lesser beings, not fit to be bothered with unless one lands in the feast hall at an inopportune time.

Janni

The jann are the weakest of the elemental humanoids known collectively as genies. Jann are formed out of all four elements and must therefore spend most of their time on the Prime Material Plane. In addition to speaking Common and all the languages of genies, jann can speak with animals.



Combat: Jann often wear a chain shirt armor or its equivalent (60% chance), giving them an effective AC of 18. They typically use great scimitars which inflict 2d8 slashing damage. They also use composite long bows. All jann have a Strength score of 18.

Jann can use one the following magical powers each round: Enlarge or Reduce Person, twice each per day; Invisibility (3/day); Create Food and Water (1/day), and Ethereal Jaunt (1/day with a duration of 1 hour). All are cast at caster level 12.

Habitat/Society: Jann favor forlorn deserts and hidden oases, where they have both privacy and safety. Jann society is very open, and males and females are regarded as equals. A tribe is made up of 1d20+10 individuals and is ruled by a sheik and one or two viziers. Exceptionally powerful sheiks are given the title of amir, and in times of need they gather and command large forces of jann (and sometimes allied humans).

Many jann tribes are nomadic, traveling with flocks of camels, goats, or sheep from oasis to oasis. These itinerant jann appear human in every respect, and are often mistaken for them, unless they are attacked. Jann are strong and courageous, and they do not take kindly to insult or injury. The territory of a jann tribe can extend hundreds of miles in any direction.

While traveling, male jann live in large, colorful tents with their wives and married male children, and their families. Married daughters move away to live with their new husbands. When a family eventually grows large enough that it can no longer reside comfortably in the tent, a new tent is built, and a son takes his wife and family with him to this new dwelling. At permanent oases, the jann live not only in tents, but also in elegantly styled structures built from materials brought from any of the Elemental Planes.

Jann are able to dwell in air, earth, fire, or water environments for up to 48 hours. This includes the Elemental Planes, to which any janni can travel, even taking up to six individuals along if those others hold hands in a circle with the janni. Failure to return to the Prime Material Plane within 48 hours inflicts 1 point of damage per additional hour on the jann, until the jann dies or returns to the Prime Material Plane. Travel to another Elemental Plane is possible, without damage, providing at least two days are spent on the Prime Material Plane immediately prior to the travel.



Ecology: Jann are suspicious of humans, dislike demihumans, and detest humanoids. Jann accept djinn, but shun dao, efreet, and marids. They sometimes befriend humans or work with them for a desired reward, like potent magical items.

One ethic the jann share with other nomads is the cultural demand for treating guests with honor and respect. Innocent visitors (including humans) are treated hospitably during their stay, but some day might be expected to return the favor.

Jann Leaders

Jann leaders have 17-18 Intelligence, and 10% have 19 Strength. Sheiks have up to 8 Hit Dice, amirs up to 9. Viziers have 17-20 Intelligence and the following magical powers, each usable three times per day at caster level 12: Augury, Detect Magic, and Divination.

GHOST

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Night
DIET:	None
INTELLIGENCE:	Highly (13-14)
TREASURE:	E, S
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	20 (see below)
MOVEMENT:	Fl 45
HIT DICE:	10 (50 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Aging touch
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Unwavering (20)
XP VALUE:	7,000

Ghosts are the spirits of humans who were either so greatly evil in life or whose deaths were so unusually emotional they have been cursed with the gift of undead status. Thus, they roam about at night or in places of darkness. These spirits hate the living and seek their destruction.



Combat: As ghosts are non-corporeal, existing on the Ethereal Plane, they are usually encountered only by creatures in a like state, although they can be seen by non-ethereal creatures.

The supernatural power of a ghost is such, however, that the mere sight of one causes any humanoid being to age 10 years and flee in panic for 2d6 minutes unless a DC 15 CHA Saving Throw is made. Characters who are able to Turn Undead creatures, such as clerics, gain a +2 bonus to this Saving Throw.

Any creatures within 180 feet of a ghost is subject to attack by Magic Jar (DC 15 CHA save negates). If the ghost fails to Magic Jar its chosen victim, it will then semi-materialize in order to attack by touch. Semi-materialized ghosts can be struck only by silver, mithral "truesilver," or magical weapons. If they strike an opponent, their touch ages the target by 1d4x10 years and drains 1d4 Constitution (DC 15 CON save to resist). Ghosts can be damaged by holy water while in their semi-material form.

If the ghost fails to become semi-material it can only be combatted by another in the Ethereal Plane (in which case the ghost has an Armor Class of 12). Note that ghosts can only be attacked with spells by ethereal creatures or with abjuration spells or force effects that extend into the Ethereal Plane (such as Magic Missile or Force Cage). Any human or demihuman killed by a ghost is drained of its life essence and is forever dead.

Habitat/Society: In most cases, a ghost is confined to a small physical area, which the ghost haunts. Those who have heard stories of a haunted area can thus attempt to avoid it for their own safety.

A ghost often has a specific purpose in its haunting, sometimes trying to "get even" for something that happened during the ghost's life. Thus, a woman who was jilted by a lover, and then committed suicide, might become a ghost and haunt the couple's secret trysting place. Similarly, a man who failed at business might appear each night at his

storefront or, perhaps, at that of a former competitor.

Another common reason for an individual to become a ghost is the denial of a proper burial. A ghost might inhabit the area near its body, waiting for a passerby to promise to bury the remains. The ghost, in its resentment toward all life, becomes an evil creature intent on destruction and suffering.

In rare circumstances, more than one ghost will haunt the same location. The classic example of this is the haunted ship, a vessel lost at sea, now ethereal and crewed entirely by ghosts. These ships are most often encountered in the presence of St. Elmo's fire, an electrical discharge that causes mysterious lights to appear in the rigging of a ship.

In many cases, a ghost can be overcome by those who might be no match for it in combat simply by setting right whatever events led to the attainment of the ghost's undead status. For example, a young woman who was betrayed and murdered by someone who pretended to love her might be freed from her curse if the cad were humiliated and ruined. In many cases, however, a ghost's revenge will be far more demanding, often ending in the death of the offender.

Ecology: The dreadful fear caused by the ghost, which ages a victim 10 years, is not well understood by the common man, who often ascribes it to the fact that a ghost is "dead." If this were the case, then certainly skeletons and zombies would have the same effect, which they do not.

Common folklore further confuses this fact by relating details of the ghost's physical form: the classic example of which is the headless horseman, thought by many to be particularly frightening simply because he had no head. Under this belief, one could face a ghost if only one had the courage to stand up to him. Such a mistaken impression has cost many lives over the years. Actually, the fear is caused by the supernatural power of the ghost and has nothing whatsoever to do with courage.

GHOUL

	Ghoul	Lacedon	Ghast
CLIMATE/TERRAIN:	Any land	Any water	Any land
FREQUENCY:	Uncommon	Very rare	Rare
ORGANIZATION:	Pack	Pack	Pack
ACTIVE TIME:	Night	Night	Night
DIET:	Corpses	Corpses	Corpses
INTELLIGENCE:	Low (6-8)	Low (6-8)	Very (11-12)
TREASURE:	B, T	B, T	B, Q, R, S, T
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	2d12	2d12	1d4
ARMOR CLASS:	14	14	16
MOVEMENT:	60	60, Sw 60	75
HIT DICE:	2 (10 hp)	2 (10 hp)	4 (20 hp)
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1d3 S x2/1d6 P	1d3 S x2/1d6 P	1d4 S x2/1d8 P
SPECIAL ATTACKS:	Paralyzation	Paralyzation	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (5'-6' tall)	M (5'-6' tall)	M (5'-6' tall)
MORALE:	Steady (13-15)	Steady (13-15)	Elite (16-17)
XP VALUE:	175	175	650

Ghoul

Ghouls are undead creatures, once human, who now feed on the flesh of corpses. Although the change from human to ghoul has deranged and destroyed their minds, ghouls have a terrible cunning which enables them to hunt their prey most effectively.

Ghouls are vaguely recognizable as once having been human but have become horribly disfigured by their change to ghouls. The tongue becomes long and tough for licking marrow from cracked bones, the teeth become sharp and elongated, and the nails grow strong and sharp like claws.

Combat: Ghouls attack by clawing with their filthy nails and biting with their fangs. Their touch causes humans (including dwarves, gnomes, half-elves, and halflings, but excluding elves) to become paralyzed unless a DC 11 STR Saving Throw is successful. This paralysis lasts for 1d6+2 rounds.

Any human or demihuman (except elves) killed by a ghoulish attack will become a ghoul unless blessed. Obviously, this is also avoided if the victim is devoured by the ghouls. Ghoul packs always attack without fear. These creatures are subject to all attack forms except Sleep and Charm spells.

Habitat/Society: Ghouls and ghosts are most frequently encountered around graveyards, where they can find plenty of corpses on which to feed.

Ecology: Ghouls (and ghosts, as described later) delight in revolting and loathsome things - from which we draw our adjectives "ghoulish" and "ghastly."

Lacedon

The lacedon is a marine form of the ghoul. Lacedons are sometimes found near marine ghosts, particularly ghost ships. Lacedons are less common than ghouls because of the fewer corpses available for them to feed on, but they can often be found swarming around recent shipwrecks in rivers, lakes, and oceans.



Ghast

These creatures are so like ghouls as to be completely indistinguishable from them, and they are usually found only with a pack of ghouls. When a pack of ghouls and ghosts attacks it will quickly become evident that ghosts are present, for they exude a carrion stench in a 10' radius which causes retching and nausea unless a DC 12 CON Saving Throw is made. Those failing to make this save are sickened (DMG 242).

Worse, the ghast shares the ghoulish ability to paralyze with their touch (DC 12), and their attack is so potent that it will even affect elves. Paralysis caused by a ghast lasts for 1d6+4 rounds.

Ghasts, like ghouls, are undead and, thus, Sleep and Charm spells do not affect them. Though they can be struck by any sort of weapon, cold iron inflicts double normal damage.

GIANT, CLOUD

CLIMATE/TERRAIN:	Any mountains or magical cloud island
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average to very (9-12)
TREASURE:	E, Q (x5)
ALIGNMENT:	Neutral (good 50%, evil 50%)
NO. APPEARING:	1d10
ARMOR CLASS:	20
MOVEMENT:	75
HIT DICE:	16+16 (96 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10+8 B or 3d8+8 B
SPECIAL ATTACKS:	Hurling rocks for 1d10+8 B
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (24' tall)
MORALE:	Fanatic (19)
XP VALUE:	10,000
Infant:	Nil
Juvenile:	5,000
Spell caster:	10,000 plus 500 per level

Cloud giants consider themselves above all other giants, save storm giants, whom they consider equals. They are creative, appreciate fine things, and are master strategists in battle.

Cloud giants have muscular human builds and handsome, well-

defined features. The typical cloud giant is 24 feet tall and weighs about 12,000 pounds. Cloud giants' skin ranges in color from a milky-white tinged with blue to a light sky blue. Their hair is silvery white or brass and their eyes are an iridescent blue. Cloud giants can live to be 400 years old. Their keen senses give them a +10 to Perception skill checks.

A cloud giant's natural Armor Class is 20. Although they will wear no armor, these giants prize magical protection devices, and one in 20 will have such a device. Cloud giants dress in clothing made of the finest materials available and wear jewelry. Many of the giants consider their appearance an indication of their station; the more jewelry and the better the clothes, the more important the giant. Cloud giants also appreciate music, and the majority of giants are able to play one or more instruments (their favorite is the harp). Unlike most other giant races, cloud giants leave their treasure in their lairs, carrying with them only food, throwing rocks, 10d10 coins, and a musical instrument.

Cloud giants speak their own tongue as well as Giant. In addition, 60% of all cloud giants speak Common.

Combat: Cloud giants fight in well-organized units, using carefully developed battle plans. They prefer to fight from a position above their opponents. A favorite tactic is to circle the enemy, barraging them with rocks while the giants with magical abilities assault them with spells. Cloud giants can hurl rocks a base range of 100 feet, causing 1d10+8 points of bludgeoning damage. Their huge morningstars do 3d8+8 points of bludgeoning damage. One in 10 cloud giants will have a magical weapon.

Habitat/Society:

Cloud giants live in small clans of no more than six giants. However, these clans know the location of 1-8 other clans and will band together with some of these clans for celebrations, battles, or to trade. These joined clans will recognize one among them to be their leader - this is usually an older cloud giant who has magical abilities.

One in 10 cloud giants will have spells equivalent to a 1st - 4th level magic-user, and one in 20 cloud giants will be the equivalent of a 1st - 4th level cleric. A cloud giant cannot have both cleric and magic-user abilities.



If encountered in a lair, half will be immature giants. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of ogre. Rolls of 1-3 indicate older progeny with Hit Dice equal to that of a fire giant.

The majority of cloud giants live on cloud-covered mountain peaks in temperate and sub-tropical areas. These giants make their lairs in crude castles. Only 10% of good cloud giants live in castles on enchanted clouds. All giants dwelling there are able to levitate their own weight plus 2,000 pounds three times a day, create a Fog Cloud three times a day, and create a Wall of Fog once a day. These abilities are performed as a 6th level magic-user.

There is a 60% chance a cloud giant mountain lair will be guarded by 1d4 spotted lions, 1d4+1 owlbears, or 1d4+1 griffons (1d2 wyverns for evil cloud giants). In addition, there is a 50% chance the lairs of evil

cloud giants will contain 1d20 human and demihuman slaves. There is an 80% chance that a cloud island lair will be guarded by 1d4+1 griffons, 2d4 hippogriffs, or 1d4+1 giant eagles.

Cloud lairs are fantastic places with giant-sized gardens of fruit trees. According to legend, some giants mine their cloud islands for small chunks of the purest silver.

Ecology: Cloud giants prefer food that is carefully prepared with spices and sauces, and they relish fine, aged wines.

Good cloud giants trade with human and demihuman communities for food, wine, jewelry, and cloth. Some cloud giant clans will establish good relations with such communities and will come to the communities' aid if they are endangered. Evil cloud giants raid human and demihuman communities to get what they want.

GIANT, CYCLOPS

	Cyclopskin	Cyclops
CLIMATE/TERRAIN:	Temperate hills and mountains	Temperate hills and mountains
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Clan	Clan
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low to average (5-10)	Low (6-8)
TREASURE:	C	C
ALIGNMENT:	Chaotic (evil)	Chaotic evil
NO. APPEARING:	1d8	1d4
ARMOR CLASS:	17	18
MOVEMENT:	60	75
HIT DICE:	5+5 (30 hp)	13 (65 hp)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2d6+4	3d6+8 B
SPECIAL ATTACKS:	Nil	Hurl rocks for 1d10+8 B
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (7½' tall)	H (20' tall)
MORALE:	Steady (13-15)	Elite (16-17)
XP VALUE:	270	4,000

Cyclopskin

A diminutive relative of true giants, cyclopskin are single-eyed giants that live alone or in small bands.

The typical cyclopskin weighs around 350 pounds and stands 7½ feet tall. A single large, red eye dominates the center of its forehead. Shaggy black or dull, deep blue hair falls in a tangled mass about its head and shoulders, its skin tone varies from ruddy brown to muddy yellow, and its voice is rough and sharp. Cyclopskin commonly dress in ragged animal hides and sandals. They smell of equal parts dirt and dung.

Combat: Cyclopskin are armed with either a club (2d6+4 B) or a bardiche (2d10+4 S). Each will also carry a spear (2d6+4 P damage) and a sling of great size (1d6 B). They never wear armor or use shields, for their tough hide gives them ample protection from most attacks.

Cyclopskin do not bother with strategy or tactics in combat. If their opponents are out of reach, they use slings or hurl spears. They cannot throw boulders like their larger cousins. Since the single eye of the cyclopskin gives them poor depth perception, they suffer a -2 penalty to all ranged attack rolls, but not to damage. If the opponents are close, the cyclopskin rush in to fight with their clubs or bardiches.

Habitat/Society: The single-eyed humanoids shy away from organized settlements. If left alone, they tend to leave armed groups alone, though they are not above attacking a much weaker force if they

stumble across one. Cyclopskin have no regard for any form of life other than themselves. Captives are either enslaved or eaten. This doesn't happen very often, since the cyclopskin tend to live in remote rocky places. They rarely wander more than 10 miles from their caves.

Being poor hunters, most cyclopskin clans keep small herds of goats or sheep. Some clans are nomadic, while others stay put in their caves. Each spring, regional clans meet to exchange goods and slaves and to select mates. On rare occasions a charismatic cyclopskin will arise and bring together several clans to form a wandering tribe. The largest known tribe numbered around 80 fighting cyclopskin. Such a band will aggressively raid outlying areas with a boldness uncommon in a single clan. All group decisions are made by the strongest and toughest cyclopskin in the group, usually through intimidation. This in turn leads to brawls and fist fights. There are no rules in such fights, and they can lead to permanent injury or death for the loser.

A cyclopskin cave is sealed with boulders and there is but one entrance. Inside, if size permits, there will be wooden pens to house both animals and slaves. The pens always have roofs of either wooden bars or the natural cave ceiling.

At night, a large boulder or stout wooden gate is placed at the entrance of the cave to protect the cyclopskin from predators. There are no interior fire pits, since cyclopskin use fire infrequently, and then only outside their lairs. Any cyclopskin treasure will be kept in a sack in the cave.

Ecology: Cyclopskin can survive on almost any animal or plant diet. They enjoy meat of all sorts and prize it above vegetable foods. While they live off the land, they do not live with it. They have absolutely no sanitary practices, and rarely even cook their meals. They take no care to preserve their environment while hunting and are considered to be one of the easiest creatures of their size to track.

The life of a cyclopskin is hazardous, and hence they have a short life expectancy. Besides human adventurers, there are many predators, such as tigers, giants, wyverns, and trolls, that are not above attacking a small group of these giants. However, mountain dwarves actually go out of their way to hunt cyclopskin, receiving the dwarven bonus against giants.

Cyclops

These larger versions of their slightly more common cousins are usually found in the extreme wilds or on isolated islands, where they scratch out a meager existence by shepherding their flocks of giant sheep. Cyclopes can hurl boulders for 1d10+8 damage, with a base range of 100 feet. They usually wield huge clubs that deal 3d6+8 damage.

GIANT, DESERT

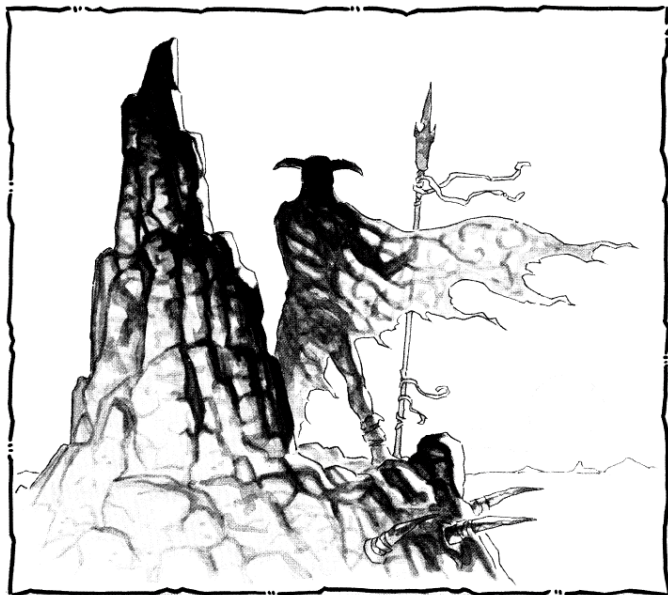
CLIMATE/TERRAIN:	Desert
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	B
ALIGNMENT:	Neutral
NO. APPEARING:	2d10
ARMOR CLASS:	19
MOVEMENT:	75
HIT DICE:	13 (65 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10+6 B or by weapon +6
SPECIAL ATTACKS:	Hurling spears for 2d6+6 P
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	H (17' tall)
MORALE:	Elite (16-17)
XP VALUE:	5,000

Desert giants were once numerous in the scrub plains and deserts of the Land of Fate, but they have fallen victim to a divine curse which transforms them slowly but inexorably into stone. They always wander the land in the company of their cattle and their mounts. Their great civilization has long since vanished under the sands.

The weathered and craggy faces of the desert giants are scored with wrinkles. Even the youngest of desert giants are somewhat wrinkled,



though this is not visible in the women, as they wear a veil. The dark hair and tanned skin of the desert giants make their blue eyes all the more remarkable. However, it is considered a clear sign of impending fossilization when the eyes of a desert giant turn from blue to brown. The typical desert giant is 17' tall and weighs 7,000 pounds, though fossilizing giants may weigh twice that. Desert giants may live to be 400 years old.



Combat: Desert giants fight mounted when they can, though steeds of a size to suit them are rare. Battle mounts include gigantic lizards, enormous insects, huge undead horses of shifting bone, and even rocs. In the past, some desert giants took service as bodyguards and mercenaries with the most powerful of sultans. The sight of a squad of desert giants wheeling about in preparation for a charge has caused more than one desert legion to break and run.

Desert giants do not hurl rocks. Indeed, they wander many areas where there is often no ready supply of boulders and carrying such heavy objects would tire even the strongest nomadic giant. However, they do make large throwing spears from wood they find when they pass near jungle lands. These spears are kept and cherished as heirlooms over generations. The spears cause 3d6+6 points of piercing damage and have a base range of 40 feet. Desert giant chieftains sometimes carry great scimitars given to their ancestors for outstanding military service. These weapons deal 3d8+6 slashing damage. On occasion, a desert giant will attack with one of its huge fists, causing 1d10+6 points of bludgeoning damage.

Some desert giants are gifted with the ability to call back their ancestors from the stones; they are called sand-shifters because of the way the summoned giants throw aside the sands when they rise again. Sand-shifters are not clerics or magic-users; they have no other special spell abilities. One in every 10 desert giants can bring back giants who have assumed the form of stone and can command them to fight once more. Once per week, a desert giant can summon 1d6 giants from the rocks for 1d2 hours; the summoning takes 10 minutes. These giants crumble back to rock and powder when slain. Desert giant children gifted this way can summon 2d10 stony mounts for their elders to ride into battle. Adult sand-shifters can summon 3d10 mounts instead of 1d6 giants if they so choose.

Desert giants' skin is so like sand and rock that they can camouflage themselves very effectively (+10 to Stealth skill checks). This ability allows them to ambush foes and prey alike. Desert giants who lose their herds often use this ability to become effective bandits, and the numbers of these gigantic brigands have increased as the race dwindles.

Habitat/Society: Desert giants are nomadic herdsman and are rarely found far from their herds. Though they are responsible for stripping entire river valleys bare in fertile areas, they do not reimburse farmers or herdsman on the edge of those territories for any damage they might do. They see the lands as theirs for the taking, and they make

no apology for overgrazing or even for grazing their herds on crops. Few sultanates attempt to force them off cropland; most attempt to lure the desert giants away with promises of employment as mercenaries. Some will promise rich gifts of salt, cloth, spices, and metal if only the desert giants will return to the empty quarters of the desert.

Ecology: Desert giants wander hundreds of miles following the rains with their herds. When the rains fail, the scrub withers, and the herds and their giants starve. At these times young males among the desert giants may take up mercenary work and use the money they obtain to support the entire tribe. If a drought goes on for years, more and more giants are driven into the cities, though their absolute numbers are still tiny compared to the numbers of humans and other smaller races.

GIANT, ETTIN

CLIMATE/TERRAIN:	Subarctic to temperate/Hills and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	O, (C, Y)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 or 1d4
ARMOR CLASS:	17
MOVEMENT:	60
HIT DICE:	10 (50 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8+4 B x2 or 2d6+4 B x2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (13' tall)
MORALE:	Elite (16-17)
XP VALUE:	3,000



Ettins, or two-headed giants, as they are often called, are vicious hunters that stalk by night and eat any meat they can catch.

An ettin at first appears to be a stone or hill giant with two heads. On closer inspection, however, the creature's vast differences from the relatively civilized giant races become readily apparent. An ettin has pink to brownish skin, though it appears to be covered in a dark brown hide. This is because an ettin never bathes if it can help it and is therefore usually encrusted with a thick layer of dirt and grime. Its skin is thick, giving the ettin its high Armor Class. An ettin's hair is long, stringy, and unkempt; its teeth are large, yellowing, and often

rotten. The ettin's facial features strongly resemble those of an orc - large watery eyes, turned-up piggish snout, and large mouth.

An ettin's right head is always the dominant one, and the right arm and leg will likely appear slightly more muscular and well-developed than the left. An ettin wears only rough, untreated skins, which are dirty and unwashed. Obviously, ettins smell very bad, due to their complete lack of grooming habits - good or bad.

Ettins do not have a true language of their own. Instead, they speak a mish-mash of Orc, Goblin and Giant. Any adventurer who speaks one of these languages can make a DC 10 Language skill check to make out what an ettin says.

Combat: Having two heads is definitely an advantage for the ettins, as one is always alert, watching for danger and potential food. This gives an ettin a +9 to all Perception skill checks. An ettin also has Darkvision up to 90 feet, which enables it to hunt and fight effectively in the dark.

Though ettins have a low intelligence, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, ettins usually fight furiously until all enemies are dead, or the battle turns against them. Ettins do not retreat easily, only doing so if victory is impossible.

In combat, an ettin has two attacks. Because each of its two heads controls an arm, an ettin does not suffer an attack roll penalty for attacking with both arms. An ettin always attacks with two large clubs, often covered with spikes. Using these weapons, the ettin deals 2d6+4 points of bludgeoning damage. If the ettin is disarmed or unable to use a weapon, it attacks empty-handed, inflicting 1d8+4 points of bludgeoning damage.

Habitat/Society: Ettins like to establish their lairs in remote, rocky areas. They dwell in dark, underground caves that stink of decaying food and offal. Ettins are generally solitary, and mated pairs only stay together for a few months after a young ettin is born to them. Young ettins mature very quickly, and within eight to ten months after they are born, they are self-sufficient enough to go off on their own.

On rare occasions, however, a particularly strong ettin may gather a small group of 1d4 ettins together. This small band of ettins stays together only as long as the leader remains alive and undefeated in battle. Any major defeat shatters the leader's hold over the band, and they each go their separate ways.

Ettins collect treasure only because it can buy them the services of goblins or orcs. These creatures sometimes serve ettins by building traps around their lairs or helping to fight off a powerful opponent. Ettins have also been known to occasionally keep 1d2 cave bears in the area of their lairs.

The sloppy caves of ettins are a haven for parasites and vermin, and it isn't unusual for the ettins themselves to be infected with various parasitic diseases. Adventurers rummaging through ettin lairs for valuables will find the task disgusting, if not dangerous.

Ecology: Because ettin society is so primitive, they produce little of any value to civilized creatures. Ettins tolerate the presence of other creatures, like orcs, in the area of their lair if they can be useful in some way. Otherwise, ettins tend to be violently isolationist, crushing trespassers without question.

GIANT, FIRBOLG

CLIMATE/TERRAIN:	Temperate/Hills and forests
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to genius (9-19)
TREASURE:	E, Y (M x 10, Q)
ALIGNMENT:	Neutral (chaotic good)
NO. APPEARING:	1d4 or 4d4
ARMOR CLASS:	18
MOVEMENT:	75
HIT DICE:	13+13 (78 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8+4 B or by weapon +4
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Deflect missiles
MAGIC RESISTANCE:	3
SIZE:	L (10½' tall)
MORALE:	Champion (18)
XP VALUE:	8,000
Shaman:	8,000 plus 500 per level

Of all the giant-kin, the firbolg is the most powerful, due to natural intelligence and considerable magical power.

Firbolgs appear to be normal humans, except that they are over 10 feet tall and weigh over 800 pounds. They wear their hair long and keep great, thick beards. Their skin is a normal fleshy pink, with any

shade of hair color, although blonde and red are most common. The flesh and skin of firbolgs are unusually dense and tough.

Their voices are a smooth, deep bass, thick with rolling consonants.

Combat: Firbolgs can use any large size weapons; they disdain the use of armor or shields. Of manmade weapons, they prefer great swords and halberds, both of which they may use in one hand without penalty. Weapons of their own make are double size equivalents of human weapons and deal twice the usual damage. As such, their longswords deal 2d8 damage while firbolg great swords deal 4d6 damage (plus their Strength bonus of +4).



If a firbolg has one hand free, it can bat away up to two missiles per round. Large missiles, such as boulders, or those with long shafts, such as javelins and spears, can be caught if desired.

When a firbolg would normally be hit with a ranged weapon, it may make an attack roll. If the result of this check equals or exceeds its opponent's attack roll, the firbolg deflects (or catches) the weapon and suffers no damage. A caught weapon may be thrown at any opponent on the next round with a -2 penalty to the attack roll, for using its off hand.

All firbolgs have the following magical powers, usable once per day, on any round they are not engaged in melee combat: Detect Magic, diminution (as double the potion), Fools' Gold, Forget, and Alter Self. There is a 5% cumulative chance per member of a group that one of the firbolgs is a shaman (clerics) of 1st through 7th level.

Firbolgs are cautious and crafty. They have learned to distrust and fear humans and demihumans. If possible, they avoid an encounter, either by hiding or with deception. If forced to fight, they do so with great strategy, utilizing the terrain and situation to best effect. They operate as a group, not a collection of individuals. Ten percent of all encounters is a large group of 4d4 members en route to an enclave of some sort.

Habitat/Society: Firbolgs live in remote forests and hills. These giant-kin distrust most other civilized races and stay well away from them. They keep on even terms with druids and the faerie creatures, including elves, neither asking nor giving much, but avoiding insult or injury. Strangers are met with caution, frequently in illusionary disguise as one of their own race. They do not attack or kill without reason, but do enjoy pranks, particularly those that relieve strangers of treasure.

Firbolg society is close-knit and centered around the family or clan. Each clan has 4d4 members and frequently a shaman. The level of the shaman is determined by rolling 2d4-1 if the DM doesn't wish to choose it himself. The clans live apart from each other, existing as gatherers and sometimes nomads. Their homes are huge, single-storey, wooden houses with stout walls and a central fireplace opening in several directions in the common room. When great decisions are needed, the clans involved meet in an enclave. This happens at least once a year at the fall solstice, just to celebrate if nothing else. The shamans preside over these events and settle any disputes between clans.

Ecology: Firbolgs live off the land and with it. Their homes are built from trees cleared from around the house. The clan does keep a field for harvest, but only enough to supplement their diet. They trade tasks involving great strength for food, usually with other peaceful folk in the forests or hills. The rest of their food is obtained by gathering and hunting an area up to 20 miles from their homestead. Meat is used in small quantities for most meals, although major celebrations always include a large roast of some sort.

Although many creatures are capable of killing a firbolg, none hunt them exclusively. They are stronger than most forest beasts, and intelligent creatures know better than to mess with them. They avoid true giants, except storm giants, and aggressively repel other giant-kin from their lands.

GIANT, FIRE

CLIMATE/TERRAIN:	Any temperate, subtropical, tropical
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Low to average (6-10)
TREASURE:	E
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d8
ARMOR CLASS:	15 (21 with armor)
MOVEMENT:	75 (60 with armor)
HIT DICE:	15 (75 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8+7 B or by 6d6+7 S
SPECIAL ATTACKS:	Hurling rocks for 1d8+7 B
SPECIAL DEFENSES:	Resistant to fire
MAGIC RESISTANCE:	Nil
SIZE:	H (18')
MORALE:	Champion (18)
XP VALUE:	8,000
Infant:	Nil
Juvenile, -3 HD:	5,000
Juvenile, -2 HD:	6,000
Juvenile, -1 HD:	7,000
Shaman/Witch doctor:	8,000 plus 500 per level

Fire giants are brutal, ruthless, and militaristic.

They are tall, but squat, resembling huge dwarves. An adult male is 18 feet tall, has a 12 foot chest, and weighs about 7,500 pounds. Fire giants have coal black skin, flaming red or bright orange hair, and prognathous jaws that reveal dirty ivory or yellow teeth. They can live to be 350 years old.

A fire giant's natural Armor Class is 15. Warriors usually wear banded mail and round metal helmets (AC 21). They carry their belongings in huge sacks. A typical fire giant's sack contains 1d4+1 throwing rocks, the giant's wealth, a tinderbox, and 3d4 common items. Everything they own is battered, filthy, and smelly, making it difficult to identify valuable items.

All fire giants can speak Giant and their own tongue.

Combat: Fire giants are immune to nonmagical fire and heat, as well as red dragon breath. They have resistance to magical fire, taking only half damage from such attacks. Adult fire giants can hurl rocks for 1d8+7 points of damage. The base range for their thrown rocks is 100 feet. They can catch similar large missiles once per round if they have a free hand. When a fire giant would normally be hit with a hurled rock or siege weapon, it may make an attack roll. If the result of this check equals or exceeds its opponent's attack roll, the fire giant deflects (or catches) the missile and suffers no damage.

They usually fight in disciplined groups, throwing rocks until they run out of ammunition or the opponent closes. Fire giants often wait in ambush at lava pools or hot springs, hurling heated rocks at victims for an extra 1d6 points of fire damage.

Warriors favor huge great swords. A fire giant's oversized weapons do triple normal (man-sized) damage to all opponents, plus the giant's strength bonus. Thus, a fire giant two-handed sword does 6d6+7 points



of damage.

Habitat/Society: Fire giants live in well-organized military groups, occupying large castles or caverns. When encountered in their lair there will be 1d8+12 giants, half of whom will be immature giants. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and the hit points of an ogre while rolls of 1-3 indicate older progeny with Hit Dice reduced by 1, 2 or 3, respectively.

Their lairs are always protected by vigilant watchmen, and sometimes by traps. Fire giants favor deadfalls that can crush intruders for 5d6 points of damage, and large crossbow devices that fire one, two, or three huge bolts for 2d8 points of damage each.

Particularly intelligent fire giant leaders will command groups three or four times normal size. One who commands 30 or more giants usually will call himself a king. Kings always will have better than normal armor and a magical weapon of +1 to +3.

There is a 20% chance that any band of fire giants will have a shaman (cleric) or witch doctor (cleric-magic-users). If the group is led by a king, there is an 80% chance of a spellcaster. Fire giant shamans and witch doctor are of 1st - 7th level (roll 2d8-1 if determining randomly).

Fire giants often capture and tame other creatures as guards. There is a 50% chance that a fire giant lair will contain 1d4 hell hounds. Larger than normal groups check once for every 10 giants. Bands with 30 or more giants have an additional 30% chance to have 1d4+1 trolls, larger groups check once for every 20 giants. A king's group has a 20% chance to have 1d2 red dragons of age category 2-5 (1d4+1) in addition to other guards. Fire giants frequently take captives to hold for ransom or use as slaves. There is a 25% chance that a lair will contain 1d2 captives, larger bands check once per 10 giants.

Ecology: Fire giants live wherever there is a lot of heat. They prefer volcanic regions or areas with hot springs. Frequently they share their lairs with other fire-dwelling creatures such as salamanders or fire elementals.

Fire giants prefer to eat meat and bread, they can hunt and kill their own meat, but raid human and demihuman settlements for grain, captives, and treasure.

GIANT, FOG

CLIMATE/TERRAIN:	Temperate/Swamps, marshes, boggy forests, and coastal regions
FREQUENCY:	Very rare
ORGANIZATION:	Clan, Hunting Group
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (9-10) to Highly (13-15)
TREASURE:	E, R
ALIGNMENT:	Neutral (good 50%, evil 50%)
NO. APPEARING:	1d4 (rarely 1d6)
ARMOR CLASS:	19 (20 with armor)
MOVEMENT:	75
HIT DICE:	14 (70 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10+8 B or by weapon +8
SPECIAL ATTACKS:	Hurling rocks for 1d10+8 B
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (24' tall)
MORALE:	Elite (16-17)
XP VALUE:	8,000

Cousins to the cloud giants, these large rock-hurlers are more intelligent and stealthy than portrayed in story or song.

Fog giants are huge and husky, with tree-trunk sized legs, and over-developed arms muscled by constant throwing games and exercises. They have milk-white skin which aids their natural ability to blend into fog (+11 to Stealth skill checks made to hide in fog). Their hair is silvery white and flowing, with ample hair on the arms, legs, and chest. They grow no facial hair whatsoever.

They prefer to wear no armor, counting on their high natural Armor Class. However, they occasionally wear leather armor (AC 20) and at least one band wears armor made from white dragon hides studded with silver. They love massive, ornate clubs made from bleached and

polished wood or bone. Fog giants speak their own tongue as well as Giant, and 30% speak Common.

Combat: Fog giants generally hunt in groups of 2-5 males, although they sometimes join with a cloud giant or two to form a hunting party of 3-7. They prefer to attack from cover (fog is most preferred).

After some ranged rock-hurling to scatter their opponents, they will charge into melee with fists and swords flying. Adult fog giants can hurl rocks with a base range of 100 feet, inflicting 1d10+8 points of damage to anyone struck. They can catch similar large missiles once per round if they have a free hand. When a fog giant would normally be hit with a hurled rock or siege weapon, it may make an attack roll. If the result of this check equals or exceeds its opponent's attack roll, the fog giant deflects (or catches) the missile and suffers no damage.



In melee they generally fight with clubs (3d6+8 bludgeoning damage) and fists (1d8+8 bludgeoning damage), though tales of great sword-armed (6d6+8 slashing damage) fog giants are common.

Because of their keen hearing and highly-developed sense of smell, fog giants are seldom surprised (+11 to Perception checks). Access to their caves and hunting camps are often protected by deadfalls of rocks or logs, which can be released by a carefully thrown rock at the first sign of an attack against them.

Habitat/Society: Fog giants are proud of their strength and fighting skills, often playing games when on hunting forays in an attempt to best one another. Their favorite such game is called "copsi" and consists of the giants pairing off to toss larger and larger boulders to their partners until one of the pairs misses its throw.

The fog giant families live in caves, canyons, or thickets, in the most inaccessible areas of marsh, swamp, forest, or coast. The men usually hunt in groups, ranging up to a dozen miles from their homes. The groups generally are formed of giants of similar alignment.

By tradition, a young giant may not mate until he has obtained at least one large ornament of silver. Usually, the young giant joins with several others in a quest to find one (or acquire enough treasure to buy one).

Fog giants do not often mix well with other creatures or races, although they can often be persuaded to perform services for a fee, or barter goods with groups of similar alignment. Fog giants will happily barter goods and services for refined silver.

Territorial disputes sometimes flare up between groups, especially in times of bad hunting. Friendly disputes can sometimes be resolved by a game of copsi or an arm-wrestling match. Fog giants fighting amongst themselves will generally throw rocks and fist-fight, rather than use swords.

Fog giants are fond of all sorts of cooked meats, particularly hooved creatures such as horses, cows, deer, elk, and centaur. They often cook meat by building a large fire, then impaling chunks of meat on their swords and holding them over the open flame. Fog giants prefer fruits and sweets for dessert and will also down large quantities of spirits if available to them. They do not distill their own spirits or liquors. They also sometimes smoke fresh milkweed pods in wooden pipes, though the taste is too bitter for humans and demihumans to enjoy.

Ecology: Because of their size, fog giants consume a large quantity of food, and require a considerable territory per hunting group to support themselves. The giants will often place territorial markers of boulders and logs to define the boundaries between their hunting territories. They do not look kindly on anyone who tears down or moves these markers. Their regular pathways are hard to hide and are instead trapped with deadfalls of rocks and logs to discourage trespassers.

GIANT, FOMORIAN

CLIMATE/TERRAIN:	Any mountain and subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	D, Q x 10
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d4
ARMOR CLASS:	17
MOVEMENT:	45
HIT DICE:	13 (65 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8+5 B or by 2d6+5 B
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (13½' tall)
MORALE:	Elite (16-17)
XP VALUE:	6,000



Fomorians are the most hideous, deformed, and wicked of all giant-kin. The fomorian giants are all grossly deformed behemoths. Each has a different set of deformities, which must be determined by the DM. A partial list of deformations includes misplaced limb, misshapen limb, misplaced facial feature, hunchbacked, bulging body part, drooping flesh, body part too big or too small, flapping ears, huge snout, large feet on short legs.

Their thick, hairy hides, combined with the pelts and odd metal bits they wear for protection, give an effective AC of 17. They have scattered patches of hair as tough as wire on their pale white skin. Large warts and other growths are scattered across their bodies. There is no single odor associated with fomorians; some smell strongly due to overactive sweat glands, others have no smell. Their voices are also each different due to their unique deformities.

Combat: Fomorians use all manner of clubs and other blunt instruments (2d6+5 B damage). Regardless of the weapon, it inflicts double the normal damage for such a weapon plus 5 points for Strength, while their fists alone inflict 1d8+5 points of bludgeoning damage. Their deformities prevent them from hurling boulders as true giants. They work any bits of metal they can find and scavenge into their clothing, to aid their Armor Class. The typical fomorian is AC 17, while a particularly well-armored one, or one with a shield, might get an AC as good as 19, but no better.

Typical fomorian strategy is to sneak up on an opponent (they get a +8 to all Stealth skill checks) and hit him as hard as it can. These giant-kin are rarely surprised because they tend to have eyes and ears in odd places on their heads (+11 to Perception skill checks). If the fomorian bothers to keep an opponent alive, he is crudely tortured until dead, and then eaten.

Habitat/Society: Fomorians live in mountain caves, abandoned mines, or other subterranean realms. They rarely modify their homes but adapt to what is already there. These deformed giants wander throughout the underground complex, for almost any distance, stopped only by hazards they do not want to challenge. A fomorian clan picks a small, (to them) defensible alcove for a lair. Their territories are sometimes marked by the bodies of their enemies. Their treasure consists only of stolen items from enemies. Pieces of armor are added to their own patchwork protection. Since they do not care for it, this armor quickly deteriorates and becomes worthless.

Their society is ruled by depravity and wickedness. The strongest and cruelest giant rules over all the others within reach, which is usually a small number. The women and children are treated as slaves.

Acts of violence are common among fomorians, sometimes resulting in permanent injury or death. Fomorian giants have been known to work with other creatures for evil causes. Usually the other creatures must completely dominate the fomorians, or be capable of it, to form the alliance. Such an agreement lasts only as long as the fomorians fear their cohorts. Once their interests no longer coincide or the fomorians no longer feel threatened, they double-cross their partners, as quickly as possible.

Ecology: These twisted giants can live for weeks on little or no food. This is good, because their underground dwellings do not provide an abundance of it. They can eat almost any organic material, including fungi, lichens, plants of all sorts, bats, mice and fish. They particularly savor the taste of large mammals, especially those that beg not to be eaten. Preparing a meal usually involves torture rather than any efforts to improve its taste.



GIANT, FROST

CLIMATE/TERRAIN:	Arctic lands
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Low to average (6-10)
TREASURE:	E
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d8
ARMOR CLASS:	15 (20 with armor)
MOVEMENT:	75 (60 with armor)
HIT DICE:	14 (70 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8+6 B or by 3d8+6 B
SPECIAL ATTACKS:	Hurling rocks for 1d8+6 B
SPECIAL DEFENSES:	Impervious to cold
MAGIC RESISTANCE:	Nil
SIZE:	H (21')
MORALE:	Elite (16-17)
XP VALUE:	7,000
Infant	Nil
Juvenile, -3:	4,000
Juvenile, -2:	5,000
Juvenile, -1:	6,000
Shaman/Witch doctor:	7,000 plus 500 per level

Like all evil giants, frost giants have a reputation for crudeness and stupidity. This reputation is deserved, but frost giants are crafty fighters.

Frost giants have muscular, roughly human builds. The typical adult male is 21' tall and weighs about 8,000 pounds. Females are slightly shorter and lighter, but otherwise identical to males. Frost giants have

snow-white or ivory skin. Their hair is light blue or dirty yellow, with matching eyes. They can live to be 250 years old.

A frost giant's natural Armor Class is 15. Warriors usually wear chain mail and metal helmets decorated with horns or feathers (AC 20). They also wear skins and pelts, along with any jewelry they own.

Frost giants carry their belongings in huge sacks. A typical frost giant's sack contains 1d4+1 throwing rocks, the giant's wealth, and 3d4 mundane items. Everything in a giant's bag is old, worn, dirty, and smelly, making the identification of any valuable items difficult.

Frost giants speak their own language and Giant.

Combat: Frost giants are immune to nonmagical cold and have resistance to magical cold damage. Adult frost giants can hurl rocks for 1d8+6 points of damage. The base range for their hurled rocks is 100 feet. They can catch similar large missiles once per round if they have a free hand. When a frost giant would normally be hit with a hurled rock or siege weapon, it may make an attack roll. If the result of this check equals or exceeds its opponent's attack roll, the frost giant deflects (or catches) the missile and suffers no damage.

They usually will start combat at a distance, throwing rocks until they run out of ammunition, or the opponent closes. One favored strategy is to ambush victims by hiding buried in the snow at the top of an icy or snowy slope where opponents will have difficulty reaching them.

Warriors favor huge battle axes. A frost giant's oversized weapons do triple normal (man-sized) damage to all opponents, plus the giant's strength bonus. Thus, a frost giant battle axe does 3d8+6 points of slashing damage.

Habitat/Society: Frost giants live in small bands consisting of a chief, his henchmen, and their camp followers. A band usually will occupy a crude castle or frigid cavern. When encountered in their lair there will be 1d8+8 giants; half of whom will be immature. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of ogre; rolls of 1-3 indicate older progeny with Hit Dice reduced by 1, 2 or 3, respectively.

Particularly strong or intelligent frost giant chieftains will command bands three or four times normal size. A chieftain who commands 20 or more giants is called a jarl. Jarls always will have better than normal armor and a weapon of +1 to +3 enchantment.

There is a 20% chance that any band of frost giants will have a shaman (80%) or witch doctor (20%). If the group is led by a jarl, there is an 80% chance for a spell caster. Frost giant shamans are clerics of 1st - 7th level, while witch doctors are cleric/magic-users of 1st - 7th level. They prefer spells that can bewilder and confound opponents. Favorite spells include: Unseen Servant, Shocking Grasp, Detect Magic, Ventriloquism (DC 11), Deepockets, ESP (DC 12), Mirror Image, and Invisibility.

Frost giants often capture and tame other creatures as guards. There is a 50% chance that a frost giant lair will contain 1d6 winter wolves. Larger than normal groups check once for every eight giants. Bands with 20 or more giants have an additional 30% chance to have 1d4 yeti, larger groups check once for every 16 giants. A jarl's band has a 20% chance to have 1d2 subdued white dragons in addition to other guards. The dragons will be age category 2-5 (1d4+1).

Frost giants also take captives to hold for ransom or use as slaves. There is a 15% chance that a lair will contain 1d2 captives, larger bands check once per eight giants. Captives can be of any race.



Ecology: Frost giants live in frigid, arctic lands with glaciers and heavy snowfall. Frost giants eat mostly meat, which they can hunt and kill themselves. They raid human and demihuman settlements for foodstuffs and other booty.

GIANT, HILL

CLIMATE/TERRAIN:	Any hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Low (6-8)
TREASURE:	D
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d12
ARMOR CLASS:	15 (17 or 20 with armor, see below)
MOVEMENT:	60
HIT DICE:	12 (60 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6+4 B or 2d6+4 B
SPECIAL ATTACKS:	Hurling rocks for 1d6+4 B
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (16' tall)
MORALE:	Elite (16-17)
XP VALUE:	4,000
Infant:	Nil
Juvenile, -3 HD:	975
Juvenile, -2 HD:	2,000
Juvenile, -1 HD:	3,000

Hill giants are selfish, cunning brutes who survive through hunting and by terrorizing and raiding nearby communities. Despite their low intelligence, they are capable fighters.

Hill giants are oddly simian and barbaric in appearance, with overly long arms, stooped shoulders, and low foreheads. Even though they are the smallest of the giants, their limbs are more muscular and massive than those of the other giant races. The average hill giant is 16 feet tall and weighs about 4,500 pounds. Females have the same builds as males. Their skin color ranges from a light tan to a deep ruddy brown. Their hair is brown or black, and their eyes are black. Hill giants can live to be 200 years old.

Hill giants' natural Armor Class is 15. This is reduced to an Armor Class of 17 when they wear crudely-sewn animal hides, which are the equivalent of leather armor. Nearly all hill giants wear these hides, which are a symbol of esteem in some hill giant communities - the more hides a giant has, the more large kills to his credit. Only a few (5%) of the giants fashion metal armor from the armor of men they have defeated. These giants have an Armor Class of 20. Like other races of giants, hill giants carry their belongings with them in huge hide sacks. A typical hill giant's bag will contain 2d4 throwing rocks, the giant's wealth, and 1d8 additional common items.

Hill giants speak their own language and Giant. In addition, 50% also speak Ogre or Common (50% chance or either).



Combat: Hill giants prefer to fight their opponents from high rocky outcroppings where they can pelt their targets with rocks and boulders while limiting the risks posed to themselves.

Hill giants' favorite weapons are oversized clubs which do 2d6+4 points of damage (double the damage of a man-sized club plus their Strength bonus). They hurl rocks for 1d6+4 points of damage. The base range for hurled rocks is 100 feet. They can catch similar large missiles once per round if they have a free hand. When a hill giant would normally be hit with a

hurled rock or siege weapon, it may make an attack roll. If the result of this check equals or exceeds its opponent's attack roll, the hill giant deflects (or catches) the missile and suffers no damage.

Habitat/Society: A hill giant lair will have 1d8+8 giants; usually an extended family. Sometimes these families will accept lone hill giants into their folds. If six or more giants are encountered in a lair, half of them will be male, one quarter will be female, and the remainder will be immature giants. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of gnom; rolls of 1-3 indicate older progeny with Hit Dice reduced by 1, 2 or 3, respectively. Those with 9 or 10 Hit Dice deal reduce their Strength bonus to +3.

Occasionally a hill giant with an average intelligence can be found. Such a giant is capable of rallying bands of his peers so 2, 3, or 4 times the number of giants usually appearing can be encountered. These "giant kings," as they call themselves, stage raids on human towns or against other races of giants.

Although hill giants prefer temperate areas, they can be found in practically any climate where there is an abundance of hills and mountains. They lair in caves, excavated dens, or crude huts. Those who live in colder climates have developed more skills with preparing and using skins to keep themselves warm and to keep the harsh winds out of their lairs.

There is a 50% chance a band of hill giants will have guards in their lairs, and the guarding creatures will be 2d4 dire wolves (50%), 1d3 giant lizards (30%), or a group of 2d4 ogres (20%).

Most hill giants are suspicious of magic and will seek to destroy magic items they acquire as treasure. They ceremonially kill magic-users.

Ecology: Hill giants' main diet consists of meat, which they obtain by hunting. The flesh of young green dragons is considered a delicacy, and frequently giants who live on hills and mountains covered with forests will organize hunting parties in search of green dragon lairs. In turn, green dragons have been known to hunt hill giants.

Sometimes bands of hill giants will trade with each other or with bands of ogres to get foodstuffs and trinkets.

GIANT, JUNGLE

CLIMATE/TERRAIN:	Tropical/jungle
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal/cooperative
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average to High (9-15)
TREASURE:	Q (A)
ALIGNMENT:	Neutral
NO. APPEARING:	1 or 1d6
ARMOR CLASS:	15 (16 with armor)
MOVEMENT:	75
HIT DICE:	11 (55 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d6+6 P or 3d6+6 B
SPECIAL ATTACKS:	Surprise, arrows
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (18' tall)
MORALE:	Champion (18)
XP VALUE:	5,000

Powerful, lanky, and strictly carnivorous, jungle giants are a terror to all the animals of the tropical forests. They are great hunters and stalkers, able to clear a huge tract of forest of all game and then move on.

A typical jungle giant stands 18' tall yet weighs only 3,000 pounds - very thin for a giant. Females are generally taller than males. They can live to be 200 years old.

Jungle giants always carry everything they need with them: tools for making and maintaining their weapons, fire-starters, tinder, and spare bits of leather and sinew used to repair clothing. They also carry their valuables, and every adult jungle giant carries a quiver of arrows.

Jungle giants speak their own language, as well as Giant and the languages of nearby humans and humanoids.

Thin and very tall, jungle giants easily blend into the vertical landscape

of the tropical forest (they gain a +10 to all Stealth skill checks made within forested areas). Their wavy hair is pale green, and their skin is a rich muddy yellow, like sunlight on the forest floor. They rarely wear more clothing than strictly necessary, as they prefer complete freedom of movement when hunting. Many groups of jungle giants use ritual tattooing, colorful feather headdresses, and even filed teeth to show their fierceness. They sometimes decorate themselves with mud, sticks, and leaves when stalking especially large or wary game.

Combat: Jungle giants use 15' longbows crafted to take advantage of their tremendous size and strength. They will use poisoned arrows to bring down their prey more quickly. If these arrows are used in combat, opponents must make a DC 17 CON save or be rendered immobile for 2d6 minutes. Even humanoid creatures with the strength (21 Strength) to pull a jungle giant bow cannot use it, because the arrows are over 6' long (3d6+6 damage). Jungle giants will occasionally use the trunk of a dead tree as a club, doing 3d6+6 points damage.

Jungle giants prefer to take their prey from ambushes, firing their bows from the treetops and then swinging down sturdy branches or thick ropes to finish off their prey. Jungle giants have a +10 to all Athletics and Survival skill checks.

Habitat/Society: Jungle giants are friendlier than most other races of giants, and they will often cooperate with human jungle tribes on hunts. The giants provide strength and raw power, and the humans provide the numbers and skill to drive animals into ambushes.

Jungle giants have absolutely no compunctions about eating any form of meat - mammal, reptile, amphibian, or avian. They know how to stalk, kill, and prepare everything from eggs to full-grown animals, and from scavengers to predators. Their villages reflect this carnivorous tendency; the huts are made from wooden posts with roofs of greased animal hides stitched together with intestines. The smell of smoking meats and butchery hang in the air, and huge quantities of dragonflies and other insects swarm around the villages. A jungle giant village is 50% likely to shelter 1d6 giant dragonflies.

Ecology: Jungle giants think of most creatures as prey, but those they accept as fellow hunters they respect as equals, regardless of their size. Although they much prefer the jungle terrain that they know so well, they are often forced to leave the trees for the savanna when their numbers become too great to survive in the jungle. They think nothing of eating every snake, antelope, cat, warthog, ostrich, and elephant they come across. Jungle giants on the savannah often return to the forest, because their great height makes stealthy hunting difficult for them on open ground.

GIANT, MOUNTAIN

CLIMATE/TERRAIN:	Any/Mountains
FREQUENCY:	Very rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	E
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d4
ARMOR CLASS:	15 (17 with armor)
MOVEMENT:	60
HIT DICE:	15 (75 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8+7 B or by 2d8+7 B
SPECIAL ATTACKS:	Hurling rocks for 1d8+7 B, summon monsters
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (16 tall)
MORALE:	Champion (18)
XP VALUE:	7,000
Infant:	Nil
Juvenile, -3 HD:	4,000
Juvenile, -2 HD:	5,000
Juvenile, -1 HD:	6,000
Shaman:	7,000 plus 500 per level

Mountain giants are huge humanoids that live in remote mountain caverns.

Standing 14 feet tall and weighing 2,000 pounds, mountain giants are impressive foes. They greatly resemble hill giants. Their skin color is a light tan to reddish brown with straight black hair. The males have heavy beards but no mustaches, and they have large pot bellies. They are typically clothed in rough hides or skins (which give them a +1 to their natural Armor Class of 15) and carry huge clubs as weapons. The stale reek of a mountain giant can be detected several hundred feet downwind.



Combat: Mountain giants always attack in a straight-forward manner, not by ambush or deceit. They love to get into a high, unassailable spot with lots of boulders. When in such a position, mountain giants rarely take cover, but stand in the open to fling their missiles. They can hurl boulders down on their opponents for 1d8+7 points of bludgeoning damage each. They can catch similar large missiles once per round if they have a free hand. When a mountain giant would normally be hit with a hurled rock or siege weapon, it may make an attack roll. If the result of this check equals or exceeds its opponent's attack roll, the mountain giant deflects (or catches) the missile and suffers no damage.

In melee they use huge great clubs that cause 2d8+7 points of bludgeoning damage. These clubs are usually just large tree limbs or logs. They usually keep several such weapons around. Mountain giants are as strong as fire giants (22).

A mountain giant can call upon other monsters from their area to serve them. This call takes 10 minutes to perform, and 1d6 hours pass before the creatures appear. This summoning, which is not magical in nature, results in either 1d10+5 ogres (70%), 1d6+3 trolls (20%), or 1d4 hill giants (10%), although the giant has no idea in advance of what he will get. The control is very loose, not absolute domination. The mountain giant can give a broadly defined command and the monsters obey as they see fit. The summoned monsters stay with and fight for the mountain giant, but they value their own lives over that of the giant. The summoned creatures stay with the giant until killed, sent away, or another summoning is made.

Habitat/Society: The home of a family of mountain giants is often in a large rock cavern in a mountain. Frequently there are unexplored passages leading out of the giants' home. They rarely have any interest in anything beyond their cavern. There is a 75% chance of summoned creatures acting as guards and underlings in the cavern.

The females and young are rarely seen, since they stick close to the cavern. Mountain giants are polygamous, usually one female living with several males. Three quarters of the young are male, which accounts for their low population. If two or more mountain giants are in a lair, there is a 50% chance of a female and a 25% chance of a child. Roll 1d4 to determine the age of the child. If it is a 4, it is a helpless infant or small child. A roll of 1-3 indicates older progeny with Hit Dice reduced by 1, 2 or 3, respectively. Those with 12 or 13 Hit Dice deal reduce their Strength bonus to +6.

There is a 20% chance that one of the giants in a family is a shaman (druid). Roll 1d6 to determine the level of spell use, 1-4 meaning 1st level, 5-6 indicating 2nd level. He has an innate ability to find caves and cavern entrances within half a mile, unless these are magically hidden.

While only one family is found in a given lair, several families make up a loose tribe scattered over a mountain or range. Each tribe has a 3rd

level shaman as its leader. He presides over the extremely rare gatherings of the tribe and counsels those willing to travel to talk to him. The shaman always lives with a group of summoned monsters, but never with other mountain giants.

Ecology: Mountain giants are foragers and hunters. Their favorite food is mountain sheep. They also eat nuts, tubers, and other edible mountain plants. Nothing hunts mountain giants, but sometimes they pick the wrong cave in which to set up housekeeping. Since they tend not to fully explore all the back tunnels, nasty things from underground have been known to attack and devour sleeping giants.

Since these giants are neither good nor evil, it is possible to set up peaceful relations with them. However, they are suspicious of and reluctant to deal with outsiders.

GIANT, REEF

CLIMATE/TERRAIN:	Tropical or subtropical ocean/reef
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Z (A)
ALIGNMENT:	Neutral good
NO. APPEARING:	1 or 1d4
ARMOR CLASS:	20 (24 with armor)
MOVEMENT:	75, Sw 60
HIT DICE:	18 (90 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8+7 B or 3d8+7 P
SPECIAL ATTACKS:	Hurl rocks for 1d8+7 B, whirlpool
SPECIAL DEFENSES:	Immune to water and ice-based attacks
MAGIC RESISTANCE:	Nil
SIZE:	H (16' tall)
MORALE:	Fanatic (19)
XP VALUE:	12,000



Reef giants are the loners of giant-kind, although they often live in remarkably well-appointed mansions that seem to be no more than huts from the outside. They sometimes become sailors, but their huge mass limits them to the largest of vessels. Reef giants are typically 16' tall and weigh 4,000 pounds. Reef giants can live to be 600 years old.

Reef giants speak their own language as well as Giant. In addition, 40% of the giants also speak Common.

Reef giants have burnished coppery skin and pale white hair. They are barrel-chested and powerfully-muscled from the exertion of forcing their huge bodies through water. Reef giants have a Strength of 22. Reef giants wear skins or garments made of braided hair when ashore, but swim wearing no more than a belt for knives and pouches.

Combat: Reef giants prefer to fight in or under water, and they are fierce fighters when angered. They suffer no penalties when fighting in or under water. They cannot be harmed by water- or ice-based attack forms. They typically attack with giant tridents for 3d8+7 points of damage but have been known to lash out with a huge fist (1d8+7 points of bludgeoning damage) now and again.

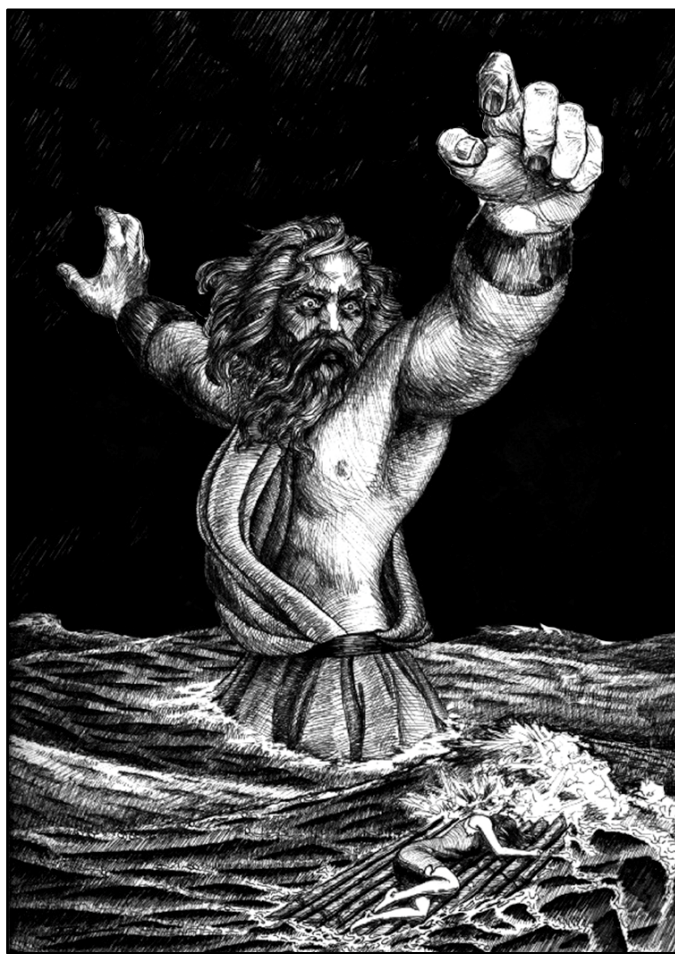
Once per day, a reef giant can form a whirlpool by churning the water in the area for 3 rounds. This whirlpool, once formed, lasts for 3d6 minutes. Unless a successful (DC 19) Athletics skill check is made, creatures within 30 feet of the giant are sucked into the whirlpool and drawn beneath the water until they make an Athletics skill check to

surface, the whirlpool ends, or they drown. The whirlpool is not powerful enough to draw in ships.

Reef giants can throw boulders up to 1d8+7 points of damage and a base distance of 100 feet. They prefer to use thrown boulders to sink unwelcome ships. Boulders are not used against individual opponents.

Habitat/Society: Reef giants are often solitary for long periods of time, although they mate for life. When their children reach puberty, they are sent out on their own to seek an island or reef habitat to make their home.

The mansions of reef giants are sometimes built into the hills and gorges of the islands, and they are always stocked with furniture and decorations collected over generations. These mansions are passed on from one giant to another; the eldest daughter is generally reared to provide for her parents as they grow old and is usually given the mansion and all its goods upon their death. These well-dowered daughters are the objects of much competition between reef giant suitors, each of whom seeks to both prove himself to the new mistress of the mansion and undo his competitors by any means available. Diving, surfing, and fishing competitions are common in reef giant courtship.



Ecology: Reef giants are scavengers who fish and forage coral reefs for a hundred different sources of food. They can net entire schools of fish, and as accomplished divers they can retrieve hoards of pearls, sponges, and coral. Their enormous strength allows them to swim for hours at a time without tiring. In this way reef giants can amass huge amounts of goods to trade for other items. Some reef giants keep flocks of goats or sheep on their island homes, but these giants are generally elderly and not as capable of foraging successfully.

Reef giants frequently enter into contracts or trade agreements with humans and other mercantile races. In exchange for pearls and other valuables from the sea, they are given cloth, sweets, and metal goods.

The reef giants' willingness to plunder the sea has made them the enemies of merfolk, tritons, and other ocean-dwelling races.

GIANT, STONE

CLIMATE/TERRAIN:	Sub-tropical and temperate mountains
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Average (9-10)
TREASURE:	D
ALIGNMENT:	Neutral
NO. APPEARING:	1d10
ARMOR CLASS:	20
MOVEMENT:	60
HIT DICE:	14 (70 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8+5 B or 3d6+5 B
SPECIAL ATTACKS:	Hurling rocks for 1d10+5 B
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (18' tall)
MORALE:	Champion (18)
XP VALUE:	7,000
Infant:	Nil
Juvenile, -3:	4,000
Juvenile, -2:	5,000
Juvenile, -1:	6,000
Elder:	9,000
Spell caster:	7,000 plus 500 per level

Stone giants are lean, but muscular. Their hard, hairless flesh is smooth and gray, making it easy for them to blend in with their mountainous surroundings. Their gaunt facial features and deep, sunken black eyes make them seem perpetually grim.

The typical stone giant is 18' tall and weighs 9,000 pounds because of its dense flesh. Females are a little shorter and lighter. The giants' natural Armor Class is 0. They do not wear armor to augment that, preferring to wear stone-colored garments. Stone giants can live to be 800 years old.



Stone giants, like several other giant races, carry some of their belongings with them. They leave their more valuable items in their lairs, however. A typical stone giant's bag will contain 2d12 throwing rocks, a portion of the giant's wealth, and 1d8 additional common items.

Stone giants speak their own language, as well as Giant. In addition, 50% of the giants also speak Common.

Combat: When possible, stone giants fight from a distance. They are able to hurl rocks a base distance of 100 feet, doing 1d10+5 points of damage with each rock. They can catch similar large missiles once per round if they have a free hand. When a stone giant would normally be hit with a hurled rock or siege weapon, it may make an attack roll. If the result of this check equals or exceeds its opponent's attack roll, the stone giant deflects (or catches) the missile and suffers no damage.

A favorite tactic of stone giants is to stand nearly motionless against rocks, blending in with the background (they have a +11 to Stealth skill checks when doing so), then moving forward to throw rocks, surprising their foes. Many giants set up piles of rocks near their lair which can be triggered like an avalanche when intruders get too close.

When stone giants are forced into melee combat, they use huge clubs chiseled out of stone which do 3d6+5 points of bludgeoning damage. Their stony fists deal 1d8+5 bludgeoning damage.

Habitat/Society: Stone giants prefer to dwell in deep caves high on rocky, storm-swept mountains. They normally live in the company of their relatives, though such clans usually include no more than 10 giants. Clans of giants do locate their lairs near each other, however, for a sense of community and protection. A mountain range commonly has 2-8 clans lairing there.

Stone giants are crude artists, painting scenes of their lives on the walls of their lairs and on tanned hide scrolls. Some giants are fond of music and play stone flutes and drums. Others make simple jewelry, fashioning painted stone beads into necklaces.

If eight or more giants are encountered in a clan's lair, one quarter will be female, one quarter male, and the remainder offspring. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of an ogre; A roll of 1-3 indicates indicate older progeny with Hit Dice reduced by 1, 2 or 3, respectively.

One in 20 stone giants develop special abilities related to their environment. These giant elders can cast Stone Shape, Stone Tell, and Transmute Rock to Mud (or Mud to Rock) once per day as if they were 7th level magic-users. One in 10 of these exceptional giants can also cast spells as if he were a 1st - 3rd level magic-user. Their spells can be determined randomly or chosen to fit a specific encounter as desired. Frequently these giants are able to rise to positions of power and are considered the leaders of several clans.

Stone giants are usually found in mountain ranges in temperate and sub-tropical areas. Stone giants are fond of cave bears and 75% of their lairs will have 1d8 of them as guards. The few stone giants living in cold areas use polar bears as guards.

Stone giants are playful, especially at night. They are fond of rock throwing contests and other games that test their might. Tribes of giants will often gather to toss rocks at each other, the losing side being the giants who are hit more often.

Ecology: Stone giants are omnivorous, but they will eat only fresh food. They cook and eat their meat quickly after it has been killed. They use the skins of the animals for blankets and trade what they do not need with nearby human communities in exchange for bolts of cloth or herd animals which they use for food. Many stone giant bands keep giant goats in and near their lairs so they will have a continuous supply of milk, cheese, and butter.

GIANT, STORM

CLIMATE/TERRAIN:	Special (see below)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Exceptional (16-17)
TREASURE:	E, Qx10, S
ALIGNMENT:	Chaotic good
NO. APPEARING:	1 (1d3+1)
ARMOR CLASS:	20 (26 with armor)
MOVEMENT:	75, Sw 75
HIT DICE:	19 (95 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d6+9 P or by 6d6+9 S
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Impervious to electricity
MAGIC RESISTANCE:	Nil
SIZE:	G (26' tall)
MORALE:	Fanatic (19)
XP VALUE:	14,000
Infant:	Nil
Juvenile, -3:	11,000
Juvenile, -2:	12,000
Juvenile, -1:	13,000
Spell caster:	14,000 plus 500 per level

Storm giants are gentle and reclusive. They are usually tolerant of others but can be very dangerous when angry.

Storm giants resemble well-formed humans of gargantuan proportions. Adult males and females are about 26' tall and weigh about 15,000 pounds. Storm giants have pale, light green or (rarely) violet skin. Green-skinned storm giants have dark green hair and

glittering emerald eyes. Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes. Storm giants can live to be 600 years old.

A storm giant's garb usually is a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple, but finely crafted jewelry: anklets (favored by bare-footed giants), rings, or circlets being most common.

Storm giants usually carry pouches attached to their belts. These hold only a few tools, necessities, and a simple musical instrument - usually a panpipe or harp. Other than the jewelry they wear, they prefer to leave their wealth in their lairs.

They speak their own language as well as cloud giant, as well and Giant and Common.

Combat: All storm giants are immune to natural electricity and lightning, and have resistance to magical lightning damage. They use weapons and special abilities instead of hurling rocks but can catch large missiles that target them. When a storm giant would normally be hit with a hurled rock or siege weapon, it may make an attack roll. If the result of this check equals or exceeds its opponent's attack roll, the storm giant deflects (or catches) the missile and suffers no damage.

Storm giants are born with water breathing ability, and can move, attack, and use magic under water as if they were on land. Juvenile and adult storm giants can cast Control Weather and Levitate, lifting their own weight and as much as 4,000 additional pounds twice a day.

Adult storm giants also can Call Lightning (3 bolts, 15d8 damage each), Lightning Bolt (1 bolt, 15d6 damage), Control Winds, and Control Weather once a day. A storm giant uses its magical abilities at caster level 15. An angry storm giant usually will create a storm and Call Lightning.



They employ gigantic two-handed swords in battle. A storm giant's oversized weapons do triple normal (man-sized) damage to all opponents, plus the giant's strength bonus. Thus, a storm giant's two-

handed sword does 6d6+9 points of damage. They also use massive composite bows which have a base range of 200 feet and deal 3d6+9 points of piercing damage. There is a 10% chance that any storm giant will have enchanted weapons.

A storm giant's natural Armor Class is 20. In battle, storm giants usually wear elaborate bronze plate mail (AC 26).

Habitat/Society: Storm giants are retiring and solitary, but not shy. They live in castles built on cloud islands (60%), mountain peaks (20%), or underwater (10%). They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and filling their land or gathering food. Land-and air-dwelling storm giants usually are on good terms with neighboring silver dragons and good cloud giants; cooperating with them for mutual defense. Aquatic storm giants have similar relationships with mermen and bronze dragons.

When two or more storm giants are encountered in their lair, they will be a mated couple and their children. To determine each young giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of ogre. A roll of 1-3 indicates indicate older progeny with Hit Dice reduced by 1, 2 or 3, respectively. Juvenile storm giants with 16 or 17 Hit Dice have a Strength score of 23 (+8 Strength bonus).

There is a 20% chance that an adult storm giant is also a cleric (70%) or cleric/magic-user (30%) of 1st - 8th level.

Storm giant lairs are always protected by guards. Land or aerial lairs have 1d2 rocs (70%), which also serve a mounts, or 1d4 griffons (30%). Underwater lairs have 2d4 sea lions.

Ecology: Storm giants live off the land in the immediate vicinity of their lairs. If the natural harvest is not enough to sustain them, they create and carefully till large areas of gardens, fields, and vineyards. They do not keep animals for food, preferring to hunt.

GIANT, VERBEEG

CLIMATE/TERRAIN:	Temperate and arctic/Hills
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to Very (9-12)
TREASURE:	B (K, L, M x 5)
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1d6 or 5d6
ARMOR CLASS:	14 (16 through 19 with armor)
MOVEMENT:	90
HIT DICE:	5+5 (30 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6+4 P
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8½' to 10' tall)
MORALE:	Elite (16-17)
XP VALUE:	270
Shaman:	270 plus 500 per level

Known as "human behemoths," these human giants inhabit areas infested with hill giants and ogres.

Verbeeg vary in height from 8½ to 10 feet tall, and weigh between 300 and 400 pounds. They are unusually thin for their height, although this does not inhibit their fighting ability. Some have minor deformities, such as club foot, uneven eyes, hair lips, etc. In all other respects they appear human, including skin, hair, and eye color. They wear as much protective clothing and armor as they can obtain, which isn't much. Usually they wear furs and hides with pieces of metal armor stitched into strategic places. They almost always carry shields and have the best weapons they can steal. Typically, this means clubs and spears.

Combat: Verbeeg are smart enough to let others soften up the enemy first. This does not mean that they are cowards, only selfish and practical. Since they are commonly found with hill giants and ogres, in the first few rounds of combat verbeeg drive their less intelligent companions before them into battle. This is accompanied by many curses, oaths, and highly descriptive accounts of the giants' and ogres'

parentage.

Once the battle has begun, the verbeeg take on the stragglers and use their missile weapons, usually spears (which deal 2d6+4 piercing damage). The base range of their thrown spears is 40 feet. Armor is always at least the equivalent of AC 16, and sometimes better, although never better than AC 19.



Habitat/Society: Verbeeg are found in the same climates as ogres and hill giants. These human behemoths are never found wandering alone. Thirty percent of wandering verbeeg encounters find 1d6 of these giant-kin with 1d4 hill giants or ogres (equal chance), which also share their lair; 50% of the time 1d6 verbeeg are with 1d6 wolves or worgs (in polar climates winter wolves or polar bears); the rest of the time (20%) 1d2 of them are encountered with a normal sized group of wandering monsters found in that area (DM must use reasonable judgment in this case).

A verbeeg lair is usually an underground place, such as a cave or inside old ruins. There 5d6 of them can be found, an equal number of females (equal to males in combat), and 2d6 young. Half the young fight as bugbears, the other half fight as goblins. A lair usually includes 2d4 wolves (75% chance) or 1d4 worgs (25% chance). In arctic climates substitute 1d2 polar bears for wolves, and 1d3 winter wolves for worgs.

There is a 2% cumulative chance per giant of a shaman (cleric or druid) with the tribe. The verbeeg are jointly ruled by the shaman (if there is one) and a warrior chieftain. The shaman can be up to 7th level (roll 2d4-1 to determine level).

The warrior chieftain always has no fewer than 40 hit points. The chieftain is responsible for all activities involving hunting, war and negotiations with strangers. The shaman is responsible for all activities inside the tribe, dispensing judgments concerning law and all magic. Any magical items in the tribe belong to the shaman; he has a 90% chance of knowing how to use these. Most magical items that he does not understand are thrown into the tribal refuse heap before too long.

Ecology: Verbeeg eat almost anything, but they love flesh of all sorts. They maintain a mutually beneficial relationship with the giants and ogres that share their lair. The verbeeg provide the intelligence and direction that these giant types lack, and the giants provide protection by their greater fighting prowess. To watch a group in action can be hilarious, so long as you are not their intended victim. Hill giants and ogres are too stupid to think much on their own. They tend to follow directions too literally. This usually infuriates the verbeeg. They hop back and forth from foot to foot screaming insults at the befuddled giants that tower over them in height and size, as even the simplest instructions are misinterpreted by these denser humanoids.

GIANT, WOOD (VOADKYN)

CLIMATE/TERRAIN:	Temperate and subtropical/Forests
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	High to exceptional (13-17)
TREASURE:	E
ALIGNMENT:	Chaotic good
NO. APPEARING:	1d4
ARMOR CLASS:	12 (15 with armor)
MOVEMENT:	60
HIT DICE:	7+7 (42 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6+4 P or 2d6+4 S
SPECIAL ATTACKS:	Ambush
SPECIAL DEFENSES:	Immune to Sleep and Charm spells, see below
MAGIC RESISTANCE:	Nil
SIZE:	L (9½' tall)
MORALE:	Steady (13-15)
XP VALUE:	1,400

Wood giants (also known as voadkyn) are one of the smallest of the minor races of giants, looking somewhat like giant-sized wood elves. They are flighty, frivolous, and good friends with wood elves. These giant-kin are usually in the company of 1d4 wood elves (60%), 1d4 dire wolves (30%), or both (10%).

Standing 9½' feet tall, wood giants weigh around 700 pounds. They have the physical proportions of humans, which makes them thin and light for giants. They are completely devoid of facial and body hair, including eyebrows. Their heads seem overly large for their bodies, especially the jaws, chin, and mouth. Their ears are placed higher than on a human, almost completely above the line of the eyes.

Wood giants can be almost any shade of brown, mixed with yellow or green. They are fond of leather armor and ring mail. A wood giant carries two weapons - a two-handed sword and a giant-sized long bow with quiver. A special sheath for the sword is steel tipped, enabling it to be used as a walking stick. This does not in any way disguise the sword.

They wrap their ankles in leather strips almost up to the knee, although the foot itself is mostly bare. The only garments they wear are loose trousers or a short kilt. A wood giant always wears a leather forearm sheath to protect his arm from the bowstring. All of these items are frequently stained in forest colors of green and brown.



Combat: Voadkyn do not fight unless forced to defend themselves or allies. Their favorite weapon is their huge, non-magical long bow. They gain an additional, +1 bonus to attack rolls, to attack rolls with these

bows, which deal 2d6+4 piercing damage because of its large size and the voadkyn's Strength score (19). The matching arrows are over four feet long and, as such, the bow cannot be wielded by Medium-size creatures. Wood giants do not hurl rocks or boulders. If pressed into melee, they wield their two-handed swords (2d6+4 slashing damage) with one hand.

Wood giants are immune to Sleep and Charm spells; they have Darkvision up to 90 feet. The only magical skill voadkyn have is the ability to Alter Self into any humanoid figure, from 3 to 15 feet in height. They cannot become a specific individual, only a typical specimen of that race. They have been known to use this ability to join a party and trick it out of treasure.

Wood giants can move silently and blend into vegetation in a forest, gaining a +8 bonus to all Stealth skill checks despite their height. While attacking, they are extremely quick and can move out of hiding, launch an arrow, and move back into hiding in the same round. These arrows seem to come from nowhere unless the target is looking at the wood giants' hiding spot.

Habitat/Society: Wood giants inhabit the same forests as wood elves. They have no lairs, choosing to live under the stars or with the wood elves for a time. Wood giants encountered in the forest are mostly male (90%). Female wood giants usually remain at a makeshift camp or with the wood elves at their lair. Offspring are rare, as each female gives birth to only 1d4 children in her lifetime. The young are born and raised deep in the woods among the wood elves, away from prying eyes.

The strong bond between wood elves and wood giants goes back further than either race can remember. This may account for the elven abilities of the giants. They do not mix or treat with any other intelligent creatures, although they tolerate any good elf. Like the elves, wood giants are fond of finely cut gems and well-crafted magical items.

Humans who have had contact with wood giants describe them as friendly enough, but flighty and frivolous, and never in a great hurry to do anything other than eat and drink large amounts of wine. Treants (with whom they occasionally converse) consider them irrational, foolish, and occasionally obnoxious, but enjoyable company.

Ecology: The jaw of the voadkyn is large because of the oversized grinding teeth in it. These teeth are completely unsuited for eating meat, but they are perfect for vegetables and other plants. Wood giants can eat the leaves and roots of many plants that are inedible to humans. They especially enjoy nuts and seeds.

GIBBERLING

CLIMATE/TERRAIN:	Temperate/Forest, subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Night (but see below)
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	40d10
ARMOR CLASS:	10
MOVEMENT:	45
HIT DICE:	1 (5 hit point)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 S (by weapon)
SPECIAL ATTACKS:	Mass assault
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S-M (4'-5' tall)
MORALE:	Fanatic (19), see below
XP VALUE:	35

They come screaming, jabbering, and howling out of the night. Dozens, maybe hundreds, of hunchbacked, naked humanoids swarm unceasingly forward, brandishing short swords. They have no thought of safety, subtlety, or strategy, leaving others with no hope of stopping their mass assault. And then, having come and killed, the gibberlings move on randomly back

into the night.

The first impression of gibberlings is of a writhing mass of fur and flesh in the distant moonlit darkness. The pandemonium is actually a mass of pale, hunchbacked humanoids, with pointed canine ears, black manes surrounding their hideous, grinning faces. Their eyes are black and shine with a maniacal gleam. They carry short swords in their overly long arms as they lope ever faster forward.

Combat: Gibberlings attack in great numbers, uttering ghastly howls, clicks, shrieks, and insane chattering noises which cause even the boldest hirelings to check morale each round. The screaming mob is completely disorganized in form, and random in direction.

The gibberlings attack with common swords, but such is their skill and practice in using these weapons that they gain an additional +1 to hit. Their forward motion slows only long enough to kill anything moving, then continues forward, their bloodlust apparently unabated. They always fight to the death. All food in their path is devoured, including the fallen among their own number, and any unfortified building or objects are generally wrecked.

The only true hope of survival, should a herd of gibberlings be encountered, is to take strategic advantage of their fear and detestation of bright light. The gibberlings generally frequent only dense forests and subterranean passages, loathing bright light of all kinds, and are particularly afraid of fire. Although their mass attacks would quickly overwhelm someone wielding a torch, a bright bonfire or magical light of sufficient intensity will hold them at bay or deflect their path. They must roll Morale checks (with a -6 penalty) when faced with bright light or fire attacks.

Habitat/Society: It is difficult to imagine a gibberling social structure. It can be roughly compared to the social structure of lemmings throwing themselves into the sea, or of a school of piranha in a feeding frenzy. There is no sense, no organization, and no individuality. Though they clearly have a primitive means of communicating among themselves, they have no discernable language. It is unclear how or when or even if gibberlings procreate.

Gibberlings traveling above-ground invariably burrow into the ground to hide during the daytime, and it is at such time that they are most vulnerable. They can easily be tracked by the path of chaos and destruction they leave and can be quickly dispatched while they lie dormant just beneath the surface of the ground. If uncovered, they awaken, but generally cower in fear at the bright light surrounding them, and so are easy prey. Subterranean gibberlings may burrow into the ground, or may simply lie down in a curled, fetal posture at times of rest. They awake suddenly, as a group, and burst in unison out of the ground, howling and gibbering in a most frightful way.

If captured, these strange creatures speak only their own incomprehensible gibberish, and show neither the patience nor the inclination to learn other languages or communicate whatsoever with their captors. Instead, they beat against their cages and fling themselves at barred windows and doorways in pitiful attempts to escape their captivity.



Ecology: Attempts to find the gibberlings' lairs have inevitably led back to subterranean passages, where the trail is eventually lost in the deepest rock-floored recesses of the caverns.

Gibberlings require a prodigious amount of food to support their manic nocturnal existence, stripping to the bone anyone or anything that should fall in their path. Their fur is commonly infested with lice and other pests picked up during their burrowed slumber. Their hides are vile and worthless. Gibberlings carry no treasure or other useful items. Their swords are of the commonest variety, with no markings or decoration, and are often pitted and dull. In short, gibberlings serve no purpose and no known master, save random death in the night.

GITHYANKI

CLIMATE/TERRAIN:	Astral or prime
FREQUENCY:	Very rare
ORGANIZATION:	Dictatorship/monarchy
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional to genius (16-19)
TREASURE:	Individuals R; Lair H
ALIGNMENT:	Any evil
NO. APPEARING:	2d4 (away from lair)
ARMOR CLASS:	10 (plus armor)
MOVEMENT:	60, 400 on Astral Plane
HIT DICE:	Per class and level
NO. OF ATTACKS:	Per class and level
DAMAGE/ATTACK:	Per weapon type
SPECIAL ATTACKS:	Possible spell use, possible magical weapon
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average to Elite (9-17)
XP VALUE:	Per class and level



Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
=HD	per level	All/All	Varies	d%+150

Githyanki are an ancient race descended from humans. They dwell upon the Astral Plane but will often leave that plane to make war on other races. They are engaged in a lengthy war with the githzerai.

Githyanki are strongly humanoid in appearance. They are approximately of human height but tend to be much gaunter and long of limb. They have rough, yellow skin and gleaming black eyes that instantly betray their inhumanity. Like many demihuman races, their ears have sharp points and are serrated at the back. Dress for the githyanki is always an elaborate affair. Their baroque armor and weapons of war are decorated with feathers, beads, and precious metals and gems.

Githyanki speak their own tongue, and no others.

Combat: The githyanki have had long years to perfect the art of war. Their very existence attests to their battle prowess. Each individual githyanki has a character class and level from which are derived such things as Attack Bonus, Armor Class, spell use, etc.

d% Roll	Class	d% Roll	Level
01-40	Fighter	01-20	3 rd
41-55	Magic-User	21-30	4 th
56-80	Fighter/Magic-User	31-40	5 th
81-85	Illusionist	41-60	6 th
86-00	Knight (Blackguard)	61-80	7 th
		81-90	8 th
		91-95	9 th
		96-98	10 th
		99-00	11 th

The armor for each githyanki varies according to class. Magic-users and illusionists have an Armor Class of 10. Fighters and fighter/magic-users have differing armor, ranging from Armor Class 15 to 20 (1d6+14). Knights have an Armor Class of 20.

Githyanki have Hit Dice according to their class and level, and their hit points are rolled normally. Their Attack Bonus is determined per class and level, as well. Fighters, fighter/magic-user, and knights may receive more than one attack per round - other githyanki have one attack per round.

Githyanki knights are evil champions who take up the causes of the githyanki's mysterious lich-queen. Githyanki knights are very powerful and highly revered in their society. Githyanki knights have all of the powers and abilities of a human paladin except these are turned toward evil (e.g. Detect Good instead of Detect Evil, command undead instead of turning undead, etc.). See the blackguard class on page 184 of the *Dungeon Master's Guide* for more details.

Githyanki magic-users, fighter/magic-users, and illusionists will receive all the spells available at their level of experience. Spells should be determined randomly, keeping in mind that they are by nature creatures of destruction - offensive spells should be favored.

The githyanki soldiers use arms and armor similar to humans, however these are normally highly decorated and have become almost religious artifacts. A githyanki would likely show greater care for his weapons and armor than he would toward his mate.

Half of the githyanki fighters, fighter/mages, or knights that progress to 5th level receive a +1 great sword, the remainder using normal two-handed swords. Githyanki fighters of 7th level and above are 60% likely to carry a long sword +2. Knights of 7th level and above will always carry a silver sword - a +3 great sword that, if used astrally, will cut an opponent's silver cord on a natural 20 (see *The Astral Plane*, DMG, page 197). A supreme leader of a lair will carry a special silver sword; a +5 vorpal great sword.

Githyanki will never willingly allow a silver sword to fall into the hands of a nongithyanki. If a special silver sword should fall into someone's hands, very powerful raiding parties will be formed to recover the sword. Failure to recover one of these highly prized weapons surely means instant death to all the githyanki involved at the hands of their merciless lich-queen.

All githyanki have the natural ability to Plane Shift at will. They will rarely travel anywhere besides back and forth from the Astral Plane to the Prime Material Plane.

Habitat/Society: History provides some information on the githyanki - their race is both ancient and reclusive. Sages believe they once were humans that were captured by mind flayers to serve as slaves and cattle. The mind flayers treated their human slaves cruelly and the people harbored a deep resentment toward the illithids. For centuries these humans increased their hatred but could not summon the strength necessary to break free. So, they waited for many years, developing their power in secret, waiting for an opportunity to strike out against their masters. Finally, a woman of power came forth among them, a deliverer by the name of Gith. She convinced the people to revolt against their cruel masters. The struggle was long and vicious, but eventually the people freed themselves. They had earned their freedom and become the githyanki, (which, in their tongue, means sons of Gith).

These astral beings progress through levels exactly as a human would. However, there has never been a githyanki that has progressed

beyond the 11th level of experience and very few progress beyond 9th. When a githyanki advances to 9th level, he is tested by the lich-queen. This grueling test involves survival in one of lower planes for several weeks. Failure quite obviously results in death. Githyanki that reach 12th level of experience are immediately drawn out of the Astral Plane and into the presence of the lich-queen where their life force is drawn to feed the ravenous hunger of the cruel demi-goddess.

Githyanki dwell in huge castles on the Astral Plane. These ornately decorated castles are avoided by all other dwellers on the Astral Plane for the githyanki are infamous for being inhospitable to strangers.

A githyanki stronghold will be ruled by a supreme leader. This leader will be a 9th or 10th level fighter/magic-user. The supreme leader is the undisputed overlord of the castle with the power of life and death over all who dwell there. A typical leader will be equipped with 2d4 random magical items in addition to the weapons described above.

All castles have a retinue of 2d4x10 knights of 9th level that serve as the supreme leader's elite shock troops. They are fanatically loyal. There will also be up to 1,000 githyanki of lesser status.

Githyanki, having the ability to plane shift at will, often travel to the Prime Material Plane. These treks across the planes often lead to the formation of underground lairs used to mount surface raids, though their hatred is more often directed against mind flayers. Outside the war with the githzerai, these raids are conducted largely for the perverse pleasure of the kill.

A typical githyanki lair on the Prime Material Plane will contain the following:

One supreme leader	11 th level fighter or 9 th level fighter/magic-user
Two captains	8 th level fighter or 7 th level fighter/magic-user
One knight	8 th level blackguard
Two warlocks	4 th to 7 th level magic-user
Three sergeants	4 th to 7 th level fighter
Two "gish"	4 th level fighter/magic-users
1d4+1x10 lower levels	Determined class randomly (1 st - 3 rd level)

On the Prime Material Plane, githyanki have a pact with a group of red dragons. These proud creatures will act as mounts and companions to the githyanki. When encountered on the Prime Material Plane and outside their lair, a githyanki group will typically consist of the following:

One captain	8 th level fighter
One warlock	4 th to 7 th level mage
Five lower githyankis	1 st to 3 rd level fighters

Such a group will have two red dragons as steeds, transporting between four and six githyanki per dragon. The dragons will fight for the safety and well-being of the githyanki but will not directly risk their lives, fleeing when the battle is turned against them. Just what the githyanki offer the red dragons in return for these services is unknown.

An interesting aspect of githyanki society is the apparent bond between military leaders and their subordinates. This bond allows a leader to give his men short, almost senseless commands (to human standards) and actually relay complex and exacting messages. Although this has no actual affect during the melee round, it often leads to more effective ambushes and attacks and allows complex military decisions to be relayed quickly.

Ecology: Githyankis have similar ecology to that of humans. However, the Astral Plane does not offer the same type of environments as the Prime Material Plane, so their cultural groups are much different. In a society where farmers and tradesmen are unnecessary, more unique, specialized groups have evolved.

G^lathk

The g^lathk, (admittedly nearly unpronounceable in human tongues) are the equivalent of farmers. Due to the barrenness of the Astral Plane, the githyanki are forced to grow food in vast, artificial chambers. They rely upon a variety of fungi and other plants that require no sunlight to grow. The g^lathk are also experts in aquatic plantlife, sometimes tending gigantic water-gardens.

Mlar

Not all magic-using githyanki ever attain the power and self-discipline necessary to become wizards. Some use their magical talents in the

field of architecture and construction. The mlar are such individuals, focusing their creative energies toward designing and constructing the buildings and structures used in day-to-day life in githyanki society. The mlar have developed their jobs into an art form.

Hr'a'cknir

The Astral Plane has many strange energies moving through it. Some of these energies are obvious to the senses, such as heat and light. Others are not so easily observed. There are many psychic and strange astral energies that humans generally are not aware of. Being a psychically aware race, however, the githyanki cannot only sense these energies, but harness them too. The hr'a'cknir are the collectors of those energies. They are similar to the mlar, in that they use innate magical powers to perform their crafts.

More than humans, githyanki are hunters and predators. They will typically engage in raiding and plundering seemingly for the joy they derive from it. It is likely that the long centuries of enslavement of their race has caused the githyanki to bully those weaker than themselves.

Unlike humans, though, the githyanki never war amongst themselves. The split of the githyanki and the githzerai (q.v.) is the closest thing the gith races have known to civil war. Githyanki never battles githyanki. It is the unwritten rule of gith society and is never broken. This, too, may be an effect of the race's enslavement.

GITHZERAI

CLIMATE/TERRAIN:	Limbo
FREQUENCY:	Very rare
ORGANIZATION:	Monarchy/dictatorship
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional to genius (16-19)
TREASURE:	Individual P; Lair Hx2
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	2d4 (away from lair)
ARMOR CLASS:	10 (plus armor)
MOVEMENT:	60, 400 in Limbo
HIT DICE:	Per class and level
NO. OF ATTACKS:	Per class and level
DAMAGE/ATTACK:	Per weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	10
SIZE:	M (6'tall)
MORALE:	Average to Steady (9-15)
XP VALUE:	Per class and level

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
=HD	per level	All/All	Varies	d%+150

Githzerai are the monastic, chaotic neutral counterparts to the githyanki (q.v.). The two races share a stretch of time in history; the githzerai are the lesser and more repressed offshoot of the original people that the warrior Gith helped to escape the slavery of the mind flayers millennia ago.

Githzerai are very similar in appearance to their githyanki cousins, although they tend to look much more human. Their features are for the most part unremarkable, with vaguely noble countenance. Their skin tone is that of human caucasian flesh. Githzerai dress simply, wearing functional clothing and favoring conservative tones.

Combat: The githzerai are unadorned and ruthlessly straightforward with their combat and magic. Their strong resistance to magic seems to make up for their generally inferior fighting ability.

d% Roll	Class	d% Roll	Level
01-55	Fighter	01-10	1 st
56-75	Fighter/Magic-User	11-20	2 nd
76-95	Magic-User	21-30	3 rd
96-00	Thief	31-45	4 th
		46-60	5 th
		61-75	6 th
		76-90	7 th
		91-96	8 th
		97-00	9 th

The armor for each githzerai varies according to class. Mages have an

Armor Class of 10. Fighters and fighter mages have differing armor – from Armor Class 15 to 20 (1d6+14). Thieves have an Armor Class of 13.

Githzerai have Hit Dice according to their class and level, and their hit points are rolled normally. Their Attack Bonus is determined per class and level, as well. Fighters and fighter/magic-users may receive more than one attack per round - other githzerai have one attack per round.

On rare occasions, a githzerai will progress as a thief. These thieves seem to have some significance to the strange githzerai religion. Although they are never known to become leaders in any capacity, these thieves are an exception to the maximum level of 9th, often progressing up to 12th level of experience. Just what role these thieves play is unknown.

Githzerai fighters of at least 5th level have use of silver swords. These magical weapons are +3 great sword that, if used astrally, will cut an opponent's silver cord on a natural 20 (see The Astral Plane, DMG, page 197). These weapons are of powerful religious value to the githzerai and they will never willingly allow them to fall into the hands of outsiders. If this happens, the githzerai will go to great ends to recover the weapon.

All githzerai have the innate power to plane shift to any plane. This is rarely done except to travel back and forth to the Prime Material Plane where the githzerai have several fortresses.

Habitat/Society: The githzerai were originally offspring of a race of humans that were freed from slavery under mind flayers by a great female warrior named Gith. These men and women did not, however, choose to follow Gith's ways after they revolted against their slavers. Instead, they fell sway to the teachings of a powerful wizard who proclaimed himself king - and later, god - of the people. The githzerai then separated themselves from the githyanki, beginning a great racial war that has endured the long millennia without diminishing.

Githzerai can progress as fighters, magic-users, or fighter/magic-users, and thieves. They will rarely attain levels above 7th and, in any case, will never progress beyond 9th. The githzerai, who worship a powerful and ancient wizard as though he were a god (he is not), are destroyed before they have enough power to become a threat to their ruler.

If encountered outside of their lair, githzerai will usually be in the following numbers:

One supreme leader	9 th level fighter or 7 th level fighter/magic-user
One captain	6 th level fighter or 4 th level fighter/magic-user
Two warlocks	3 rd - 5 th level magic-user
Three sergeants	3 rd - 5 th level fighter
Three "zerths"	3 rd level fighter/magic-user
1d4+1x10 lower levels	Evenly distributed between fighter, magic-users, and fighter-magic-users (1 st - 3 rd level)

A thief, if present (10% chance), will replace one of the lower level githzerai and will be of 6th - 10th level.

The githzerai dwell primarily on the plane of Limbo. They have mighty fortresses in that plane of chaos and their position there is very strong. Typically, one of these fortresses contains approximately 3,000 githzerai led by a single supreme leader. This leader has absolute control over the githzerai, including the powers of life and death.

The githzerai hold only a few fortresses on the Prime Material Plane, but these are particularly strong holdings, with walls of adamantite rising as huge squat towers from dusty plains. Each houses approximately 500 githzerai, including a supreme leader.

On Limbo, however, the githzerai presence is very strong. Living in cities typically of 100,000 or more, the githzerai enjoy total power over themselves on an otherwise chaotic and unpredictable plane. One notable example of this is the city Shra'kt'lor. This large githzerai capital is composed of some 2,000,000 githzerai living in great power. Shra'kt'lor serves as both a capital and as a headquarters for all githzerai military matters. The greatest generals and nobles of the race meet here to plan githzerai strategy for battling both the githyanki and the mind flayers. There is likely no force on Limbo that could readily threaten the power of Shra'kt'lor or its many inhabitants.

One of the prime motivations among the githzerai is their war with the githyanki. These offshoots of Gith's original race are obsessed with this war of extermination. They often employ mercenaries on the Prime Material Plane to aid them in battling the githyanki. The evil,

destructive nature of the githyanki makes the hiring of mercenaries to fight them a relatively simple task.

The githzerai fortresses on the Prime Material Plane tend to be very large affairs with great, impenetrable walls. Wherever these fortresses stand, they destroy the landscape for miles. No plants or animals live within many miles of the fortresses and the land is reduced to wasteland around them. It is not known if the effect is just the land's reaction to the "other-planar" stuff of which the castles are constructed, or if githzerai mages magically produce the effect in order to keep material beings away from these fortresses.



The most likely purpose of these fortresses on the Prime Material Plane is to keep tabs on the githyanki. The githzerai, not being a particularly war-mongering or violent race, have no desire to conquer the Prime Material Plane like the githyanki do. However, the githzerai realize that if their enemies have a strong hold on the Prime Material Plane, they will become more powerful and thus will hold power over them. The githzerai carefully monitor the progress on the githyanki and lead coordinated, focused strikes against strongpoints of the githyanki, thus hampering their ability to expand and grow in the Prime Material Plane.

During these attacks, the githzerai will not intentionally attack the natural denizens of the Prime Material Plane (humans, demihumans, humanoids, etc.), but they will never sacrifice a well-planned attack on the githyanki just to preserve life. With the githzerai, the ends will always justify the means.

Like the githyanki, the githzerai really have no part in the Blood War (q.v.) of the fiends. They seldom venture to the lower planes, and only then for matters of absolute importance. The githzerai find the bloodthirsty, destructive nature of the fiends to be distasteful, so they will typically not deal with those creatures for any reason. They coexist with the slaadi, and githzerai are rumored to have mental powers beyond those described here.

Ecology: For as long as men have known of the ability to travel the planes, they have wondered at the natural power of the githzerai to wander from plane to plane at will. Although man and githzerai are not natural enemies, battles are frequently fought between the two races, due in part to some humans' desire to capture a live githzerai for study. To date, no such creature has been secured.

Legend of the Zerthimon

In githzerai lore there is a central figure that is revered above all others - Zerthimon. The githyanki believe him to be a great god that was once a man. According to githzerai lore, when the original race broke free of the mind flayers, it was Zerthimon that opposed Gith, claiming that

she was hateful and unfit to lead the people.

There ensued a great battle and the people were polarized by the two powers. Those that chose to support Gith became the githyanki. Those that supported Zerthimon became the githzerai.

Zerthimon died in the battle, but in his sacrifice, he freed the githzerai from Gith. The githzerai believe that someday Zerthimon, in his new godly form, will return and take them to a place on another plane.

Zerths are special among the githzerai, acting as focal points for the attention of Zerthimon. The githzerai believe that when Zerthimon returns for them, he will first gather all of the zerths and lead them to their new paradise. It might be said that the zerths are the center of githzerai religion. Unfortunately, they are not free from religious persecution.

The wizard-king (whose name is not known) that rules over the highly superstitious githzerai would like very much to stamp out the legend of Zerthimon. The wizard-king believes that this legend challenges his authority, and very likely it does. However, he has never been able to rid the githzerai of this legend and he is now forced to tolerate it.

Wrakkma Bands

Although the githzerai are not a bitter or overly violent race, they still tend to hold a strong enmity and hatred for the race of illithids that originally enslaved the gith race so many thousands of years ago. By human terms, that may be a very long time to hold a grudge, but the githzerai see the mind flayers as the cause of the split of the Gith race and much of the hardships the githzerai are forced to endure. Thus, large wrakkma (in the githzerai tongue) bands are often formed to hunt mind flayers. These bands typically consist of 30-60 githzerai warriors led by the githzerai equivalent of a sergeant. For roughly three months, these bands will roam the outer and inner planes, searching for groups of illithids and destroying them utterly. The wrakkma bands are very popular in githzerai society and it is considered to be an honor to serve in one.

GLOOMWING

	Moth	Tenebrous Worm
CLIMATE/TERRAIN:	Any, forests	Demiplane of Shadow
FREQUENCY:	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night/Darkness	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1-2)	Animal (1-2)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	19	19
MOVEMENT:	10, Fl 90 (D)	50
HIT DICE:	5+5 (30 hp)	10 (50 hp)
NO. OF ATTACKS:	3	1
DAMAGE/ATTACK:	1d3 S x2/1d8 P	2d8 P
SPECIAL ATTACKS:	Pheromone	Acid
SPECIAL DEFENSES:	Confusion	Poison Bristles
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (8')	M (6')
MORALE:	Average (9-12)	Elite (16-17)
XP VALUE:	1,400	5,000

Gloomwing Moth

The creature commonly called the gloomwing is the adult stage of the tenebrous worm (see below). These huge moths are native to the Demiplane of Shadow. Their bodies and wings are covered with shimmering, geometric patterns of black and silver. They have large, fern-like black antennae tipped with white and eight legs each ending in a pearly claw.

Combat: A gloomwing's shimmering markings make it a difficult target. Any creature viewing the moth squarely from above or below must make a DC 13 Wisdom save or be confused, as the Confusion spell, for 1d4+4 rounds. The markings also provide excellent camouflage, and the moth gets a +7 to all Stealth skill checks in in darkness, twilight, or moonlight. Successfully camouflaged gloomwings cannot cause confusion.

Gloomwings normally swoop to the attack. This gives them a +2 bonus to their attack rolls and allows them to seize and carry away Small and Tiny creatures if they hit with both claw attacks (unless the target makes a DC 13 Athletics skill check to break free). Seized victims are securely held in the moth's eight claws while the moth attacks each round with a +4 bonus and a +2 bonus to damage. When fighting creatures too large to carry away, the moth hovers, biting and flailing with its two front claws.



During the combat, the moth emits a potent pheromone that can attract other gloomwings and can cause weakness in any non-insect. The weakness effect has a 25-foot radius and exposed creatures must make a DC 13 CON save or lose 1 point of Strength each round they remain within the area of effect. Creatures who are successful with their initial save need not save again if exposure continues. Multiple gloomwings do not require multiple saves. Lost Strength points are recovered at the rate of 1 per hour after exposure stops. Creatures reduced to 0 Strength are helpless until they regain at least 1 point of Strength.

There is a 20% chance each round that an additional 1d4 gloomwings will arrive at the end of any round when one or more gloomwings are emitting this strong scent. If they do arrive, they will join in combating any opponents.

Habitat/Society: Gloomwing moths are short-lived, solitary hunters. They use a variety of pheromones to ward off rivals and to find mates. They form groups, but only to attack large prey, and then only when drawn to the fray by the combat pheromone. When two gloomwings of the same sex meet they flee unless there is combat pheromone in the air.

Ecology: Gloomwing moths live only 1d6+3 weeks. During this time, they search for mates and eat voraciously. Egg-laden females (50% chance) use corpses of Small-sized or larger creatures as incubators for their eggs. The eggs hatch in 12 days, sprouting 1d6+4 small tenebrous worms. The corpse cannot be Resurrected unless the infestation is removed with a Cure Disease spell first. Unless killed, the young worms completely devour the body when they emerge.

Tenebrous Worm

These natives of the Demiplane of Shadow resemble giant caterpillars.

In combat, they strike with powerful mandibles and anyone bitten by the worm must make a DC 18 CON Saving Throw or 2d8 points of poison damage in addition to bite damage.

The head and upper body are covered with poisonous bristles that inflict 1d4 points of piercing damage to anyone whose bare skin comes into contact with them. A successful (DC 15) CON Saving Throw is required to avoid paralysis for 1d4 rounds after contact. At the end of that time, the victim dies unless a Neutralize Poison or Slow Poison spell is administered.

If a combatant attacks the worm with a Tiny or Small weapon, it has a 75% chance of coming into contact with these bristles if unarmored or in light armor, 50% if in medium armor, or 25% if in heavy armor.

The mandibles of this worm are attractive and worth from 1,000 to 3,000 gold pieces per set.



GNOLL

CLIMATE/TERRAIN:	Gnoll Any tropical to temperate non-desert	Flind Any tropical to temperate non-desert
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (6-8)	Average (9-10)
TREASURE:	D, Qx5, S (L, M)	A
ALIGNMENT:	Chaotic evil	Lawful evil
NO. APPEARING:	2d6	1d4
ARMOR CLASS:	10 (15 in armor)	10 (15 in armor)
MOVEMENT:	60 (45 in armor)	60
HIT DICE:	2 (10 hp)	2+2 (12 hp)
NO. OF ATTACKS:	1	1 or 2
DAMAGE/ATTACK:	1d8 (by weapon)	1d6+1 B or 1d4+1 B x2
SPECIAL ATTACKS:	Nil	Disarm
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (7½' tall)	M (6½' tall)
MORALE:	Steady (13-15)	Steady (13-15)
XP VALUE:	35	120
Elite Warrior:	65	
Leader:	65	175
Chieftain:	120	

Gnoll

Gnolls are large, evil, hyena-like humanoids that roam about in loosely organized bands.

While the body of a gnoll is shaped like that of a large human, the details are those of a hyena. They stand erect on two legs and have hands that can manipulate as well as those of any human. They have greenish gray skin, darker near the muzzle, with a short reddish gray to dull yellow mane.

Gnolls have their own language and many also speak the tongues of flinds, Troll, Orc, or Goblin.

Combat: Gnolls seek to overwhelm their opponents by sheer numbers, using horde tactics. When under the direction of flinds or a strong leader, they can be made to hold rank and fight as a unit.

While they do not often lay traps, they will ambush or attempt to attack from a flank or rear position. Gnolls favor swords (15%), pole arms (35%) and battle axes (20%) in combat, but also use bows (15%), morningstars (15%).

Habitat/Society: Gnolls are most often encountered underground or inside abandoned ruins. When above ground they operate primarily at night. Gnoll society is ruled by the strongest, using fear and intimidation. When found underground, they will have (30% chance) 1d3 trolls as guards and servants. Above ground they keep pets (65% of the time) such as 4d4 hyenas (80%) or 2d6 hyaenodons (20%) which can act as guards.



A gnoll lair will contain between 20 and 200 adult males. For every 20 gnolls, there will be a 3 Hit Die leader. If 100 or more are encountered there will also be a chieftain who has 4 Hit Dice, an Armor Class of 17, and who receives a +3 on his damage rolls due to his great strength. Further, each chieftain will be protected by 2d6 elite warrior guards of 3 Hit Dice (AC 16, +2 to damage).

In a lair, there will be females equal to half the number of males. Females are equal to males in combat, though not usually as well armed or armored. There will also be twice as many young as there are adults in the lair, but they do not fight. Gnolls always have at least 1 slave for every 10 adults in the lair and may have many more. Gnolls will work together with orcs, hobgoblins, bugbears, ogres, and trolls. If encountered as a group, there must be a relative equality of strength. Otherwise the gnolls will kill and eat their partners (hunger comes before friendship or fear) or be killed and eaten by them. They dislike goblins, kobolds, giants, humans, demihumans, and any type of manual labor.

Ecology: Gnolls eat anything warm blooded, favoring intelligent creatures over animals because they scream better. They will completely hunt out an area before moving on. It may take several years for the game to return. When allowed to die of old age, the typical gnoll lives to be about 35 years old.



Flind

The flind is similar to a gnoll in body style, though it is a little shorter, and broader. They are more muscular than their cousins. Short, dirty, brown and red fur covers their body. Their foreheads do not slope back as far, and their ears are rounded, but still animal like.

Flinds use clubs (75%) which inflict 1d6 points of damage and flindbars (25%) which do 1d4 points of damage. A flindbar is a pair of chain-linked iron bars which are spun at great speed. A flind with a flindbar can strike twice per round. Due to their great strength, flinds get a +1 on their damage rolls.

When a flind strikes the same foe with two flind bar attacks, it may make a Disarm check (PHB 68) against that opponent as a free action.

Flinds are regarded with reverence and awe by gnolls. Flind leaders are 3+3 Hit Dice, have at least a 13 Intelligence, and always use flindbars.

GNOME

	Rock	Deep (Svirfneblin)	Forest	Spriggan	Tinker (Minoi)
CLIMATE/TERRAIN:	Hills	Subterranean	Forest	Any wilderness	Mountains
FREQUENCY:	Rare	Very rare	Very Rare	Very rare	Rare
ORGANIZATION:	Clans	Colony	Clans	Clans	Colony/Guild
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very to high (11-15)	Very to high (11-15)	Very to high (11-15)	Very to high (11-15)	Very to exceptional (11-17)
TREASURE:	Mx3 C, Qx20 lair	Kx2, Qx3 D, Qx5 lair	J, K, Qx2 C lair	A	Mx30 C, Qx20 lair
ALIGNMENT:	Neutral good	Neutral (good)	Neutral good	Chaotic evil	Neutral or lawful good
NO. APPEARING:	4d3	1d4+4	1d4	3d4	1d12
ARMOR CLASS:	10 (14+ with armor)	10 (16+ with armor)	10 (12+ with armor)	13 (15+ with armor)	10 (14+ with armor)
MOVEMENT:	45 (30 with armor)	45 (30 with armor)	60	45 or 75, see below	45 (30 with armor)
HIT DICE:	1+1 (6 hp)	3+6 (21 hp)	2+2 (12 hp)	4+4 (24 hp) or 8+8 (48 hp)	1 (5 hp)
NO. OF ATTACKS:	1	1	1	2	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon	By weapon x2	By weapon
SPECIAL ATTACKS:	Nil	Stun darts	Traps	Spells, stealth	Nil
SPECIAL DEFENSES:	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	Special	4+	Special	Nil	Special
SIZE:	S (3½')	S (3' to 3½')	S (2' to 2½')	S (3') or L (12')	S (3½')
MORALE:	Steady (13-15)	Elite (16-17)	Elite (16-17)	Champion (18)	Average (9-12)
XP VALUE:	65 and up	420 and up	120 and up	3,000	65 and up

Rock Gnomes

Small cousins of the dwarves, gnomes are friendly but reticent, quick to help their friends but rarely seen by other races unless they want to be. They tend to dwell underground in hilly, wooded regions where they can pursue their interests in peace. Gnomes can be fighters or clerics, but most prefer to become thieves or illusionists instead. Multi-class characters are more common among the gnomes than any other demihuman race.

Gnomes strongly resemble small, thin, nimble dwarves, with the exception of two notable facial features: gnomes prefer to keep their beards short and stylishly-trimmed, and they take pride in their enormous noses (often fully twice the size of any dwarf or human's). Skin, hair, and eye color vary somewhat by subrace: the most common type of gnome, the Rock Gnome, has skin ranging from a dark tan to a woody brown (sometimes with a hint of gray), pale hair, and eyes any shade of blue. Gnomish clothing tends toward leather and earth tones, brightened by a bit of intricately wrought jewelry or stitching. Rock gnomes have an average life span of around 450 years, although some live to be 600 years or more.

Gnomes speak their own language (Gnomish), and each subrace has its own distinctive dialect. Many gnomes learn Common, Kobold, Goblin, Halfling, and Dwarven in order to communicate with their neighbors. Rock gnomes are able to communicate with burrowing mammals via a basic language of grunts, snorts, and signs.

Gnomes possess Darkvision to 60 feet. Gnomish expertise at mining and burrowing allows them to spot unusual or unique stonework construction. Gnomes gain a +2 bonus to all Craft, Perception, and Profession checks when dealing with stonework construction, including finding secret doors and stonework traps, and when working with gemstones. As natural miners, gnomes can automatically determine how far below ground they are and can automatically determine which direction they are traveling in when beneath the surface.

They are highly resistant to magic, gaining a +4 bonus to their Saving Throws. Unfortunately, this also means that there is a 20% chance that any

magical ring a gnome attempts to use will malfunction.

Combat: Gnomes prefer the use of strategy over brute force in combat and will often use illusions in imaginative ways to "even the odds." Their great hatred of kobolds, bugbears, hobgoblins, and goblins, their traditional enemies, gives them a +1 on their attack rolls when fighting these beings. They are adept at dodging the attacks of large opponents, gaining a +2 to their Armor Class against all giant class creatures (ettins, titans, ogres, trolls, giants, etc.).

Gnomes can use any weapon that matches their size and often carry a second (or even a third) weapon as a back-up. Short swords, hammers, and spears are favorite melee weapons, with short bows, crossbows, slings, and darts coming into play when distance weapons are called for; virtually every gnome will also carry a sharp knife somewhere on his or her person as a final line of defense.

A typical rock gnome will wear studded leather armor and use a small shield (AC 14). Their leaders will use chainmail and a small shield (AC 16), and any gnome above 5th level has platemail and a small shield (AC 18). There is a 10% chance for each level above 5th that the gnome's armor and/or weapon is magical (roll separately for each). Spellcasters have a 10% chance per level of having 1-3 magical items usable by their character class.

Habitat/Society: Gnomes live in underground burrows in remote hilly, wooded regions. They are clannish, with friendly rivalries occurring between neighboring clans. They spend their lives mining, crafting fine jewelry, and enjoying the fruits of their labors. Gnomes work hard, and they play hard. They observe many festivals and holidays, which usually involve games, nose measuring contests, and swapping of grand tales. Their society is well organized, with many levels of responsibility, culminating in a single chief who is advised by clerics in matters directly relating to their calling.

A gnomish lair is home to some 40d10 gnomes, one-quarter of them children. For every 40 adults there is a fighter of 2nd to 4th level. If 160 or more are encountered there is also a 5th level chief and a 3rd level lieutenant. If 200 or more are met, there is a cleric or illusionist of 4th to 6th level. If 320 or more are present, add a 6th level fighter, two 5th level fighters, a 7th level cleric, four 3rd level clerics, a 5th level illusionist, and two 2nd level illusionists. Gnomes often befriend burrowing mammals, so 5d6 badgers (70%), 3d4 giant badgers (20%), or 2d4 wolverines (10%) will be present as well. These animals are neither pets nor servants, but allies who will help guard the clan.

Ecology: Gnomes are very much a magical part of nature, existing in harmony with the land they inhabit. They choose to live underground but remain near the surface in order to enjoy its beauty.



Deep Gnome (Svirfneblin)

Far beneath the surface of the earth dwell the Svirfneblin, or Deep Gnomes. Small parties of these demihumans roam the Underdark's mazes of small passageways searching for gemstones. They are said to dwell in great cities consisting of a closely connected series of tunnels, buildings, and caverns in which up to a thousand of these diminutive creatures live. They keep the location of these hidden cities secret in order to protect them from their deadly foes, the kuo-toa, Drow, and mind flayers.

Svirfneblin are slightly smaller than rock gnomes, but their thin, wiry, gnarled frames are just as strong. Their skin is rock-colored, usually medium brown to brownish gray, and their eyes are gray. Male svirfneblin are completely bald; female deep gnomes have stringy gray hair. The average svirfneblin life span is 250 years.

Svirfneblin mining teams and patrols work together so smoothly that to outside observers they appear to communicate with each other by some form of racial empathy. They speak their own dialect of gnomish that other gnomish subraces struggle to understand (DC 10 Language: Gnomish skill check). Most deep gnomes are also able to converse in Undercommon and speak and understand a fair amount of kuo-toan and drow. These small folk can also converse with any creature from the Elemental Plane of Earth via a curious "language" consisting solely of vibrations (each pitch conveys a different message), although only on a very basic level.

All svirfneblin have the innate ability to cast Blindness (DC 14), Blur, and Change Self (DC 12) once per day. Deep gnomes also radiate Non-Detection (DC 14). Deep gnomes have 120 foot Darkvision, as well as all the detection abilities of rock gnomes. As natural miners, deep gnomes can automatically determine how far below ground they are and can automatically determine which direction they are traveling in when under ground.

Combat: Despite their metal armor and arms, they are able to move very quietly (+2 to Stealth skill checks). When hiding in an area of unworked stone, svirfneblin are virtually invisible and gain a +5 to all Stealth checks made to hide. The keen senses of deep gnomes grant them a +2 bonus to all Perception checks.

The deep gnomes wear leather jacks sewn with rings or scales of mithral steel alloy over fine chainmail shirts, giving a typical svirfneblin warrior an Armor Class of 16. They do not usually carry shields, since these would hinder movement through the narrow corridors they favor. For every 2 levels above 2nd, a deep gnome's Armor Class improves by one point - a 4th level deep gnome has AC 17, a 6th level deep gnome, AC 18; to a maximum of Armor Class of 20 at 10th level.

All deep gnomes have Magic Resistance of 4, gaining an extra +1 magic resistance for each level they attain above 3rd. They are immune to illusions/phantasm spells. Because of their strong will, speed, hardiness, and agility, they make all Saving Throws at +4.

Deep gnomes are typically armed with a pick and a dagger which, while nonmagical, gain a +1 bonus to attacks and damage due to their finely-honed edges. Svirfneblin also carry 1d4+6 special stun darts, throwing them with a +2 bonus to hit. Each dart releases a small puff of gas when it strikes; any creature inhaling the gas must make a DC 13 CON save or be stunned for 1 round and slowed (as the Slow spell) for the next four rounds. Elite warriors (3rd level and above) often carry hollow darts with acid inside (+2d4 acid damage) and crystal caltrops which, when stepped on, release a powerful sleep gas (DC 13 CON save to resist) that incapacitates foes for 1d6 minutes.

Habitat/Society: Svirfneblin society is strictly divided between the sexes: females are in charge of food production and running the city,



while males patrol its borders and mine for precious stones. A svirfneblin city will have both a king and a queen, each of whom is independent and has his or her own sphere of responsibility. Since only males ever leave the city, the vast majority of encounters will be with deep gnome mining parties seeking for new lodes. For every four svirfneblin encountered, there will be an overseer with 4+4 Hit Dice. Groups of more than 20 will be led by a burrow warden (6+6 Hit Dice) with two 5th level assistants (5+5 Hit Dice).

It is 25% probable that a 6th level deep gnome will have illusionist abilities of 5th, 6th, or 7th level. Deep gnomes gain the ability, at 6th level, to summon an earth elemental once per day.

D20 Roll	Result
1-2	Summoning fails, no further attempts that day
3-5	Xorn
6-14	8 Hit Die earth elemental
15-17	12 Hit Die earth elemental
18-19	16 Hit Die earth elemental
20	24 Hit Die earth elemental

Ecology: Stealth, cleverness, and tenacity enable the svirfneblin to survive in the extremely hostile environment of the Underdark. They love gems, especially rubies, and will take great risks in order to gain them. Their affinity for stone is such that creatures from the Elemental Plane of Earth are 90% unlikely to harm a deep gnome, though they might demand a hefty tithe in gems or precious metals for allowing the gnome to escape.

Forest Gnome

Shy and elusive, the forest gnomes live deep in forests and shun contact with other races except in times of dire emergencies threatening their beloved woods. The smallest of all the gnomes, they average 2 to 2½ feet in height, with bark-colored, gray-green skin, dark hair, and blue, brown, or green eyes. A very long-lived people, they have an average life expectancy of 500 years.

In addition to their own gnomish dialect, most forest gnomes can speak Gnomish, Elf, Treant, and a simple language that enables them to communicate on a very basic level with forest animals. All forest gnomes have the innate ability to Pass without Trace, as well as the Saving Throw bonuses of their rock gnome cousins.

They have Twilight Vision, rather than Darkvision, and have keen senses that grant them a +2 to Perception skill checks. Their small size and natural stealth grants them a +4 bonus to all Stealth checks made in forests and other areas with heavy undergrowth.

Combat: Forest gnomes prefer snares, traps, and missile weapons to melee weapons when dealing with enemies. Due to size and quickness they receive a +2 to their Armor Class against giantkind. Forest gnomes receive a +1 bonus to all attack and damage rolls when fighting orcs, goblins, bugbear, and hobgoblins.

Habitat/Society: Forest gnomes live in small villages



of less than 100 gnomes, each family occupying a large, hollowed-out tree. Most of these villages are disguised so well that even an elf or a ranger could walk through one without realizing it.

Ecology: Forest gnomes are guardians of the woods and friends to the animals that live there. They will often help lost travellers but will strive to remain unseen while doing so.

Spriggan

These ugly, dour cousins of gnomes are able to become giant-sized at will.

In either size, spriggans look basically the same. They are ugly, thick-bodied humanoids, with pale or dull yellow skin, brown or black hair, and red eyes. On rare occasions a spriggan may have red hair, which they believe is a symbol of good luck. Their noses are large and bulbous, but not beyond the human norm. They are very fond of mustaches and bushy sideburns, but they never clean or comb them. This same policy of uncleanness extends to their bodies and any other possessions. Spriggans smell of dank earth, stale sweat, and grime.



Outside of their lair they always wear armor and carry weapons, usually polearms, although they have been known to carry swords or maces. Spriggans never use shields. They like to carry several nasty little daggers concealed in various places in their armor. Spriggans never wear jewelry or other ornaments. They prefer to keep these things with their hoard, where they brood over them at odd moments.

Combat: Spriggans are tricky and tough in battle. They have a wide variety of options for combat. Their major ability is to change from small to giant size at will (which doubles their Hit Dice, from 4+4 to 8+8). Weapons, armor and other inanimate objects on their person shrink and grow with them (weapons deal double normal damage when the spriggan grows). This action takes the whole round, during which they can move up to 30 feet but not fight.

When small, spriggans can use the following spell-like effects: Affect Normal Fires, Shatter (DC 12), and Scare (DC 12). They can perform these as an action, once in any round, as often as they want.

When giant-sized, spriggans cannot perform magic, other than to shrink again. In this form they are as strong as hill giants.

At either size, they have a +6 to all Perception, Stealth, Sleight of Hand, and Disable Device skill checks, as well as the Backstab, Find Traps, and Sneak Attack (+2d6 damage) abilities of thieves. Their naturally high Dexterity (18) enables them to fight with two weapons at a time.

Spriggans can never quite get organized as groups. In fact, they are sometimes encountered with part of the group giant-sized and part of them gnome-sized. On an individual level they are very clever and use their abilities to the fullest to accomplish their goals. These goals are usually to cause great havoc and mayhem amongst other races. They seem to take great pleasure in destroying property and hurting innocent creatures.

Habitat/Society: Spriggans usually travel in packs, all of them male. The females keep to dismal burrows or secret dens in forgotten ruins, rarely venturing out farther than necessary to gather food. A female has the same combat abilities as a male. The females mate with males from packs that wander nearby. The children are cast out upon reaching maturity, the males to join up with packs and the females to find a place to lair. Spriggan infant mortality is high, with the males (80%) surviving more often than the females (60%).

Spriggans hate gnomes more than any living creatures, but they truly love none but those of their own ilk. Perhaps it is the similarity of the true gnomes to their race that drives their hatred. They like to terrorize, rob, and otherwise work vile deeds. They do not hesitate to attack or steal from traveling groups or small settlements in their area. All of their possessions, including their armor and weapons, are stolen from their victims. They greatly fear large groups of organized humans and

demihumans, and they avoid such parties.

Ecology: The roving packs of males tend to be meat eaters, preferring to hunt or steal their food. As such they must keep moving and establish wide areas of control. The females tend to eat fruits and grains that can be easily gathered near their dens. They eat meat only when offered by a male as part of the mating ritual.

Spriggans are too mean and nasty to have any natural predators, although gnomes attack them on sight unless faced with overwhelming odds. It usually takes a well-armed party to root out a band of spriggans.

Tinker Gnome (Minoi)

Cheerful, industrious, and inept, tinker gnomes are natives of Krynn, the world of the Dragonlance setting. Physically similar to rock gnomes, even to the extent of sharing the Darkvision, Saving Throw bonuses against magic, and detection abilities of rock gnomes. Their history and culture, however, are so radically different as to qualify them for consideration as a separate subrace.

Graceful and quick in their movements, tinker gnomes' hands are deft and sure. Tinkers have rich brown skin, white hair, and china-blue or violet eyes. Males favor oddly-styled beards and moustaches, and both sexes have rounded ears and typically large gnomish noses. Tinkers who avoid getting blown up in an experiment live for 250-300 years.

Tinker gnomes speak very rapidly, running their words together in sentences that never seem to end. They are capable of talking and listening at the same time: when two tinkers meet, they babble away, answering questions asked by the other as part of the same continuous sentence.

Combat: Tinker gnomes rarely carry weapons, although some of their ever present tools can be pressed into service at need. They delight in invention and are always devising strange weapons of dubious utility, from the three barrel water blaster to the multiple spear flinger. Tinkers can wear any type of armor but typically outfit themselves in a variety of mismatched pieces for an effective AC of 15. They possess the AC bonus of rock gnomes against giant-class creatures.

Habitat/Society: Tinker gnomes establish colonies consisting of immense tunnel complexes in secluded mountain ranges. The largest gnome settlement on Krynn, beneath Mount Nevermind, is home to some 59,000 tinkers. Other tinker gnome colonies exist, both on Krynn and elsewhere, but their populations seldom exceed 200-400.

All tinkers have a Life Quest: to attain perfect understanding of a single device. Few ever actually attain this goal, but their individual Life Quests do keep the ever hopeful tinkers busy. Males and females are equal in tinker society, and each pursue Life Quests with similar devotion. Each tinker gnome belongs to a guild. The guild occupies the same place in a tinker's life that the clan occupies for other gnomes. Together the guildmasters make up a grand council that governs the community.

Though most tinker gnomes are content to stay home and tinker with their projects, some have Life Quests which require them to venture out into the world. Adventuring gnomes often fail to learn from past experience and prone to repeat the same mistakes, yet they are often successful with quirky solutions to save the day for their companions.

Ecology: Despite their great friendliness, tinker gnomes are not well-liked by other races: their technological bent makes them quite alien to those accustomed to magic, and their poor understanding of social relations puts off many potential friends. Sages generally agree that the tinkers' indiscriminate trumpeting of technology has discouraged its development by other races who have encountered tinker gnomes.



GOBLIN

CLIMATE/TERRAIN:	Any non-arctic land
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low to average (6-10)
TREASURE:	C (K)
ALIGNMENT:	Lawful evil
NO. APPEARING:	4d6
ARMOR CLASS:	10 (14+ with armor)
MOVEMENT:	60
HIT DICE:	1-1 (4 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 (by weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Small (4' tall)
MORALE:	Average (9-12)
XP VALUE:	15
Sub-chiefs:	35
Chief:	65

These small, evil humanoids would be merely pests, if not for their great numbers.



Goblins have flat faces, broad noses, pointed ears, wide mouths and small, sharp fangs. Their foreheads slope back, and their eyes are usually dull and glazed. They always walk upright, but their arms hang down almost to their knees. Their skin colors range from yellow through any shade of orange to a deep red. Usually a single tribe has members all of about the same color skin. Their eyes vary from bright red to a gleaming lemon yellow. They wear clothing of dark leather, tending toward dull soiled-looking colors.

Goblin speech is harsh and pitched higher than that of humans. In addition to their own language, some goblins can speak in the kobold, orc, and hobgoblin tongues.

Combat: Goblins hate bright sunlight and fight with a -1 on their attack rolls when in it. This unusual sensitivity to light, however, serves the goblins well underground, giving them Darkvision out to 60 feet. They can use any sort of weapon, preferring those that take little training, like spears and maces. They are known to carry short swords as a second weapon. They are usually armored in leather and employ shields, although the leaders may have chain or even plate mail.

Goblin strategies and tactics are simple and crude. They are cowardly and will usually avoid a face-to-face fight. More often than not, they will attempt to arrange an ambush of their foes.

Habitat/Society: Humans would consider the caves and underground dwellings of goblins to be dank and dismal. Those few tribes that live above ground are found in ruins, and are only active at night or on very dark, cloudy days. They use no form of sanitation, and their lairs have a foul stench. Goblins seem to be somewhat resistant to the diseases that breed in such filth.

They live a communal life, sharing large common areas for eating and sleeping. Only leaders have separate living spaces. All their possessions are carried with them. Property of the tribe is kept with the chief and sub-chiefs. Most of their goods are stolen, although they do manufacture their own garments and leather goods. The concept of privacy is largely foreign to goblins.

A typical goblin tribe has 40d10 adult male warriors. For every 40 goblins there will be a leader and his 4 assistants, each having 1 Hit Dice (5 hit points). For every 200 goblins there will be a sub-chief and 2d4 bodyguards, each of which has 1+1 Hit Dice (6 hit points), is Armor Class 15, and armed with a battle axe. The tribe has a single goblin chief and 2d4 bodyguards each of 2+2 Hit Dice (12 hit points), Armor Class 16, and armed with two weapons.

There is a 25% chance that 10% of their force will be mounted upon huge worgs, with another 1d4x10 unmounted worgs with them. There is a 60% chance that the lair is guarded 5d6 such wolves, and a 20% chance of 2d6 bugbears. Goblin shamans (clerics) are rare but have been known to reach 7th level.

In addition to the males, there will be adult females equal to 60% of their number and children equal to the total number of adults in the lair. Neither will fight in battles.

A goblin tribe has an exact pecking order; each member knows who is above him and who is below him. They fight amongst themselves constantly to move up this social ladder.

They often take slaves for both food and labor. The tribe will have slaves of several races numbering 10-40% of the size of the tribe. Slaves are always kept shackled and are staked to a common chain when sleeping.

Goblins hate most other humanoids, gnomes and dwarves in particular, and work to exterminate them whenever possible.

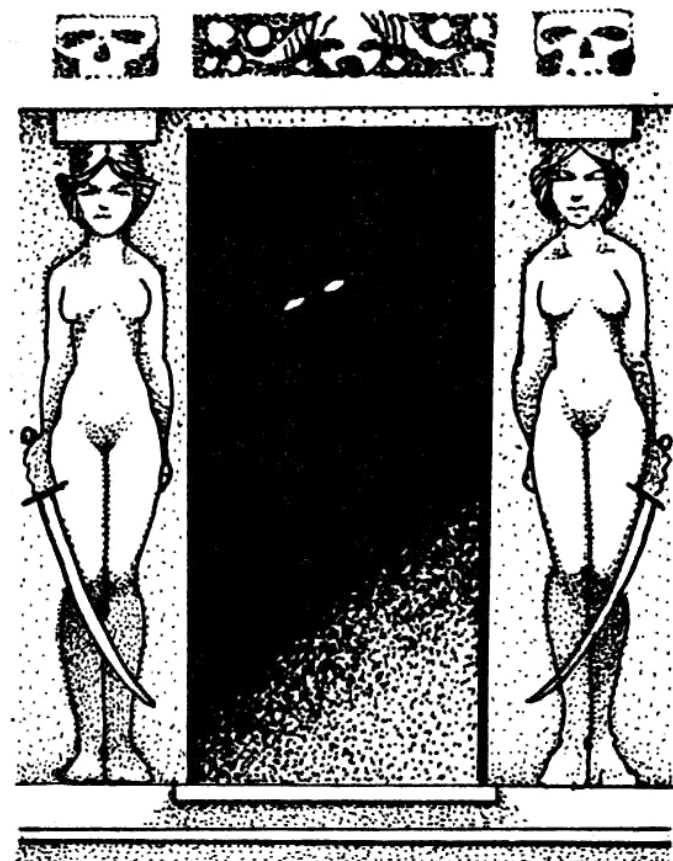
Ecology: Goblins live only 50 years or so. They do not need to eat much but will kill just for the pleasure of it. They eat any creature from rats and snakes to humans. In lean times they will eat carrion. Goblins usually spoil their habitat, driving game from it and depleting the area of all resources. They are decent miners, able to note new or unusual construction in an underground area 25% of the time, and any habitat will soon be expanded by a maze-like network of tunnels.



GOLEM, GENERAL

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

Golems are magically created automatons of great power. The construction of one involves mighty magic and elemental forces.



Background: Golems predate any known literature about their creation. The wizard who discovered the process, if indeed there was only one, is unknown. Some of the rediscoverers have written their secrets in various arcane manuals, enchanted to aid the reader in construction. It is thought that the first golem created was a flesh golem, possibly an accident of some great wizard experimenting with reanimating human bodies. Flesh golems are easier to make than any other sort because they are made of organic material that once lived. Later, the process was generalized to suit certain earthen materials, which produce much stronger golems.

Theory: Golems are all made from elemental material. So far, the great wizards have only discovered how to use various earthen materials, such as clay, stone, iron, and even glass, to make golems. The exceptions, such as the flesh golem, use organic materials as components. The animating force of the golem is an elemental spirit from the Elemental Plane of Earth. Since the spirit is not a natural part of the body, it is not affected by most spells or even by most weapons (see individual descriptions). The process of creating the golem binds the unwilling spirit to the artificial body and enslaves it to the will of the golem's creator. The nature of this spirit is unknown and has so far eluded the grasp of all researchers. What is known is that it is hostile to all Prime Material Plane life forms, especially toward the spell caster that bound it to the golem.

Carving or assembling the golem's physical body is an exacting task. Most spell casters end up hiring skilled labor to do it for them, such as a stone mason or dwarf for stone golems, etc. If the maker has no

experience working in that material, the construction time is doubled. The standard spells for creating golems specify the size of the creature. Anything bigger or smaller will not work, although some have investigated spells for other sizes of golems, with limited success.

The costs listed include the base physical body and the unusual materials and spell components that are consumed or become a permanent part of the golem. The rituals used to animate the golem require as much as a full uninterrupted month to complete (included in the time below), though some variants such as the necrophidius and scarecrow reduce that time by employing shortcuts. In all cases the spells used can come from devices, such as wands or scrolls. If a magical tome is used to make the golem, no spells are needed, and the level of the spell caster can be significantly lower.

Golem Creation Table

(Note: M18 = 18th level magic-user, C17 = 17th level cleric, etc.)

Type of Golem	Creator	Construction Time	GP Cost
Bone	M18	2 months	35,000
Caryatid	M16	4 months	100,000
Clay	C17	1 month	65,000
Doll	C15	2 months	20,000
Flesh	M14	2 months	50,000
Gargoyle	C16	4 months	100,000
Glass	C14/M14	6 months	125,000
Guardian	M14	1 month	20,000
Iron	M18	4 months	100,000
Juggernaut	M16	3 months	80,000
Necrophidius	C9/M14	10 days	8,000
Scarecrow	C9	21 days	100
Stone	M16	3 months	80,000

Combat: All golems share several traits in common. They are all immune to all forms of disease and poison and cannot be affected by Hold, Charm, fear, or other mind-based spells, as they have no minds of their own. Certain spells can harm golems; these are mentioned below. They are immune to necrotic damage and resistant to radiant damage.

Most golems are fearless and need never check morale.

Flesh Golems

The pieces of the golem must be sewn together from the dead bodies of normal humans that have not decayed significantly. A minimum of 6 different bodies must be used, one for each limb, one for the torso (with head), and a different one for the brain. In some cases, more bodies may be necessary to form a complete golem. The spells needed are Wish, Polymorph Any Object, Geas, Protection from Normal Missiles, and Strength.

Clay Golems

Only a lawful good cleric can create a clay golem. The body is sculpted from a single block of clay weighing at least 1000 pounds, which takes about a month. The vestments, which cost 30,000 gp, are the only materials that are not consumed and can be reused, reducing the total cost after the first golem. The spells used are Resurrection, Animate Object, Commune, Prayer, and Bless.

Stone Golems

A stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3000 pounds, which takes 2 months. The rituals to animate require another month. The materials and spell components alone cost 60,000 gold pieces and the spells used are Wish, Polymorph Any Object, Geas, and Slow.

Iron Golems

It takes 5000 pounds of iron to build the body, which must be done by a skilled iron smith. The spells used in the ritual are Wish, Polymorph Any Object, Geas, and Cloudkill. Construction of the body requires an ornate sword which is incorporated into the monster. A magical sword can be used, in which case there is a 50% chance that it is drained of magic when the golem is animated. The golem can only use those abilities of the sword that are automatic. Any property that requires a command word and any sentient ability of the sword is lost. If the sword is ever removed from the golem, it loses all of its magic.

GOLEM, VARIANTS

The first golems were, undoubtedly, all traditional golems. Over the years, however, various magic-users and clerics examined the techniques employed by earlier designers and modified them. As they introduced changes, they documented the processes they used to create their new constructs. This process of study and modification is never-ending. Even today, the work of these mysterious scholars is being studied and revised in magical colleges around the world.

Theory: Like other golems, golem variants depend on the powerful forces of elemental magic to animate them. They have no lives of their own and are animated by a spirit from the Elemental Plane of Earth. In some cases, this spirit is tricked, lured, or forced into animating the body while in other cases it comes willingly. In the former cases, the stone construct sometimes breaks free of the influence of its creator and becomes a free-willed entity. Because of the nature of its physical shell, constructs that break free often become berserk killers, destroying everything in their paths before being annihilated themselves.

Construction: The actual construction of any golem's physical body is a firing and demanding task. Although the steps required to create a variant golem differ depending on the type, they do have some elements in common. The most important of these is the degree of detail that is put into the carving of the body. In the case of the caryatid column, for example, the construct must be lovingly crafted with great skill. In most cases, the magic-user or cleric creating a caryatid column hires a professional sculptor or stone mason to undertake this step of the animation process.

Less sophisticated golems, like the stone guardian and the primitive scarecrow, do not require the artistic perfection of the caryatid column. However, they are often covered with delicate mystical runes or glyphs that must be perfect if the creature is to be successfully animated.

Bone Golem

The body of a bone golem is assembled wholly from the bones of animated skeletons who have been defeated in combat. Any type of skeletal undead will do, but all must have been created and slain in the Demiplane of Dread. Only 10% of the bones from any given skeleton can be used, so the final product is the compilation of bones from many creatures. Often, there will be animal, monster, and human bones in the same golem, giving the creature a nightmarish appearance. The spells woven over the body must include *Animate Dead*, *Symbol of Fear*, *Binding*, and *Wish*.

Caryatid Column

The caryatid column can be created by a cleric or magic-user using a special version of the *manual of golems*. Whenever such a tome is discovered, there is a 20% chance that it describes a caryatid column.

Doll Golem

These creatures resemble a child's toy - often a baby doll or stuffed animal. Doll golems can serve as either the guardians of children or as murdering things too foul to contemplate.

The spells needed to complete the animation are *Imbue with Spell Ability*, *Tasha's Uncontrollable Hideous Laughter*, *(Un)Holy Word*, *Bless*, and *Prayer*. The first known examples of this type of golem turned up on the Demiplane of Dread in the land of Sanguinia.

Gargoyle Golem

This creature is fashioned in the image of a real gargoyle and is often placed as a warden atop buildings, cathedrals, or tombs. It is most similar to the stone golem; the body must be carved from a single slab of granite (weighing 3,000 pounds) and prepared with expensive components. Only the vestments created for the process are reusable (saving 15,000 gp on the cost of additional gargoyle golems). The spells required to complete the process are *Bless*, *Gate*, *(Un)Holy Word*, *Stone Shape*, *Conjure Elemental (earth)*, and *Prayer*.

Glass Golem

The glass golem is composed entirely of stained glass. Perhaps the most artistic of all golems, its creation requires the following spells: *Glassteel*, *Animate Object*, *Prismatic Spray*, *Rainbow Pattern*, and *Wish*. Because of the mixture of spells, this type of golem is usually built

by multi- or split-classed characters or with the aid of a powerful assistant.

The first appearance of glass golems is not recorded with certainty. It is believed that they were created by a spell-caster who fancied himself an artist (hence their eerie beauty), but no one knows.

Juggernaut

Juggernauts that can alter their form require an extra step in their creation, which normally resembles the process to make a stone golem. Prior to animating a juggernaut, the magic-user must use mimic blood as a material component in the final spells woven over the body. This addition gives this golem variant intelligence and an alignment.

Necrophidius

A necrophidius may be created in one of three ways. The first is a special form of *manual of golems* that provides secrets of its construction. The Necrophidicon, as it is called, must be burnt to ashes that provide the monster's animating force. The other two arcane and divine processes are long and complex. A magic-user must cast *Limited Wish*, *Geas*, and *Charm Person* spells. A cleric requires the spells *Quest*, *Neutralize Poison*, *Prayer*, *Silence*, and *Enthrall*. Whichever method is used, the monster requires a complete giant snake skeleton (either poisonous or constrictor), slain within 24 hours of the enchantment's commencement. Each necrophidius is built for a single specific purpose (which must be in the spellcaster's mind when he creates it), such as "Kill Ragnar the Bold." The necrophidius never seeks to twist the intent of its maker, but its enchantments fade when its task is done or cannot be completed; for example, when it kills Ragnar.

The maker must want the necrophidius to serve its purpose. He could not, for example, build a death worm to "Sneak into the druid's hut and steal his staff," if he really intended for the necrophidius to merely provide a distraction. He could not build more than one death worm and assign both to kill Ragnar, since he could not imbue the second death worm with a task that he intended the first one to complete. For this reason, necrophidii almost never work as a team.

Rumors claim that there were once methods to make a necrophidius gain 1 Hit Die every century it was pursuing its purpose.

Scarecrow

Scarecrows can only be created either by using a special manual or by a god answering the plea of a cleric employing the following spells: *Animate Object*, *Prayer*, *Command*, and *Geas*. The final step of the process, casting the *Geas* spell, is done during a new moon.

Scarecrows can be constructed to kill a specific person. To do so, the clothes worn by the scarecrow must come from the intended victim. Once the scarecrow is animated, the cleric need only utter a single word - "Geas". The scarecrow then moves in a direct line toward the victim. When it reaches the victim, the scarecrow disregards all other beings and concentrates its gaze and attacks entirely on the person it has been created to kill. After slaying its victim, a geased scarecrow's magic dissipates and it collapses into dust.

Stone Guardian

A stone guardian is very similar to a traditional stone golem, but it has some unique abilities its ancestor does not. In physical appearance, the two constructs are quite similar, but the stone guardian is usually decorated with runes and magical glyphs.

A stone guardian is created with the following spells: *Enchant an Item*, *Transmute Mud to Rock*, *Magic Mouth*, and *Limited Wish* or *Wish*. In addition, the magic-user creating the guardian may cast a *Detect Invisibility* spell to give the creature that power.

The initial material of the body is mud around a heart of polished stone. As the various spells are woven into the body, a spirit from the Elemental Plane of Earth is forced to enter the body and animate it. Because the spirit is there against its will, there is a 20% chance that the golem goes berserk each time it is activated.

A special *ring of protection* can be created when the stone guardian is animated; this prevents the guardian from striking at anyone wearing it. In addition, all those within 10 feet of the ring wearer are also immune to attack. Rings of this type function only against the guardian they were made with and provide no protection from any other golem.

GOLEM, GREATER

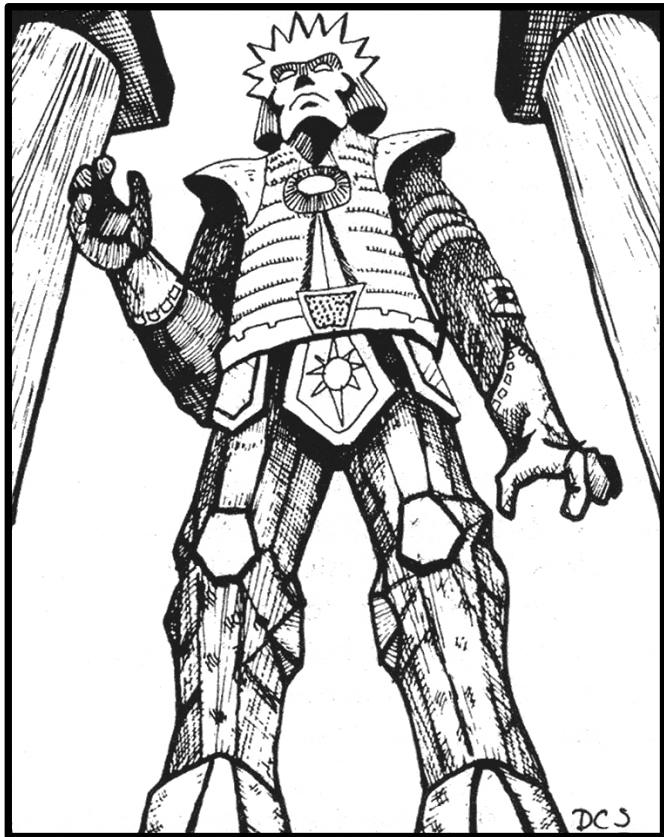
	Stone	Iron
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	15	17
MOVEMENT:	30	30
HIT DICE:	14 (70 hp)	18 (90 hp)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2d8+7 B	3d10+9 S
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (9½' tall)	L (12' tall)
MORALE:	Unwavering (20)	Unwavering (20)
XP VALUE:	8,000	13,000

A greater golem is a humanoid construct which has been animated by an elemental spirit but remains under its creator's complete control.

Stone Golem

A stone golem is 9½ feet tall and weighs around 2000 pounds. Its body is of roughly chiseled stone, frequently stylized to suit its creator. For example, it might be carved to look like it is wearing armor with a symbol on the chest plate.

Sometimes designs are worked into the stone of its limbs. The head may be chiseled to resemble a helmet or other head piece. Regardless of these elements, it always has the basic humanoid parts (2 arms, 2 legs, head with 2 eyes, nose, mouth etc.). It is always weaponless and never wears clothing.



Combat: Greater golems are mindless in combat, only following the simple tactics of their masters. They are completely emotionless and cannot be swayed in any way from their instructions. They will not pick up and use weapons in combat, even if ordered to, always preferring

their fists. Stone golems have a Strength of 22, for purposes of breaking or throwing things.

The stone golem is immune to any weapon, except those of +2 or better enchantment. A Rock to Mud spell slows a golem for 2d6 rounds. Its reverse, Mud to Rock acts to heal the golem, restoring all lost hit points. A Flesh to Stone spell does not actually change the golem's structure but does make it vulnerable to any normal attack for the following round. This does not include spells, except those that will cause direct damage. All other spells are ignored. Once every other round, the stone golem can cast a Slow spell upon an opponent with 10 feet of it.

Habitat/Society: Golems are automatons, artificially created and under the direct control of their creator. They have no society and are not associated with any habitat. They are frequently used to guard valuable items or places. Unlike the lesser golems, the greater golems are always under the complete control of their master. A greater golem can obey simple instructions involving direct actions with simple conditional phrases. Although this is better than a lesser golem can follow, they still make poor servants. Any given task could take several separate commands to direct the golem to its completion.

Ecology: Golems are not natural creatures and play no part in the ecology of the world. They neither eat nor sleep, and "live" until they are destroyed, usually in combat. Certain spells (see above) can be used to heal or repair any damage done to them in combat. This is usually done by their creators to insure long and valuable service.



Iron Golem

An iron golem is twice the height of a normal man and weighs around 5000 pounds. It can be fashioned in any stylized manner, just like the stone golems, although it almost always is built displaying armor of some sort. Its features are much smoother in contrast to the stone golem. Iron golems are sometimes found with a short sword (relative to their size) in one hand. On extremely rare occasions this sword will be magical.

The iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderously smooth gait at half the speed of a normal man. Each step causes the floor to tremble, unless it is on a thick, solid foundation.

Combat: The iron golem conforms to the strategies listed for the stone golem except as described here. It has a Strength of 24 (+9) for the purposes of lifting, throwing or breaking objects. The iron golem is immune to any weapon, except those of +3 or better enchantment. Magical electrical attacks will slow it for 3 rounds, and magical fire attacks repair 1 hit point of damage for each Hit Die of damage it would have caused. All other spells are ignored.

Iron golems are subject to the damage inflicted by a rust monster. Once every 7 rounds, beginning either the first or second round of combat, the iron golem breathes out a cloud of poisonous gas (DC 19 CON Saving Throw) that kills those who do not make the Saving Throw). It does this automatically, with no regard to the effects it might have. The gas cloud fills a 10 foot cube directly in front of it, which dissipates by the following round, assuming there is somewhere for the gas to go.

GOLEM, LESSER

	Flesh	Clay
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Semi- (3-5)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	11	13
MOVEMENT:	45	45
HIT DICE:	9 (45 hp)	11 (55 hp)
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	2d6+4 B x2	2d10+5 B
SPECIAL ATTACKS:	Nil	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (7' tall)	L (8' tall)
MORALE:	Unwavering (20)	Unwavering (20)
XP VALUE:	2,000	5,000



Flesh Golem

The flesh golem stands a head and a half taller than most humans and weighs almost 350 pounds. It is made from a ghoulish collection of stolen human body parts, stitched together to form a single composite human body. Its skin is the sickly green or yellow of partially decayed flesh. A flesh golem smells faintly of freshly dug earth and dead flesh. No natural animal, such as a dog, will willingly track a flesh golem. It wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions, and no weapons. The golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff jointed gait, as if it is not in complete control over its body parts.

Combat: The lesser golems are mindless in combat. They follow the orders of their master explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be easily provoked (unless they have broken control and gone berserk). They will not use weapons for combat, even if ordered to, always preferring to strike with their fists. Flesh golems have a Strength of 19 (+4) for purposes of lifting, throwing or breaking down doors.

Flesh golems can only be struck by any magical weapon. Fire and cold based spells merely slow them for 2d6 rounds. Any electrical attack restores 1 hit point for each die of damage it would normally have done. All other spells are ignored by the creature.

The elemental spirit in a lesser golem is not bound strongly, resulting in a 1% cumulative chance per round of combat, calculated independently for each fight, that it will break free of its master. The flesh golem's master must make a DC 19 Persuasion skill check in order to regain control. To do this he must be within 60 feet of the flesh golem, and the creature must be able to see and hear its master. No special spells are required to regain control, its creator just must talk to it forcefully and persuasively, to convince it to obey.

Habitat/Society: Golems are automatons, artificially created and under the direct control of their creator. They have no society and are not associated with any habitat. They are frequently used to guard valuable items or places. A lesser golem can obey simple instructions involving a single, direct action. They make poor servants because each detail of a task must be given as a separate command.

Ecology: Golems are not natural creatures and play no part in the world's ecology. They neither eat nor sleep, and "live" until their bodies are destroyed, usually in combat.

Clay Golem

The clay golem is a humanoid body made from clay and stands about 18 inches taller than a normal man. It weighs around 600 pounds. The features are grossly distorted from the human norm. The chest is overly large, with arms attached by thick knots of muscle at the shoulder. Its arms hang down to its knees, and end in short stubby fingers. It has no neck, and a large head with broad flat features. Its legs are short and bowed, with wide flat feet. A clay golem wears no clothing



except for a metal or stiff leather garment around its hips. It smells faintly of clay. The golem cannot speak or make any noise. It walks and moves with a slow and clumsy gait, almost as if it were not in control over its actions.

Combat: Clay golems conform to the strategies listed above for the flesh golem except as noted here. A clay golem has a Strength of 20 (+5) for the purposes of lifting, throwing or smashing objects. They can only be struck by magical bludgeoning weapons such as hammers or maces.

A Move Earth spell will drive the golem back 120 feet and inflict 3d12 points of damage upon it. A Disintegrate spell merely slows the golem for 1d6 rounds and causes 1d12 points of damage. An Earthquake spell cast directly at a clay golem will stop it from moving that round and inflict 5d10 points of damage.

After it has engaged in at least one round of combat, the clay golem can Haste itself for 3 rounds. It can only do this once per day. Damage done by the golem can only be cured by a Heal spell from a cleric of 17th level or greater.

The elemental spirit in a lesser golem is not bound strongly, resulting in a 1% cumulative chance per round of combat, calculated independently for each fight, that it will break free of its master. If a clay golem does manage to break control, it becomes a berserker, attacking everything in sight until it is destroyed. Its first action is to Haste itself, if it can. Unlike the flesh golem, there is no chance to regain control of a rampaging clay golem.

GOLEM, VARIANTS

	Bone	Caryatid Column	Doll	Gargoyle	Glass
CLIMATE/TERRAIN:	Any	Any	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil	Nil
INTELLIGENCE:	Non-(0)	Non-(0)	Non-(0)	Non-(0)	Non-(0)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1-12	1	1	1
ARMOR CLASS:	20	15	16	20	16
MOVEMENT:	60	30	75	45	60
HIT DICE:	14 (70 hp)	5 (25 hp)	10 (50 hp)	15 (75 hp)	9 (45 hp)
NO. OF ATTACKS:	2	1	1	2	1
DAMAGE/ATTACK:	1d8+3 B or S	2d4 S	3d6 S	3d6 S x2	2d12 S
SPECIAL ATTACKS:	See below	Nil	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 (6' tall)	M (7' tall)	T (1' tall)	M (6' tall)	M (6' tall)
MORALE:	Unwavering (20)	Unwavering (20)	Unwavering (20)	Unwavering (20)	Unwavering (20)
XP VALUE:	18,000	420	6,000	14,000	5,000

	Juggernaut	Necrophidus	Scarecrow	Stone Guardian
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	Non-(0)	Non-(0)	Non-(0), see below	Non-(0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral, see below	Neutral
NO. APPEARING:	1	1	1	1d4
ARMOR CLASS:	18	18	14	18
MOVEMENT:	15-60	45	30	45
HIT DICE:	10 to 13 (50 to 65 hp)	2 (10 hp)	5 (25 hp)	4+4 (24 hp)
NO. OF ATTACKS:	Up to 6	1	2	2
DAMAGE/ATTACK:	1d8+4 (type varies)	1d8 P	1d6 S	1d8+1 x2
SPECIAL ATTACKS:	Crushing	See below	Gaze, see below	Nil
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L to H (8' to 20')	L (12' long)	M (6' tall)	M to L (6' to 8')
MORALE:	Unwavering (20)	Unwavering (20)	Unwavering (20)	Unwavering (20)
XP VALUE:	3,000	370	1,400	420

Bone Golem

The bone golem is built from the previously animated bones of skeletal undead. These horrors stand roughly 6 feet tall and weigh between 50 and 60 pounds. They are seldom armored and can easily be mistaken for undead, much to the dismay of those who make this error.

Combat: Bone golems are no more intelligent than other forms of golem, so they will not employ clever tactics or strategies in combat. Their great power, however, makes them far deadlier than they initially appear to be. There is a 95% chance that those not familiar with the true nature of their opponent will mistake them for simple undead.

Bone golems attack with their surprisingly strong blows and sharp, claw-like fingers. Each successful hit inflicts 1d8+3 points of damage. They can never be made to use weapons of any sort in melee.

In addition to the common characteristics of all golems (described previously), bone golems take only half damage from those edged or piercing weapons that can harm them.

Bone golems are immune to almost all spells but can be laid low with the aid of a Shatter spell that is focused on them and has the capacity to affect objects of their weight. If such a spell is cast at a bone golem, the golem is entitled to a Saving Throw to negate it. Failure indicates that weapons able to harm the golem will now inflict twice the damage they normally would. Thus, edged weapons would do full damage while blunt ones would inflict double damage.

Once every three rounds, the bone golem may throw back its head and issue a hideous laugh that causes all those who hear it to make DC 17 Charisma Saving Throw. Those who fail are frozen with fear and cannot move for 2d6 rounds. Those who roll a natural 1 on this Saving Throw are instantly stricken dead with fear.

Caryatid Column

The caryatid column is a beautiful and wondrous construct. Before activation, it looks like the classical architectural work it is named for, standing about 7 feet tall, and resembling a finely carved pillar in the shape of a beautiful young girl. Close examination reveals that the maiden has a slender sword in her left hand, but there is no indication that the column is anything other than what it appears to be. Once constructed and animated, it is usually assigned to keep watch over a valuable object or special places. It does so, remaining motionless, until its preset activation conditions are triggered (these depend on the creator's instructions). As soon as this happens, the column moves to take action against those who have triggered it.

When activated, the caryatid column undergoes a stunning and swift transformation. The smooth, grey stone that was once its skin changes hue to become flesh tones, the eyes come alive with a gleaming white light, and the thin blade transforms into a fine weapon of gleaming steel.

In combat, the column lashes out with its gleaming sword, causing 2d4 points of damage with each hit. The column's magical nature gives it a +4 bonus to Saving Throws, and all nonmagical weapons inflict only half damage. Magical weapons inflict full damage, but do not receive the magical bonus normally due them. For example, a +2 *long sword* does not gain its +2 bonus but inflicts normal long sword damage.

There is a 25% chance that a weapon shatters when it successfully strikes a caryatid column. This chance is reduced by 5% for each plus of the weapon. Thus, a sword +2 has only a 15% chance of breaking. A magical weapon with no attack bonus is considered a +1 weapon when checking for shattering.

A Stone to Flesh, Transmute Rock to Mud, or Stone Shape spell destroys the column instantly if it fails its Saving Throw.



When a caryatid column has completed its task, it returns to its waiting position and reverts to stone. If it is killed in combat, it (and its sword) reverts to stone for 2d6 rounds, at the end of which time it crumbles into dust.

Doll Golem

The doll golem is an animated version of a child's toy that can be put to either good uses (defending the young) or evil uses (attacking them). It is often crafted to make it appear bright and cheerful when at rest. Upon activation, however, its features become twisted and horrific.

Combat: The doll golem is, like all similar creatures, immune to almost all magical attacks. It can be harmed by fire-based spells, although these do only half damage, while a Warp Wood spell will affect the

creature as if it were a Slow spell. A Mending spell restores the creature to full hit points at once.

Each round, the doll golem leaps onto a victim and attempts to bite it. Success inflicts 3d6 points of damage and forces the victim to make a Wisdom Saving Throw (DC 15). Failure to save causes the victim to begin to laugh uncontrollably (as if under the influence of a Tasha's Hideous Laughter spell, caster level 15) and become unable to perform any other action. The effects of the creature's bite are far worse, however. The victim begins to laugh on the round after the failed save, taking 1 point of Constitution damage each round until the spell ends (in 15 rounds), the character dies, or the character receives a Dispel Magic, Remove Curse, or Break Enchantment spell.

Character who are lucky enough to survive this attack recover 1 point of lost Constitution every 30 minutes until they fully recover.

Gargoyle Golems

The gargoyle golem is a stone construct designed to guard a given structure. It is roughly the same size and weight as a real gargoyle (6' tall and 550 pounds). Although they have wings, they cannot fly. However, a gargoyle golem can leap great distances (up to 100 feet) and will often use this ability to drop down on enemies nearing any building the golem is protecting.

Gargoyle golems cannot speak or communicate in any way. When they move, the sound of grinding rock can be heard by anyone near them. In fact, it is often this noise that serves as a party's first warning that something is amiss in an area.

Combat: When a gargoyle golem attacks in melee combat, it does so with its two clawed fists. Each fist must attack the same target and will inflict 3d6 points of slashing damage. Anyone hit by both attacks must make a DC 18 Wisdom Saving Throw or be turned to stone. On the round after a gargoyle golem has petrified a victim, it will attack that same target again. Any hit scored by the golem against such a foe indicates that the stone body has shattered.

Gargoyle golems are, like most golems, immune to almost every form of magical attack directed at them. They are, however, vulnerable to the effects of an Earthquake spell. If such a spell is targeted directly at a gargoyle golem, it instantly shatters the creature without affecting the surrounding area. A Transmute Rock to Mud spell will inflict 2d10 points of damage to the creature while the reverse (Transmute Mud to Rock) will heal a like amount of damage.

Gargoyle golems, like normal gargoyles, are often mistaken for an architectural feature and, as such, often surprise their foes. When the victim is close enough, the gargoyles suddenly strike out, leaping onto an opponent. It requires a DC 16 Perception skill check to spot the gargoyle golem for what it is, foiling its surprise attack.

Whenever a gargoyle golem leaps onto a surprised opponent, its crushing weight delivers 4d10 points of bludgeoning damage and forces that opponent to make a DC 18 Athletics skill check or be knocked prone. A roll of a natural 1 on this check indicates that a 1d4 carried items must make Item Saving Throws (DC 18) or be crushed. On the round that a gargoyle golem pounces on a character, it cannot attack with its fists.

Glass Golems

The glass golem is very nearly a work of art. Built in the form of a stained glass knight; the creature is often built into a window fashioned from such glass. Thus, it usually acts as the guardian of a given location - often a church or shrine.

Glass golems, like most others, never speak or communicate in any way. When they move, however, they are said to produce a tinkling sound like that made by delicate crystal wind chimes. If moving through a lighted area, they strobe and flicker as the light striking them is broken into its component hues.

Combat: When the stained glass golem attacks, it often has the advantage of surprise. If its victims have no reason to suspect that it lurks in a given window, they suffer a -3 on their surprise roll when the creature makes its presence known.

Once combat is joined, the stained glass figure (which always has the shape of a knight) strikes with its sword. Each blow that lands delivers 2d12 points of slashing damage.

Once every three rounds, the golem can unleash a Prismatic Spray spell (DC 17) from its body that fans out in all directions. Any object or being (friend or foe) within 25 feet of the golem must roll as if they had been struck by a Prismatic Spray spell.

Glass golems are the most fragile of any golem. Any blunt weapon capable of striking them (that is, a magical weapon of +2 or better) inflicts double damage. Further, a Shatter spell directed at them weakens them so that all subsequent melee attacks with +2 or better weapons deal double damage, while other weapons deal normal damage.

Anyone casting a Mending spell on one of these creatures instantly restores it to full hit points. In addition, they regenerate 1 hit point per round when in an area of direct sunlight (or its equivalent).

Juggernaut

The juggernaut generally appears as a huge, powerful stone vehicle of some sort, with wheels or rollers for locomotion.

A juggernaut is clumsy and slow moving, but it makes up for these handicaps by rolling right over opponents in a deadly crushing attack. A juggernaut has a Movement Rate of 15 in its first round of animation. This increases by 15 each round to a maximum Movement Rate of 60. A juggernaut is slow to turn and can change direction only 90 degrees for every 30 feet of movement.

A creature caught in the path of a juggernaut charge is run over by the thundering behemoth if it succeeds on an attack roll to strike it. A hit indicates that the victim is crushed, suffering 10d10 points of bludgeoning damage. In addition, if the juggernaut rolls a natural 20 on its attack roll, every item carried by the victim must roll a DC 16 Item Saving Throw to avoid destruction.



Some juggernauts are a unique crossbreed of stone golem and mimic. Once animated, these juggernauts can alter their shape as the mimics do. They can grow up to six limbs, each designed for current needs.

For example, if it wishes to sound a warning, a limb may grow into a trumpet or horn. In combat, its limbs become maces or hammers that inflict 1d8+4 points of damage each, due to its great strength (19 Strength). A juggernaut cannot bring more than two limbs to bear on a single opponent of Medium or smaller size.

Necrophidius

The necrophidius, or "death worm," is built and animated for a single task, such as protection or assassination. It has the bleached-white skeleton of a giant snake, a fanged human skull, and constantly whirling, milk-white eyes. Its bones are warm to the touch. The necrophidius is odorless and absolutely silent; the skeleton makes no noise, even when slithering across a floor strewn with leaves. A necrophidius is constantly moving with a macabre grace.

Combat: The necrophidius prefers to surprise opponents, and its silence grants it a +5 to all Stealth skill checks. If the necrophidius is not surprised, it performs a macabre maneuver called the Dance of Death, a hypnotic swaying backed by minor magic. The Dance rivets the attention of anyone who observes it, unless a successful, DC 13, Wisdom Saving Throw is rolled. Intelligent victims are immobilized, as per the Hypnotic Pattern spell.

Besides taking damage as indicated, a bitten victim must make a DC 11 Strength Saving Throw or be paralyzed for 1d4 minutes. This effect can be cancelled only by Dispel Magic or Remove Paralysis; Neutralize Poison is useless.

This creature acts and reacts as if it has an average intelligence. However, its mind is artificial, so mind influencing spells have no effect. The creature requires no sleep or sustenance. It is not undead and cannot be turned.

Scarecrow

Scarecrows are enchanted creatures made from the same materials as normal scarecrows. Though non-intelligent, they can follow simple, one- or two-phrase orders from the cleric who created them. They do so to the best of their ability, without regard to their own safety.

Each scarecrow is unique, but all share several characteristics. Their bodies, arms, and legs are always made of cut wood bound with rope. Tattered rags cover the frame and are sometimes stuffed with grass or straw. A hollow gourd with a carved face serves as head. Once animated, a fiery light burns in the scarecrow's eye sockets. Scarecrows are light but slow. Their leg and elbow joints bend both ways, so they move with an uneven, jerky gait, and the head spins freely.

Scarecrows do not speak, but cackle madly when attacking.

Combat: Once per round, a scarecrow can gaze at one creature within 40 feet. Any intelligent person meeting this gaze must make a Wisdom Saving Throw or be fascinated, standing transfixed, arms



hanging limply, allowing the scarecrow to strike again and again (automatic hit each round). This charm effect lasts until the scarecrow either dies or leaves the area for a full minute.

The scarecrow's claws cause 1d6 damage each. A scarecrow attacks one victim at a time, striking the first person charmed until dead. While slaying its victim, the scarecrow uses its gaze attack to charm other opponents. Scarecrows attack until destroyed or ordered to stop.

Scarecrows are vulnerable to fire. Fire-based attacks gain a +1 bonus to the attack roll and a +1 damage bonus per die.

The magic that created them keeps their tattered parts from decomposing and shields them from the effects of cold.

Conscious Scarecrows

Most scarecrows disintegrate when their creators die, but a few (10%) become conscious, gaining an evil alignment, average Intelligence (9-12), and great cunning. They gain a desire for self-preservation, so their morale drops to Elite (16-17). They hide by day and stalk the night, committing acts of evil. Because scarecrows hate fire and are immune to cold, conscious scarecrows try to reach colder climates. During the trek they kill everything they encounter, including those who pose no threat. Conscious scarecrows hate all life and kill humans and demihumans whenever possible.

Stone Guardian

These variant golems are close relatives of the dreadful stone golems. They are generally created by powerful wizards and employed as guards or servants in a wide variety of settings.

In combat, a stone guardian slams opponent with its massive arms, each of which inflicts 1d8+1 points of damage. The stone guardian has damage resistance to cold, fire, lightning, and piercing damage. They are immune to slashing damage.

A stone guardian can be instantly destroyed by a Stone to Flesh, Transmute Rock to Mud, Stone Shape, or Dig spell; it is not entitled to a Saving Throw.



wide, bull nostrils. Gorgons walk on two hooves, when necessary, but usually assume a four-hoofed stance. Despite their great size, they can move through even heavy forests with incredible speed, for they simply trample bushes and splinter smaller trees. Gorgons speak no languages but let out a roar of anger whenever they encounter other beings.

Combat: Four times per day gorgons can make a breath weapon attack (their preferred means of attack). Their breath shoots forth in a truncated cone, five feet wide at the base and 20 feet wide at its end, with a maximum range of 60 feet. Any creature caught in this cone must roll a DC 14 Wisdom Saving Throw. Those who fail are turned to stone immediately! The awareness of gorgons extends into the Astral and Ethereal planes, as do the effects of their breath weapon.

If necessary (i.e., their breath weapon fails) gorgons will engage in melee, charging forward to deliver a vicious head butt or horn gore. Gorgons fight with unrestricted ferocity, slashing and trampling all who challenge them until they themselves are slain.

Habitat/Society: It is believed that gorgons can actually devour the living statues they create with their breath weapon. Whether their flat iron teeth break up and pulverize the stone or their saliva returns the victim to flesh while they eat is a matter for conjecture.

Their primary prey are deer and elk, but gorgons won't hesitate to add other meats to their diet when hungry. Their sense of smell is acute and once they get on the trail gorgons are likely to track their victim successfully (+8 to Survival skill checks made to track). Once

their victim is in sight, gorgons let out a scream of rage and then charge. Unless somehow evaded, a gorgon will pursue tirelessly, for days if necessary, until the prey either drops from exhaustion or is caught in the gorgon's deadly breath.

Gorgons have no use for treasure; hence gold and gems are often left petrified on the statue of the being that once wore them. Occasionally a gorgon in his haste will devour something of value; the items will later be left in the gorgon's droppings, somewhere near the entrance to its lair.

Gorgons are usually encountered in groups of three or four - one male bull with two or three females. Gorgon calves are raised by the females to the age of two, then the young bulls are turned out to make their own way. Females remain with the dominant bull.

About 25% of the time only a single gorgon is encountered. Lone gorgons are always rogue males in search of females.

The forest around a gorgon lair is usually a crisscrossing network of trails and paths they've made. Occasionally there are clearings where the grasses were trampled down in a battle and perhaps the shattered remains of a statue can be found.

Ecology: Gorgons have no natural enemies other than themselves. Bull gorgons are often called upon to defend their positions against rogue gorgons. These battles are not usually fatal, but even a gorgon can be felled by a well-aimed horn gore. The only other creature known to hunt these fierce predators is man.

Gorgon blood, properly prepared, can seal an area against ethereal or astral intrusion; their powdered scales are an ingredient in the ink used to create a *protection from petrification scroll*.

In addition, the hide of a gorgon can be fashioned, with considerable work and some magical enhancement, into a fine set of scale mail. This armor will provide the wearer with a +2 bonus to all Wisdom Saving Throws to avoid petrification.



GORGON

CLIMATE/TERRAIN:	Temperate or tropical/ wilderness or subterranean
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1-2)
TREASURE:	(E)
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	18
MOVEMENT:	60
HIT DICE:	8 (40 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6 P or B
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Average (9-12)
XP VALUE:	1,400

Gorgons are fierce, bull-like beasts who make their lairs in dreary caverns or the fastness of a wilderness. They are aggressive by nature and usually attack any creature or person they encounter.

Monstrous black bulls, gorgons have hides of thick metal scales. Their breath is a noxious vapor that billows forth in great puffs from their

GRELL

	Worker	Philosopher	Patriarch
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Hive	Hive	Hive
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (9-10)	Exceptional (16-17)	Supra-genius (19)
TREASURE:	U	W	H
ALIGNMENT:	Neutral evil	Neutral evil	Neutral evil
NO. APPEARING:	1d10	1d2	1
ARMOR CLASS:	15, see below	15 (20)	10
MOVEMENT:	Fl 60 (D)	Fl 60 (D)	0
HIT DICE:	5 (25 hp)	7 (35 hp)	9 (45 hp)
NO. OF ATTACKS:	11	11	0
DAMAGE/ATTACK:	1d4 B x10/1d6 P or by weapon	1d4 B x10/1d6 P or by weapon	0
SPECIAL ATTACKS:	Magical items	Magical items	See below
SPECIAL DEFENSES:	Nil	Nil	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (4' diameter)	M (4' diameter)	G (30' diameter)
MORALE:	Elite (16-17)	Champion (18)	Fanatic (19)
XP VALUE:	2,000	5,000	9,000



The grell is a fearsome carnivore that looks like a giant brain with a vicious beak and 10 dangling tentacles, each 6 feet long. Some grell are rogues, while others live in family units. The "civilized" grell is a hive or colony creature, much like an ant or a bee, but far more intelligent, arrogant, and dangerous.

Grell have a weird language composed of bird-like squawks and chirps, combined with tentacular motion and a limited telepathy with other grell. Other creatures cannot learn the grell language, and they would not deign to learn the language of "lesser beings" (a synonym for "food" in their language).

Combat: The grell's most common strategy is to use its natural levitation ability to hide in the upper reaches of large chambers. It can then drop silently (+7 to Stealth skill checks) on a victim.

A worker grell attacks with all 10 tentacles; each one that hits grips the opponent (the grip can be broken with a successful, DC13, Athletics skill check). For each hit, the victim must roll a DC 10 Strength Saving Throw or be paralyzed for 5d4 rounds. With two tentacles gripping the prey, the grell can lift it up toward the ceiling and devour the prey when desired. A grell automatically hits paralyzed prey each round.

Soldier grell often use weapons, including the tip-spear and the lightning lance. The tip-spear is an edged metal head which fits on the tip of a tentacle and is held there by suction; the weapon causes 1d6 slashing damage if used to slash, 2d6 piercing damage if used to impale. Victims hit by a tip-spear must make a Saving Throw against paralysis, as if hit by a tentacle. The lightning lance delivers 3d6 points of lightning damage to those hit with it, though a successful Dexterity Saving Throw (DC 13) halves the damage. A lightning lance starts with 36 charges; it can use one per round.

Any hit against a tentacle (AC 16) renders it unusable but subtracts no hit points from the grell's total. Grell regenerate lost or damaged tentacles in 1-2 days and are immune to lightning damage.

Grell use strategy and tactics in their battles and can attack more than one opponent each round. They are intelligent enough to allocate their tentacle attacks in an advantageous way. They use their beaks only against paralyzed prey.

Habitat/Society: Grell have a distinct hierarchy. Each hive is led by a patriarch, who gives orders to the philosophers, who direct the soldiers and workers in their everyday tasks. A hive occupies an underground complex, or travels by ship.

Supposedly, all grell answer to a mysterious Imperator, a grell of great power who can unite all the grell for a common cause; to conquer a realm, a territory, or even a world.

A grell mates but once in its 30-40 year life span. The female later lays a clutch of 2d4 eggs. Young are born active and self-sufficient, but with only 1 Hit Die. They gain 1 Hit Die every two months until they reach adulthood.

Ecology: Arrogant and vicious, grell hunt their territories to exhaustion, then move on to more fertile places.

A grell's paralytic poison cannot be extracted from the creature's body, but parts of the monster's body can be used for spells or items relating to levitation or lightning.

Soldier/Worker: These are the common grell that form the bulk of a hive or a raiding party. Occasionally, a grell will become separated from its fellows; these become rogues. Rogues carry no weapons, collect no treasure, and avoid sunlight.

Philosopher: These grell serve as intermediaries between patriarchs and workers/soldiers. Some lead lesser grell in combat, and there is one philosopher for every 10 lesser grell encountered. Some philosophers (20%) wear powerful *rings of protection*, giving them AC 20. About 10% of philosophers can cast spells as 2nd level magic-users.

Patriarch: Each hive has a patriarch, a huge, sedentary mass of flesh that directs the lesser grell.

GREMLIN

	Gremlin	Fremlin	Galltrit	Jerlaine	Mite	Snyad
CLIMATE/TERRAIN:	Any land	Any land	Any land	Subterranean	Subterranean	Subterranean
FREQUENCY:	Very rare	Very rare	Very rare	Uncommon	Rare	Uncommon
ORGANIZATION:	Pack	Pack	Pack	Clan	Tribe	Family
ACTIVITY CYCLE:	Night	Day	Night	Any	Any	Any
DIET:	Omnivore	Herbivore	Blood	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Average (9-10)	Average (9-10)	Average (9-10)	Low (6-8)	Low (6-8)
TREASURE:	Q, X	X	Q	Per 10 - O, Q; in lair C, Qx5, S, T	K (C)	J (I)
ALIGNMENT:	Chaotic evil	Chaotic neutral	Chaotic evil	Neutral evil	Lawful evil	Neutral
NO. APPEARING:	1d6	1d4	1d4	12d4	6d4	1d8
ARMOR CLASS:	16	14	18	13	12	24
MOVEMENT:	30, Fl 90 (B)	30, Fl 60 (B)	30, Fl 90 (B)	75	15	105
HIT DICE:	4 (20 hp)	3+6 (21 hp)	¼ (2 hp)	½ (3 hp)	1-1 (4 hp)	1-1 (4 hp)
NO. OF ATTACKS:	1	1	1	1	1	Nil
DAMAGE/ATTACK:	1d4 P	1d4 P	1d2 P	1d2 P or 1d4 P	1d3 B	Nil
SPECIAL ATTACKS:	Nil	Nil	Blood drain	See below	Nil	Nil
SPECIAL DEFENSES:	+1 weapon needed to hit	+1 weapon needed to hit	Nil	See below	Nil	See below
MAGIC RESISTANCE:	5	Nil	Nil	See below	Nil	See below
SIZE:	T (18")	T (1')	T (6")	T (1'+)	T (2')	T (2')
MORALE:	Unsteady (6-8)	Unsteady (6-8)	Average (9-10)	Steady (13-15)	Average (9-12)	Average (9-12)
XP VALUE:	650	270	65	15 (65 for elder)	35	65

Gremlin

Often mistaken for imps, gremlins are small, winged goblinoids. There are many varieties of gremlins, and most are chaotic and mischievous. Their skin color ranges from brown to black to gray, frequently in a mottled blend. Their ears are very large and pointed, giving them a 65% chance to hear noise. A pair of bat-like wings enables them to fly or glide. Gremlins never wear clothing or ornamentation.

Combat: Gremlins are worthless in real combat; at every opportunity they flee rather than fight face-to-face. What gremlins like to do best is cause trouble. The angrier their victims are, the happier the gremlins. Their favorite tactic is to set up a trap to humiliate opponents and maybe even cause them to damage a valued possession or hurt a loved one. If the opponent gets hurt as well, that's just fine. For example, the gremlin may set a trip wire across a doorway that pulls down a fragile vase onto the victim's head. A building infested by a gremlin pack can be reduced to shambles in a single night.

In melee, gremlins have only their weak bite for attacks (1d4 points of damage). They can fly quite well (MC B), but they usually stay close to the ground or well over their opponents' heads, where they are difficult to reach. They can be hit only by magical weapons and are resistant to magic (Magic Resistance 5). Despite these defenses, they are cowards and fight only if cornered.



Ecology: Gremlins are not a natural part of the ecology. Their immunity to normal weapons protects them from normal predators. Unmolested, they live for centuries.

Fremlin

These friendly gremlins are quite harmless. They tend to be plump, whiny, and lazy, but otherwise look like small, slate colored gremlins. Occasionally, they become tolerable companions, if they take a liking to someone and are well fed and entertained. Even in this case, they never assist in combat and may in fact hinder it by giving away the location of hiding characters or making other such blunders.

Galltrit

These nasty little stone-gray creatures live in areas of dung, carrion, or offal. Because of their small size and coloration, they are hard to spot (+8 to Stealth skill checks). They attack anything that disturbs them. Galltrit attempt to gain surprise and bite somewhere unobtrusive. An anesthetic in their saliva prevents their victims from feeling the bite, rather like a vampire bat.

Once locked on, galltrits drain the victim's blood, with the victim losing 1d6 hit points for 6 rounds. At this point, the victim must make a DC 11 Constitution Saving Throw or faint due to sudden blood loss. Whether the victim passes out or not, the galltrit will fly off after draining 6d6 points of blood; its appetite sated.



Jermlaine

Jermlaine are a diminutive humanoid race that dwells in tunnels and ambushes hapless adventurers. They are known by a variety of names such as jinxkin or bane-midges.

Jermlaine appear to be tiny humans dressed in baggy clothing and leather helmets. In fact, the "clothing" is their own saggy skin and pointed heads. The limbs are knottily muscled. The fingernails and toenails are thick and filthy, although the fingers and toes are very nimble. Their gray-brown, warty hide blends in with natural earth and stone. When they wear rags or scraps as clothing, such items are also camouflage colored.

They speak in high-pitched squeaks and twitters. This speech may be mistaken for the sounds of a bat or rat. They can also converse with all sorts of rats, both normal and monstrous. Each jermlaine has a 10% chance to understand Common, Dwarf, Gnomish, Goblin, or Orc (roll separately for each language).

Combat: Jermlaine are cowards who have made an art of the ambush (+8 to Stealth skill checks). Jermlaine move silently and quickly, with a scuttling gait. They only attack when they feel there is no serious opposition. They prefer to attack injured, ill, or sleeping victims. They avoid directly confronting strong, alert parties, although they may try to injure them out of sheer maliciousness. Jermlaine possess Darkvision that extends to 90 feet but have poor eyesight. Their keen smell and hearing, however, enable them to detect even invisible creatures 50% of the time and give them a +4 to all Perception skill checks.



Jermlaine typically arm themselves with needle-sharp darts; they can hurl these for 1d2 points of damage. They also carry a miniature pike; these 1½ foot long sticks with sharp tips inflict 1d4 points of damage. If the jermlaine are out to capture a victim, they are also armed with blackjacks (1d2 damage).

The jermlaines' favorite tactic is capturing victims with nets or pits. In little-used passages the creatures prepare pits covered by camouflaged doors or string nets overhead. In more-traveled passages, the jermlaine stretch trip cords. When a victim falls afoul of a trap, the jermlaine swarm over him. Some pummel him with blackjacks while others tie him with ropes and cords. Jermlaine attack well-armored victims with acid or flaming oil missiles.

Slain victims and 5% of subdued victims are later devoured by the jermlaine and their rats. Most captives are robbed, stripped, shaved totally hairless, and left trussed in a passageway. If an unsuspecting victim pauses near a lurking band of jermlaine, they dart out and cut straps, belts, packs, and pouches. Each jermlaine in the band makes one such attack before fleeing back into the shadows. Such attacks are usually not noticed until the slashed items begin to fall apart. They also try to steal, damage, or befoul victims' possessions.

When encountered, 25% of jermlaine are accompanied by 1d6 rats and 50% are accompanied by 1d6 giant rats (only one type of rat per group of jermlaine). Groups of 35 or more jermlaine are accompanied by an elder - a very old jermlaine with the magical ability to drain the magic from most magical items if he can handle such an object for 1d4 rounds. This works as a Mordenkainen's Disjunction spell (PHB 139-140), with the elder getting a +8 to its Concentration check). Artifacts and relics are immune to such attacks.

Jermlaine are treated as 4 Hit Die monsters for purposes of Saving Throws and magical attacks. Due to their diminutive size, they escape all damage from attacks that normally do half damage if the Saving Throw is successful.

Habitat/Society: Jermlaine are extremely distant relatives of the gnomes. Their deeply rooted sense of inferiority at their own diminutive size has become a malicious need to humiliate normal-sized humanoids. They make a good living preying on hapless adventurers, who provide riches, sadistic amusement, and an occasional meal. Jermlaine acquire a wide variety of treasure, although such items tend to be small objects.

The jermlaine life span is one third that of humans. Reproduction is identical to other humanoids, although cross breeding is impossible. Jermlaine females give birth to one or two babies at a time. Most (75%) of the offspring are male, although the dangers of their hostile life reduce the male numerical superiority to an even male-female mix among the adults.

Jermlaine society is divided among clans whose members are united by blood. Each clan consists of 4d4 families. The clan chief is normally the strongest or most clever of the elders. The chief both instructs the young jermlaine in the art of the ambush and leads important attacks (albeit from a secure location in the rear). The families center around the mothers, as the fathers may be unknown, off hunting, or dead. If a female jermlaine has dependent children, she normally concentrates on raising such children rather than participating in attacks. As the children mature, she and the clan chief take the young on practice attacks on potential victims and participate in the humiliation of captives.

Jermlaine lairs are cunningly hidden and physically impassable by most humanoids, as they are usually a series of small chambers and tunnels scaled to their tiny occupants. The typical jermlaine lair is a filthy cave or burrow a short distance from a larger cavern complex. The only areas that can be easily reached by a human-sized being are the areas in which living captives are held and dead victims butchered for food. Access past this area is controlled by small, one-foot-high corridors or thin, normally impassable cracks in the rock walls. The corridors lead directly to living areas and communal chambers. The living areas are furnished with crude furniture and items scavenged from past victims.

Each jermlaine family has a personal section that half resembles a nest, half a junk yard. Treasures are concealed throughout the lair. Each family maintains a series of small, personal caches, while the communal hoard is hidden in a series of small chambers at the end of cunningly concealed crawl ways. No one larger than a jermlaine can reach such treasure chambers.

Jermlaine get along well with rats of all types. They can speak all rat-related languages. They are 75% likely to be accompanied by rats and 50% likely to share their lair with rats. This cohabitation extends to all forms of mutual cooperation and defense. There is a 10% chance that the jermlaine colony has a mutual cooperation pact with osquips rather than normal rats.



The diet is an omnivorous mixture of insects, fresh meat, carrion, fungi, and molds. Humanoids are a delicacy reserved for special occasions. Lizards form the bulk of the meat intake. Jermlaine cherish foods from the surface, even the hardtack and iron rations carried by adventurers. If the jermlaine can identify which of the adventurers' bags carry food, these are stolen as enthusiastically as the treasure pouches. Jermlaine have a fondness for rarities such as sugar, candy, and preserved fruits. Such items can be used to entice the normally

malevolent jermlaine to leave an adventurer alone, at least temporarily.

Ecology: Jermlaine are opportunistic brigands who prey on unwary travelers in the subterranean regions. They are well aware of any such travelers, including a party's size, composition, and general condition.

Jermlaine may be persuaded, for a suitable fee, to share such knowledge with adventurers.

Jermlaine may deal with "giants" (any race bigger than they are) if they are bribed or given access to a plentiful flow of victims or riches. They never ally themselves with truly good-aligned adventurers, although they may, in a moment of craftiness, pretend to enter such an alliance. Regardless of their spoken intentions, 75% of jermlaine eventually either lie to or turn against their larger "allies." They may make their lairs near the established territories of such races as drow, trolls, or troglodytes. Although they are careful to avoid direct conflict with such evil beings, the jermlaine happily prey on the victims of their neighbors, as well as scavenging the scenes of their neighbors' battles. Jermlaine may act as watchmen for their neighbors, provided suitable terms can be agreed upon.

They unintentionally act as gargagemen, cleaning the subterranean regions. Dead animals may be used as food or supplies, while dead humanoids are taken away to be searched for valuables or used as food. Because of this, adventurers seeking the remains of a slain companion may seek out the local jermlaines since they may be aware of where the remains are located.

Mite

Mites are tiny, mischievous, wingless gremlins that waylay dungeon adventurers for fun and profit.

Mites have hairless, warty skin varying in color from light gray to bright violet. Their heads are triangular, with bat-like ears and a long, hooked nose. Male mites sport a bone ridge down the center of their skulls and short goatee beards.

Many wear filthy rags stolen from previous victims. Their voices are high-pitched and twittery, conveying only the simplest ideas to each other; non-gremlin races cannot make sense of their language.



Mites and their various traps (see below) are difficult to spot, with mites getting a +8 to all Stealth skill checks, while their traps required a DC 18 Perception skill check to detect.

Mites try to catch lone travelers and stragglers using pit traps (1d6 points of damage to the victim), nets, and trip wires (DC 14 Athletics check or the victim falls prone).

Mites swarm over prone or netted victims and pummel them with weighted clubs (1d3 B). The mites bind their unconscious victims and drag them into their lair. Once inside the lair, the victims are teased and chattered at for one to four days until the mites get bored. The mites then stun their victim again, steal all their possessions and deposit them at a random place - often one that causes the victims great discomfort or embarrassment.

Mite lairs consist of dozens of interconnecting corridors built above and below main dungeon corridors. Numerous entrances connect the mite tunnels to the dungeon, but all are hidden by carefully placed stones (check for secret doors to find a mite tunnel entrance). Mite corridors are tiny by human and demihuman standards; man-sized and larger creatures suffer a -4 attack roll and Armor Class penalty when fighting in a mite tunnel.

Mites are small and quick. They scurry to and fro through their tunnels, stopping briefly to spy on the main tunnel, always chattering and twittering to themselves.

Deep inside the mite tunnel system is a single, large chamber with a low-ceiling. The mite king lives here, sitting on his tiny throne, dressed in baggy clothes stolen from previous victims. The mite king is a fierce (by mite standards) warrior with 1+1 Hit Dice. His bite causes 1d4 points of damage. Also, in the chamber are 4d6 mite females and 4d6 mite children. The women are equal to their male counterparts while the children are non-combatants.

The chamber itself is filthy and strewn with captured weapons, armor, and clothes. Coins and such are carelessly thrown about, but mites love bright, shiny gems. These are kept by the king, who is allowed to play with them anytime he wants. Mites are mischievous and curious. They pore for hours over every little stolen item, poking and prodding, bending and tasting, until either they grow bored, or, more likely, the item breaks. They delight in wearing clothes several dozen sizes too large. Mites are fond of bones, and they sometimes drag the skulls of great monsters into their lair.

Mites hunt vermin and other pests, but they love to eat iron rations which they consider a delicacy. Mites are viewed as bite-sized snacks by most monsters. Evil giants sometimes feature them as appetizers.

Snyad

Snyads are distant relatives of mites. Their love of treasure often compels them to steal from humans and demihumans.

Snyads resemble mites, but they are slightly larger (2½ feet tall), have full, though messy, heads of hair, and are light brown in color. Snyads live in immediate families, marrying for life.

Snyads speak no known language but seem to communicate with mites successfully. These two creatures sometimes team up, with the mites distracting the victim, while the snyads dart in and grab things.



Snyads steal with great skill, with a +8 to all Stealth and Sleight of Hand skill checks. They often snatch items directly from a person's hand and then zip back into their holes and hide until the pursuers leave. Spotting the entrance to a snyad lair requires a DC 18 Perception skill check.

Snyads never attack, relying on their amazingly quick reflexes to escape combat. They are not particularly strong (Strength 4), and any human or demihuman character can easily capture a snyad with a successful Grapple check. Captured snyads kick and scream, squirming and twisting to get away, but never bite, (for fear that the captor might bite back).

Snyads make Dexterity Saving Throws as 8 Hit Die creatures.

GRIFFON

CLIMATE/TERRAIN:	Temperate or subtropical/Hills or mountains
FREQUENCY:	Uncommon
ORGANIZATION:	Pride
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (3-5)
TREASURE:	(C, S)
ALIGNMENT:	Neutral
NO. APPEARING:	2d6
ARMOR CLASS:	17
MOVEMENT:	60, Fl 150 (C, D if mounted)
HIT DICE:	7 (35 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4 S x2/2d8 P
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (about 9' long)
MORALE:	Steady (13-15), see below
XP VALUE:	650



Half-lion, half-eagle, griffons are ferocious avian carnivores that prey upon horses and their kin (hippogriffs, pegasi, and unicorns). This hunger for horseflesh often brings griffons into direct conflict with humans and demihumans.

Adult griffons stand five feet at the shoulder and weigh over half a ton. Their head, upper torso, and forelegs are like those of a giant eagle. This eagle half is covered in golden feathers from its wing tips to its razor-sharp beak. Their powerful forelimbs end in long, hooked talons. Wings, with a span of 25 feet or more, rise out of their backs. The lower half of a griffon is that of a lion. Dusky yellow fur covers the lion half's muscular rear legs and clawed feet. A lion's tail hangs down from the griffon's powerful rear haunches. Griffons speak no languages but emit an eagle-like screech when angered or excited (usually by the smell of horse).

Combat: Griffons hunt in groups of 12 or less, searching the plains and forests near (within 20 miles) their lair for horses and herd animals. With their superior vision and sense of smell, griffons can spot prey up to two miles distant. If the prey is horse or horse-kin, griffons are 90% likely to attack even if the horses have riders. Griffons hunt only for food, so a rider who releases one or two horses can usually escape unharmed (though in all likelihood his horse won't). Any attempt to protect a horse brings the full fury of the attacking griffons on the protector.

When attacking ground targets, griffons use their great size and weight to swoop down from above and raking their opponent with the talons

before landing nearby. Griffons always fight to the death if there is horseflesh at stake.

In aerial combat, griffons are equally fierce, lunging into battle and tearing at their opponent until they or their prey are dead. Many a griffon has plummeted to its death with a struggling hippogriff caught firmly in its grasp.

Habitat/Society: Griffons prefer rocky habitats, near open plains. Once griffons establish their territory, they remain until the food supply has been exhausted.

Griffons, like lions, live in prides, with each pride comprising several mated pairs, their young, and one dominant male. The dominant male is responsible for settling territorial disputes with other prides and choosing the direction the hunt will take.

Each pair of mated griffons in the pride has its own nest, located near the pride's other lairs. Griffon nests are usually situated in shallow caves, high along a cliff face.

The nests are made of sticks and leaves, as well as an occasional bone. Griffons collect no treasure, but their caves frequently contain the remains of unfortunate travelers who tried to protect their horses from the griffons.

During spring, female griffons lay one or two eggs that hatch in the late summer. For the first three months griffon young are known as hatchlings; thereafter, until they mature the young are called fledglings. Griffon young grow rapidly for three years until they are large enough to hunt with the pride. Adult griffons are extremely protective of their young and attack without mercy any creature that approaches within 100 feet of the nest.

Ecology: If trained from a very early age (three years or less), griffons will serve as mounts. The training, however, is both time-consuming and expensive, requiring the expertise of an animal trainer for two years. Once trained, though, griffons make fierce and loyal steeds, bonding with one master for life, and protecting him even unto death. A griffon mount knows no fear in battle but attacks any horse or horse-kin in preference to other opponents.

Acquiring a griffon fledgling is a very dangerous venture as the adults never stray far from the nest and fight to the death to defend eggs or young. Any given griffon nest is 75% likely to contain one or two fledglings or eggs. Fledgling griffons sell for 5,000 gold pieces on the open market; eggs sell for 2,000 gold pieces each.

GRIMLOCK

CLIMATE/TERRAIN:	Any/Mountainous
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Carnivorous (Human Flesh)
INTELLIGENCE:	Average (9-10)
TREASURE:	Individual K, L, M; B in Lair
ALIGNMENT:	Neutral Evil
NO. APPEARING:	20d10
ARMOR CLASS:	15
MOVEMENT:	60
HIT DICE:	2 (10 hit points), see below
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	1d6 B or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Special
SIZE:	M (5½ - 6')
MORALE:	Steady (13-15), see below
XP VALUE:	35
Leader:	120
Champion:	175

Powerfully-built humanoids clad only in dark, filthy rags, these warlike subterranean creatures emerge from their deep caverns at night to search for unlucky humans to add to their larders.

Grimlocks have thick, scaly, grey skin and long, black, filthy hair. Their teeth are white and extremely sharp. Their eyes are blank white orbs.

Grimlocks are totally blind but have highly developed senses of smell and hearing. Their sensitive ears and noses combine to allow them to

distinguish objects and creatures within 20', just as well as if they were able to see and allows them to attack invisible opponents without penalty. Grimlocks gain a +5 to Perception skill checks involving smell or sound.

Combat: Grimlocks are immune to the effects of spells which affect the vision. These include Phantasmal Force, magical darkness, Invisibility, Mirror Image, and many others. However, spells such as Audible Glamer, or any loud, continuous noise will partially "blind" them. This reduces their ability to perceive opponents to a 10' range and gives them a -2 penalty on their attack rolls. Substances such as snuff or strong perfumes will have much the same effect if inhaled by a grimlock or thrown in its face.

Grimlocks attack fiercely, but with little or no organization, often stopping in the middle of battle to carry off fallen foes or comrades for food. For every 10 grimlocks encountered, there will be a leader of 3 Hit Dice and AC 16, for every 40 there will be a champion of 4 Hit Dice and AC 17. These exceptional individuals will usually be the only ones to show even the most elemental strategy, usually by allowing their followers to weaken opponents before entering battle themselves.

Grimlocks will nearly always attack in darkness, if possible. While not adversely affected by light, they are intelligent enough to realize that in total darkness, their unique form of perception gives them a distinct advantage.

Though able to attack with their hands (for 1d6 of bludgeoning damage), grimlocks prefer edged weapons and will usually (90% chance) be armed as follows: hand-axe (20%), battle-axe (15%), great sword (15%), bastard sword (15%), broad sword (15%), or long sword (20%).

Leaders or champions will always be armed with a battle-axe or great sword. In addition, their morale is raised by 1 for every leader or champion with the group.

Grimlocks, whether normal, leader, or champion, make all Saving Throws as 6 Hit Die creatures.

Habitat/Society: Grimlocks lair in vast cavern complexes in mountainous areas. They are well adapted to these environs. In any rocky terrain they blend in so well that, while motionless, they are nearly undetectable (+5 to Stealth skill checks) - unless one actually bumps into them. In any grimlock lair, there will be nearly as many females (1 Hit Die and AC 14) as males, and at least as many young (1 hit point, AC 14 and non-combatant). Grimlock leaders and champions do wield some control over these communities. However, this control is usually effective only as long as the leader who gave the order is around to enforce his will. It is nearly impossible for those of other races to tell one grimlock from another - although leader types may appear slightly larger - but they easily tell each other apart by subtle differences in scent and movement.

Extremely xenophobic, grimlocks rarely consort with other races. However, there is a small (10%) chance that they will allow medusae



to share their lairs, and a 2% chance that any wandering group will be accompanied by 1d2 mind flayers.

Ecology: Grimlocks will only eat the raw flesh of humanoid creatures, vastly preferring that of humans to all others. Foraging parties often raid the homes of other subterranean races, especially those who keep large slave populations (such as drow). They are often on good terms with mind flayers since illithids have a large supply of humanoid bodies discarded after they have devoured the brains. Grimlocks are particularly hated by githyanki for this reason. Since the slave flesh the grimlocks often consume (raw) is frequently unwholesome, whole communities are often decimated by disease.

GRIPPLI



CLIMATE/TERRAIN:	Tropical/Swamps and jungles
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very to high (11-15)
TREASURE:	Qx4, I
ALIGNMENT:	Neutral
NO. APPEARING:	1d10
ARMOR CLASS:	11
MOVEMENT:	45, leap 30'
HIT DICE:	1+1 (6 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2½ tall)
MORALE:	Average (9-12)
XP VALUE:	65
Mates:	175
Tribe mother:	270

Grippli resemble small, intelligent, humanoid tree frogs. They have a primitive culture and are nonaggressive.

They stand 2½ feet tall and weigh 25 to 30 pounds. Their bodies are shaped like those of frogs, except for the human-like hands and hand-like feet. Their eyes are yellow with vertical slit pupils. Their skin is gray-green with camouflage stripes and swirling patterns. Although their

skin looks wet and shiny, it is actually dry to the touch. Gripli smell of old, wet vegetation.

They love bright colors and eagerly acquire any such items. They wear clothing only for decoration or for a particular functional purpose, such as for pockets. A normal encounter with gripli outside of the village finds them wearing only thin belts or loin cloths to hold weapons or acquired items.

They speak a language of croaks, groans, clicks, and squeaks. In a tribe there is usually at least one member that can speak either common, elvish, or some other jungle humanoids' language. When speaking any language but their own, they are barely understandable because of the croaking resonances in their speech.

Combat: Because of the gripli's coloring, it gains a +5 to all Stealth skill checks. Gripli defend themselves with snares, nets, poisoned darts, and the occasional sword or dagger. Any metal weapons must be manufactured elsewhere for the gripli, so swords are rare. They can adapt to use any weapons, and they have been known to use spears and blowguns on rare occasions. They never wear armor. Generally speaking, the gripli prefer small weapons that don't get in the way of climbing.

A gripli can climb trees or non-sheer rock at its normal Movement Rate, thanks to its unusual hands and feet. They have 60' Darkvision, so they can operate at night almost as well as during the day.

They are very capable of formulating strategies and tactics to overcome a larger, more powerful force. Gripli prefer ambushes and traps to most other strategies. By trapping their opponents in snares and nets, they can hurl darts at them safely from high in the trees. If unprovoked, they attack only to steal various brightly colored baubles.



Habitat/Society: A gripli tribal village is made of small huts of wood and mud built on the ground, in the deep shadows of large trees. On rare occasions, a gripli village is found in the strong limbs of the trees. Each village is led by a tribe mother (AC 13, HD 3, +1 to damage). Once per day the tribe mother can emit a musk cloud, which is treated as a Stinking Cloud spell (DC 13). She looks like any other gripli, except for being almost four feet tall. She has 1d3 mates of larger than normal size (AC 12, HD 2, +1 to damage), standing three to three-and-a-half feet tall. The tribe mother is supposed to have a touch of the blood of their god in her.

A typical village has 5d6 males capable of defending it. There are an equal number of noncombatant females and 1d6 offspring, also noncombatants. They have basic family units, just like humans, and each family has its own hut. The tribe mother's hut doubles as a temple to their small, frog-like deity. Other deities in the pantheon include evil snake gods and spider goddesses.

Their natural high intelligence enables them to learn new devices and weapons quickly and easily. As a race they have no desire to manufacture such items themselves. However, they will trade for them with other races. Trade items usually include rare fruits or other hard-to-get jungle specimens. They are extremely cautious and only develop trade relations with groups that they trust completely, such as good elves or the rare village of good humans in their area.

Ecology: Gripli eat fruit and insects. They trap small insects in large quantities and hunt the giant varieties like humans hunt stags. They are in turn hunted by most large, ground- and tree-based predators. Giant snakes and spiders in particular are fond of gripli as meals.

Gripli are rare in the world, mostly because of their low birthrate. They live to be 700 years old but give birth to only six or so young in that time. Because of this, the gripli defend their young ferociously.

HAG

	Annis	Green
CLIMATE/TERRAIN:	Any land	Any land or river
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Covey	Covey
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Very (11-12)	Very (11-12)
TREASURE:	(D)	(X, F)
ALIGNMENT:	Chaotic evil	Neutral evil
NO. APPEARING:	1d3	1d3
ARMOR CLASS:	20	22
MOVEMENT:	75	60, Sw 60
HIT DICE:	7+7 (42 hp)	9 (45 hp)
NO. OF ATTACKS:	3	2
DAMAGE/ATTACK:	1d10+4 S x2/1d4+4 P	1d6+3 S x2
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	4	7
SIZE:	L (8' tall)	M (5'-6' tall)
MORALE:	Champion (18)	Fanatic (19)
XP VALUE:	4,000	4,000
	Night	Sea
CLIMATE/TERRAIN:	Lower planes	Any water or river
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Solitary	Covey
ACTIVITY CYCLE:	Any	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Exceptional (16-17)	Average (9-10)
TREASURE:	Nil	(C, Y)
ALIGNMENT:	Neutral evil	Chaotic evil
NO. APPEARING:	1	1d3
ARMOR CLASS:	20	13
MOVEMENT:	45	60, Sw 75
HIT DICE:	8 (40 hp)	3 (15 hp)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2d6 S	1d6+3 S or by weapon
SPECIAL ATTACKS:	Cause disease	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	13	10
SIZE:	M (5' tall)	M (6' tall)
MORALE:	Average (9-12)	Steady (13-15)
XP VALUE:	16,000	1,400

Hags are witchlike beings that spread havoc and destruction, working their magics, and slaying all whom they encounter.

Hags appear as wretched old women, with long, frayed hair and withered faces. Horrid moles and warts dot their blotchy skin, their mouths are filled with blackened teeth, and their breath is most foul. Though wrinkled and skinny, hags possess supernatural strength and can easily crush smaller creatures, such as goblins, with one hand. Similarly, though hags look decrepit, they run swiftly, easily bounding over rocks or logs in their path. From the long, skinny fingers of hags grow iron-like claws. Hags use these claws (and their supernatural strength) to rend and tear at opponents in combat. Their garb is similar to that of peasant women, but usually much more tattered and filthier.

Combat: The combat abilities of hags vary with each type (see below for details), but all hags possess the following: 18 Strength or greater, some level of magic resistance, and the spell-like ability to Change Self (DC 12) at will. Hags use this last ability to attract victims, frequently posing as young human or demihuman females, helpless old women, or occasionally as orcs or hobgoblins. A disguised hag reveals her true form and leaps to the attack when weak opponents come near. Against well-armed and armored parties, hags maintain their disguise and employ further trickery designed to place the intended victim in a more vulnerable position. This trickery can take any of several forms, including verbal persuasion, leading the victim into a prearranged trap, and so on.

The one weakness of hags is their arrogance. Hags have great disdain for the mental abilities of all humans and demihumans and, though hags are masterful employers of disguise, clever characters may be able to glean a hag's true nature through conversation.

Habitat/Society: Hags live alone or in coveys of three. They always choose desolate, out-of-the-way places in which to dwell. They sometimes coexist with ogres or evil giants (including trolls). The former act as servants or guards for hags, but giants are treated with respect (for obvious reasons) and often cooperate with hags to accomplish acts of great evil against the outside world.

While individually powerful, hags are much more dangerous when formed into a covey. A covey is composed of three hags of any combination (e.g., two annis and a green hag, three annis, etc.). Coveys have special powers that individual hags don't possess. These powers include the following spells:

Curse (DC 14), Polymorph (DC 15), Animate Dead, Dream, Control Weather, Veil, Forcecage, Vision (DC 17), and Mind Blank. Covey spells can each be used once per day (caster level 9).

To cast one of these spells, the members of the covey must all be within 10 feet of each other and the spell being cast must be in lieu of all other attacks.

Coveys never cast these spells in combat, instead these spells are used to help weave wicked plots against neighboring human or demihuman settlements. A common ploy by coveys is to force or trick a victim into performing some heinous deed. This deed usually involves bringing back more victims, some of whom are devoured by the hags; the rest are used on further evil assignments. Any creature fortunate (or unfortunate) enough to resist a covey is immediately devoured.

A covey of hags is 80% likely to be guarded by a mixture of 1d8 ogres and 1d4 evil giants or trolls. Coveys often use one or two of their ogres as spies, sending them into the world beyond after polymorphing them into less threatening creatures.

These minions frequently (60%) wear a special magical gem called a *hag eye*. A *hag eye* is made from the real eye of a covey's previous victim. It appears to the casual observer to be no more than a low-value gem (20 gp or less), but if viewed through a *gem of true seeing*, a disembodied eye can be seen trapped in the hag eye's interior. This hidden eye is magically connected to the covey that created the hag eye. All three members of the covey can see whatever the hag eye is pointed at. *Hag eyes* are usually placed on a medallion or brooch worn by one of the hag's polymorphed servants. Occasionally *hag eyes* are given as gifts to unsuspecting victims whom the hags want to monitor. Destroying a *hag eye* inflicts 1d10 points of necrotic damage to each member of the covey that created it, and one of the three hags is struck blind for 24 hours.

Hags commonly inhabit bone-strewn glens deep within forests. There is an 80% chance that hags are keeping one or two captives in a nearby earthen pit or Forcecage. These prisoners are held for a purpose known only to the hags themselves, though it will certainly involve spreading chaos into the outside world. Prisoners kept in a pit are guarded by an evil giant or one to two ogres; those in a Forcecage are left alone.

Ecology: Hags have a ravenous appetite and can devour man-sized creatures in a few minutes. They prefer human flesh but settle for orc or demihuman when necessary. This wanton destruction has earned hags some powerful enemies. Besides humanity in general, both good giants and good dragons hunt hags, slaying them whenever possible. Still, hags multiply rapidly by using their Change Self ability to appear as beautiful maidens to men they encounter alone. Hag offspring are always female. Legends say that hags can change their unborn child for that of a human female while she sleeps. They further state that any mother who brings such a child to term is then slain by the hag-child she carries. Fortunately, such ghastly tales have never been proven.

Hags hoard fine treasure, using the jewelry and coins to decorate the bones of their more powerful victims, and the finer gems (500 gp value or higher) to manufacture magical hag eyes.

Annis

The largest and strongest of all the hags, annis stand seven to eight feet tall. Their skin is deep blue in complexion, while their hair, teeth, and nails are glossy black. The eyes of an annis are dull green or yellow. Annis have 60' Darkvision and superior hearing and sense of smell (+6 to all Perception skill checks).

An annis attacks using its talons and teeth to inflict horrible wounds. In melee, annis tend to close and grapple (+12 to Athletics skill checks

due to their size and 19 Strength).

An annis that hits an opponent with all three of its attacks in one round Grapples its opponent (DMG 69) unless that opponent wins an opposed Athletics skill check.

All attacks by the annis automatically hit a grappled foe unless the opponent breaks free, the annis is slain, or the victim uses some magical means to escape the hag. Otherwise, the annis will continue to hold the victim in its grasp and deliver damage with its raking talons and sharpened teeth until the victim is slain.

In addition to normal attacks, annis can cast Fog Cloud three times per day. This spell is used to confuse resistance or to delay attack by a superior foe. Annis can also Change Self (DC 12) like all hags, appearing as a tall human, ogre, or even a small giant. These spells are cast at caster level 8.

Annis speak their own language, as well as Ogre, Giant, and some Common. Some of the most intelligent annis can speak Common fluently and know a smattering of various demihuman languages. Annis are believed to live for 500 years.

Greenhag

These wretched creatures live in desolate countryside and amid dense forests and swamps.

Greenhags, as their name implies, have a sickly green pallor. Hair color ranges from near black to olive green, and their eyes are amber or orange. Their skin appears withered but is hard and rough like the bark of a tree.

Due to their coloration and their ability to move with absolute silence, greenhags get a +7 to all Stealth skill checks when in a forest or swamp.

They have superior hearing, smell, and sight, including Darkvision (90-foot range). They have a +7 modifier to all Perception skill checks due to this.

Rock-hard talons grow from the long, slender fingers of greenhags. They use these talons to slash and rend their opponents. Smaller than their annis cousins, greenhags nonetheless possess Strength equivalent to that of an ogre (18). Because of their great Strength, all their attacks gain a



+3 bonus to damage.

Greenhags can cast the following spells at will, one spell per round: Audible Glamor (DC 11), Dancing Lights, Invisibility, Pass without Trace, Change Self (DC 12), Speak with Animals, Water Breathing, and Weakness (as Ray of Enfeeblement, but delivered by their touch). Each spell is employed at 9th level of ability.

To lure victims, greenhags typically use their mimic ability. This enables them to imitate the voice of a mature or immature male or female, human or demihuman. Calls for help and crying are common deceptions employed by greenhags. They are also able to mimic most animals.

Greenhags speak their own language (a dialect of annis) as well as all demihuman languages and Common. These are the longest lived of all hags - they can live for up to 1,000 years.

Night Hag

Night hags inhabit the Gray Waste and, practically speaking, rule it. They are wretched females with hideous dark blue-violet skin, jet black hair, and glowing red eyes; long, wicked claws on their hands and feet; and foul rotting fangs protruding from their dry, festering lips.

Night hags speak multiple languages, preferring those that help them in their dealings with evil beings.

Combat: Night hags, thoroughly evil, attack any good creature without cause if they feel they have a reasonable chance of victory.

A night hag can bite (2d6 damage and DC 14 CON save or contract a disease).

Night hags also have a bewildering variety of spell-like abilities they can use one at will (caster level 8): Know Alignment, Magic Missile (5 times per day), Polymorph (self only), Ray of Enfeeblement (3 times per day, DC 14), and Sleep (DC 13). A night hag's powerful sleep spell affects selfishly evil monsters or characters up to 12 Hit Dice.



The hag strangles her sleeping victim and takes its spirit to the Gray Waste as a larva, where it becomes a macabre form of currency.

If the Sleep spell fails, the night hag visits the evil victim nightly in ethereal form, which it can assume at will, intruding on the victim's dreams and riding on the victim's back until dawn. In this way the night hag hopes to drive the victim mad. The victim cannot remove the night hag, and each nightly ride permanently drains 1 from the victim's Constitution (DC 14 CON Saving Throw to resist). When the victim's Constitution reaches zero, the victim dies, and the night hag returns to the Waste with the larval life force. The only way to defeat a riding night hag is to destroy it either in its normal or ethereal form. Both the sleep and dream intrusion work only against a mortal who displays selfish evil.

Night hags are immune to the effects of Charm, Sleep, fear, fire-, and cold-based attacks. A silver, cold-iron, or +3 or better weapon is needed to harm them.

Habitat/Society: Night hags rule the Waste by default. They round up and herd larvae for barter with fiends of all types. Tanar'ri and baatezu alike require larvae for their quasits and imps, and some liches use larvae to maintain their undead condition.

Night hags are said to see the multiverse as a place of eternal conflict. They believe it is unwise to form permanent alliances, for those who

rule today are apt to be slaves tomorrow. Nevertheless, their keen minds and perfect memories cause many to seek the hags for wisdom and counsel.

Night hags are always willing to trade for knowledge, magical items, and spirits. However, if those trading with them do not match or exceed the hags in strength, the hags later track them down and make them into larvae.

Some lords of the Lower Planes take night hags for wives. From such unions are only born more night hags, equal to others of their race and not partaking of the characteristics of their sire. It is said that occasionally hags travel to other planes, assume the forms of beautiful women, and become wives of powerful wizards, that they might thereby gain further secrets of the universe.

Hags have no particular hatred for any one race or type of beings, even their own. Their inability to form permanent alliances is probably the only thing that has kept them from wielding greater power on the Lower Planes. Likewise, the only thing that keeps a hag's cruelty in check is her burning desire to know all things. Certain human colleges were founded by night hags, and some research projects - even those carried out by the most moral of wizards - have been ultimately found to be financed by hag gold.

Very few beings have ever outwitted a hag. In such cases the hag spends years coming up with an intricate plot to out-trick the trickster. Night hags do remember any kindness shown to them, as well, but they appear less motivated to repay it.

Sea Hag

These, the most wretched of all hags, inhabit thickly vegetated

shallows in warm seas and, very rarely, overgrown lakes. Warts, bony protrusions, and patches of slimy green scales dot their sickly yellow skin. Their eyes are always red with deep, black pupils. Long, seaweed-like hair hangs limply from their heads, covering their withered bodies.



Sea hags hate beauty, attempting to destroy it wherever it is encountered. Sea hags can Change Self (DC 12) at will, and often use this ability to draw their victims within 30 feet before revealing their true appearance.

The true appearance of a sea hag is so ghastly that anyone viewing one of these hags grows weak from fright unless a successful Charisma Saving Throw (DC 12) is rolled. Beings that fail their Saving Throw suffer 1d6 points of Strength damage.

Worse still, sea hags can cast a deadly glance up to three times a day. This look affects one creature of the sea hag's choosing within 30 feet. To negate the effects of this glance, the victim must successfully DC 13, Charisma Saving Throw. Those who fail are paralyzed with fear for 1d6x10 minutes, while those who roll a natural 1 on their Saving Throw die immediately. Few who survive the glance live to tell of it, for sea hags quickly devour their helpless victims.

Sea hags always use their deadly glance as their primary form of attack; they will melee, but only if they have the advantage of numbers. Unlike other hags, sea hags sometimes use weapons, typically poisoned daggers, in combat, receiving a +3 bonus to damage, due to their ogre-like Strength.

Sea hags speak their own language as well as Common and the languages of annis, and sea elves, and live for 800 years.

HALFLING

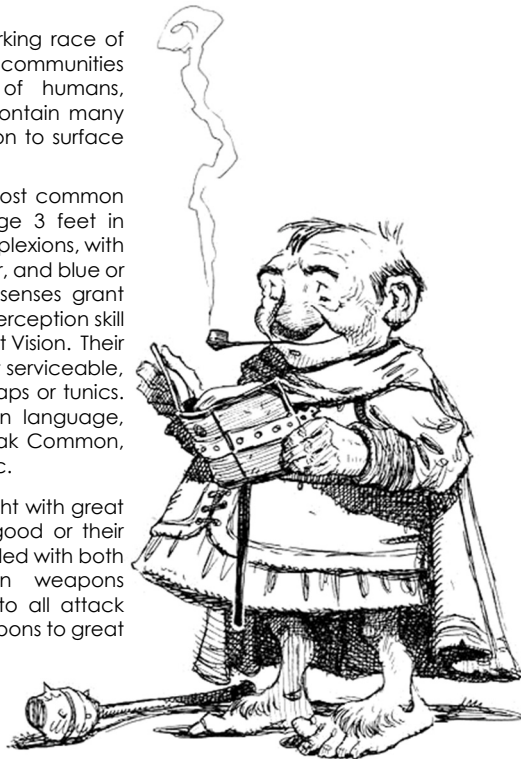
CLIMATE/TERRAIN:	Hairfoot Pastoral	Tallfellow Hills, forests	Stout Hills, mountains
FREQUENCY:	Uncommon	Rare	Rare
ORGANIZATION:	Community	Community	Community
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Very (11-12)	Very (11-12)
TREASURE:	K (B)	K (B)	K (B)
ALIGNMENT:	Lawful good	Lawful good	Lawful good
NO. APPEARING:	2d6	2d6	2d6
ARMOR CLASS:	11 (13+ with armor)	11 (14+ with armor)	11 (14+ with armor)
MOVEMENT:	45 (30 in armor)	45 (30 in armor)	45 (30 in armor)
HIT DICE:	1 (5 hit points)	1 (5 hit points)	1 (5 hit points)
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (3')	S (4')	S (3')
MORALE:	Steady (13-15)	Steady (13-15)	Steady (13-15)
XP VALUE:	35 and up	35 and up	35 and up

Hairfoot

Halflings are a hard-working race of peaceful citizens. Their communities are similar to those of humans, although they usually contain many burrow homes in addition to surface cottages.

Hairfoot halflings, the most common type of halfling, average 3 feet in height, have ruddy complexions, with sandy to dark brown hair, and blue or hazel eyes. Their keen senses grant them a +2 bonus to all Perception skill checks, as well as Twilight Vision. Their dress is often colorful but serviceable, and they like to wear caps or tunics. In addition to their own language, many halflings also speak Common, Gnome, Goblin, and Orc.

Combat: Halflings will fight with great ferocity in defense of good or their homes. They are very skilled with both the sling and thrown weapons (receiving a +1 bonus to all attack rolls) and use these weapons to great advantage in battle.



Their tactics often involve feints to draw their attackers into the open where they can be subjected to a volley of fire from cover.

When equipped for battle, halflings wear padded or leather armor. A halfling force is usually armed with short swords and hand axes. In addition, two-thirds of the halflings will be carrying either a sling or short bow. All halflings above normal level will have Armor Class 14, while those of 3rd or 4th level wear a chain shirt over their leather (AC 16). Higher level halflings have a 10 percent chance per level of having a magic weapon or armor.

As all halflings are naturally resistant to magic and poisons (+4 bonus to Saving Throws against both). In addition, halflings are exceedingly clever at quiet movement and hiding (+2 to all Stealth skill checks).

Habitat/Society: Halfling villages will generally have between 30 and 300 (30d10) individuals living in them. For every 30 halflings in a particular community there will be two 2nd level fighters and a 3rd level cleric or druid. If more than 90 halflings are encountered there will be an additional leader of 3rd level fighting ability. If more than 150 are encountered there will also be the following additional halfling warriors in the group: one 9th level fighter, two 4th level fighters and three 3rd level fighters. Further, a community of 150 halflings will have a 5th level cleric or druid.

Cheerful and outgoing, halflings, take great pleasure in simple crafts and nature. Their fingers, though short, are very dexterous allowing them to create objects of great beauty.

Halflings shun water and extremes in temperature, preferring to settle in temperate pastoral countrysides.

Ecology: Halflings hunt occasionally, but prefer breads, vegetables and fruits, with an occasional pheasant on the side. They have a life expectancy of 100 years on the average.

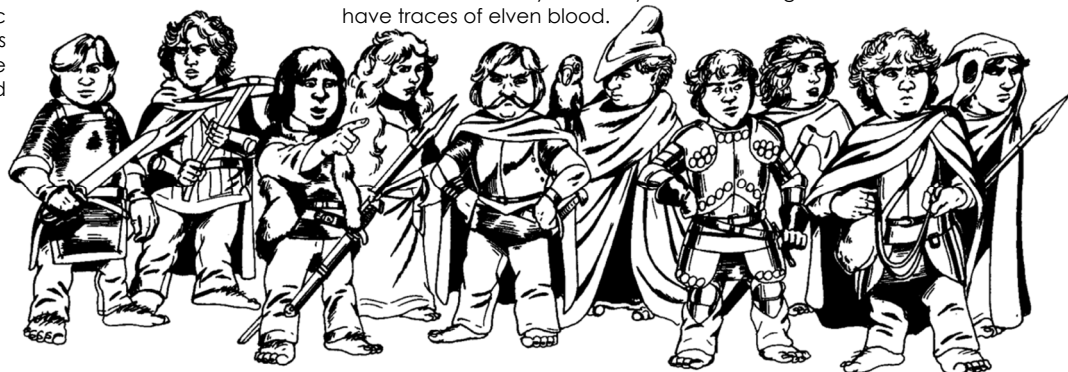
Stout

These halflings are shorter and stockier than the more common hairfoots. Stouts take great pleasure in gems and fine masonry, often working as jewelers or stone cutters. They rarely mix with humans and elves but enjoy the company of dwarves and often speak their language fluently. Like dwarves, stouts have Darkvision rather than the Twilight Vision of hairfoot and tallfellow halflings.

Their ties with the dwarven folk have spilled over into their combat tactics, with many stouts employing hammers and morningstars in combat. They also tend to wear heavier armor than their hairfoot cousins. Stouts also have no fear of water and, in fact, many are excellent swimmers. Stouts can reach an age of 140 or more years.

Tallfellow

A taller (4'+) and slimmer halfling with fair skin and hair, tallfellows are somewhat rare among the halfling folk. Tallfellows generally speak the language of elves in addition to those listed previously and greatly enjoy their company. In combat, tallfellows often ride ponies and carry spears or small lances. Like stouts, they tend to wear heavier armor in battle. They live 180 years on average and are rumored to have traces of elven blood.



HARPY

CLIMATE/TERRAIN:	Temperate, tropical land or coast
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	R (C)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2d6
ARMOR CLASS:	13
MOVEMENT:	30, Fl 75 (C)
HIT DICE:	7 (35 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3 S x2/1d6 P or 1d3 S x2/by weapon
SPECIAL ATTACKS:	Singing and charm
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Elite (16-17)
XP VALUE:	975

Harpies are wicked avian beasts that prey upon nearly all creatures but prefer the flesh of humans and demihumans.

Harpies have the bodies of vultures but the upper torsos and heads of women. Their human features are youthful, but hideous, with frayed unkempt hair and decaying teeth. A foul odor surrounds all harpies and that which they touch. Harpies never bathe nor clean themselves in any way. Their dress, if anything, is limited to tattered rags and shiny trinkets taken from previous victims.

The language of harpies, in contrast to their enticing song, is a horrible collection of cackles and shrieks. Although there are instances of harpies which could speak the languages of other creatures, these are few and far between.

Combat: The song of the harpies can charm humans and demihumans who hear it (though elves are resistant to the charm). Those who fail a DC 14 Charisma Saving Throw will proceed towards the harpy with all possible speed, only to stand entranced while the harpy slays them at its leisure. This charm will last as long as the harpy continues to sing. Harpies can sing even while engaged in melee.

It is impossible to fend off a harpy song simply by clapping hands over ears because the charm takes effect the moment the first note is

heard. Characters making prior preparations to block out the sound, (wax in ears, etc.), are immune to the effects of the song. In addition, characters who make their Saving Throw are thereafter immune to its effect, until such time as they encounter a different group of harpies. The effect of either charm is broken if the harpy is slain.

If forced to fight, harpies can do so quite effectively by delivering a vicious bite and raking simultaneously with their talons. About 50% of all harpies encountered will use weapons, usually a bone club (damage 1d6) which they wield surprisingly well.

Habitat/Society: Harpies make their home upon coastlines in regions near shipping lanes and by well-traveled paths. There they use their song to lure travelers to their doom.

Their lair is usually a shallow cave, which they defile until no animal dare approach it. Here they remain unless hunting. Harpies often carry victims back to their lair to devour them in more familiar surroundings.

Harpies have little use for treasure, other than the shiny baubles which they often attach to their clothes. Other items, such as gold and weapons, are frequently interspersed amongst the filth and bones that litter the cave. This refuse can reach a depth of several feet in the oldest of harpy lairs.

A typical harpy lair houses about a half-dozen of these wretched creatures. No male harpies have ever been seen and it seems that harpies can reproduce at will by laying a single egg every other year. Harpies take no care of their young, which live off carcasses and cave vermin until they themselves are old enough to sing and hunt.

Harpies have no social structure, frequently quarreling over who gets what part of a victim and when to stop the torturing and start the feasting. Occasionally these quarrels will turn violent, so that more than one harpy feast has begun with the last minute addition of the losing harpy to the menu.

Harpies will occasionally agree to cooperate in evil acts with other humanoids.

Ecology: Harpies hunt all manner of beasts, remaining in an area for as long as the food supply lasts. They are despised and greatly feared by all creatures weaker than themselves.

Harpies have a voracious appetite, devouring all manner of man and beast. They take great delight in torture, and frequently kill for pleasure. Slain victims which harpies do not eat are simply left to rot. Their life span is unknown but seems to be about 50 years.



HAUNT

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Individual
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Any
NO. APPEARING:	1
ARMOR CLASS:	20 or victim's AC
MOVEMENT:	Fl 30 or as victim
HIT DICE:	5 (25 hit points) or victim's hit points
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Variable
MORALE:	Champion (18)
XP VALUE:	2,000

A haunt is the restless spirit of a person who died leaving some vital task unfinished. Its sole purpose is to take over a living body and use it to complete the task, thus gaining a final release from this world.

Haunts may assume either of two forms, at will: a hovering luminescent ball of light (identical in appearance to a will-o-wisp) or a nebulous, translucent image of the haunt's former body. In the later state, haunts look like groaning spirits, spectres, or ghosts, and are often mistaken for them. Transformation from one state to the other takes one round.

Combat: A haunt must remain within 180 feet of where it died, unless it takes control of a victim's body. This 180 foot radius is called the haunt's domain.

A haunt attacks mindlessly, and always targets the first human or demihuman that enters its domain. It will continue to attack until possession is achieved or the intended victim leaves the haunt's domain.

The touch of a haunt drains 2 points of Dexterity per hit (DC 13 CON Saving Throw to resist).

As the character's Dexterity is drained, he suffers not only the penalties of lowered Dexterity, but increasing numbness creeps over his body. If Dexterity reaches 0, the haunt slips into the body and possesses it. Once the body is possessed, Dexterity returns to normal.

The haunt uses the host's body to complete its unfulfilled task. The task need not be dangerous, although it often is. Once the task is completed, the haunt passes on to its final rest and the victim regains control of his body.

When the haunt leaves a victim, the character has a Dexterity of 3. Lost Dexterity points are regained at the rate of 1 point for each turn of complete rest. If a haunt's possessed body is slain, it will haunt the place where that body was killed.

If the victim has an alignment opposite to that of the haunt (good vs. evil), the haunt will try to strangle the victim using the victim's own



hands. Unless the victim's arms are being restrained, the strangulation begins the round after the haunt takes control of the body. On the first round the victim suffers 1 point of damage, on the second 2, on the third 4, and so on, doubling each round until the victim is dead or the haunt is driven off.

Attacks on a possessed character will cause full damage to the character's body. If attacked, the haunt will use whatever weapons and armor the victim carries, but it cannot use any items that would require special knowledge (spells, scrolls, rings). The only safe way to free the victim is by casting Hold Person, Exorcism, or Dispel Evil (Good). If Hold Person is cast, the haunt must make a Strength Saving Throw or be ejected from the body; Dispel Evil (Good) destroys the haunt forever. An Exorcism spell drives the haunt from its victim's body.

Haunts are linked to the sites where they died and therefore cannot be turned by clerics. When in the natural state (i.e., not possessing a body) haunts may be struck only by silver, truesilver, or magical weapons, or by magical fire. If a haunt is reduced to 0 hit points, it loses control of its form and fades away. The haunt reforms in one week to haunt the same location again until its task is completed.

Habitat/Society: The exact task to be accomplished varies, but the motives are always powerful - revenge, greed, love, hate. Often great distances need to be traveled before a task can be completed, and haunts will drive their hosts mercilessly toward the goal, ignoring the need for food or sleep.

A few haunts (10%) retain some knowledge of their former lives and can be communicated with. Often these haunts feel remorse at having to prey upon the living, but the force of the uncompleted task is too powerful for the haunt to resist.

Ecology: Haunts cling to this world by force of will alone. They have no treasure of their own unless it is connected to their quest. They prey only on humans and demihumans.

HELL HOUND

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	C
ALIGNMENT:	Lawful evil
NO. APPEARING:	2d4
ARMOR CLASS:	16
MOVEMENT:	60
HIT DICE:	4 to 7 (20 to 35 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10 P
SPECIAL ATTACKS:	Breathe fire
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
SIZE:	M
MORALE:	Elite (13-15)
XP VALUE:	4 HD: 420 5 HD: 650 6 HD: 975 7 HD: 1,400

Hell hounds are fire-breathing canines from another plane of existence brought here in the service of evil beings.

A hell hound resembles a large hound with rust-red or red-brown fur and red, glowing eyes. The markings, teeth, and tongue are soot black. It stands two to three feet high at the shoulder and has a distinct odor of smoke and sulfur. The baying sounds it makes have an eerie, hollow tone that send a shiver through any who hear them.

Combat: Hell hounds are clever hunters that operate in packs. They do not bay like normal dogs while hunting. They move with great stealth (+5 to Stealth skill checks). One or two of the pack sneak up on a quarry while the others form a ring around it. The first hell hound then springs from ambush, attacks the nearest victim, and attempts to drive the others toward the rest of the pack. If the prey does not run away, the rest of the pack closes in within 1d4+2 rounds. If hell hounds are pursuing fleeing prey, they might bay.

Hell hounds attack first by breathing fire at an opponent up to 30 feet away. The fire causes 1 point of damage for each of the hell hound's Hit Dice. A successful, DC 13, Dexterity Saving Throw cuts the damage in half.

The hell hound then attacks with its teeth. The hell hound can continue to exhale flame while biting. If the hell hound rolls a natural 20 on its attack roll, it grabs a victim in its jaws and breathes fire on the victim (who gets no Saving Throw to avoid the fire damage).

Hell hounds have a variety of defenses. They are immune to fire. Their keen hearing gives them a +7 to all Perception skill checks. They can also see hidden or invisible creatures 50% of the time.

Habitat/Society: Hell hounds are native to those extradimensional planes notable for their hot, fiery landscapes. There they roam in packs of 2d20 beasts. The hell hounds on the Prime Material Plane are summoned there to serve the needs of evil creatures. Most of them later escape to the wild.

Hell hounds may have 4 to 7 Hit Dice. The more Hit Dice a hell hound has, the larger it is and the more fire damage it causes. Each pack is led by a 7 Hit Die hell hound. The leader drives off other 7 HD rivals, who form their own packs.

The diet of hell hounds is similar to that of normal canines. They roam a wide area of 1d10+4 square miles centered on their den. Pack territories may overlap.



They do not easily reproduce on the Prime Material Plane. Only 5% of encounters include puppies. Such puppies are born in litters of 2d4. They burp flame uncontrollably at least once a day. The flames are harmless aside from the tendency to set fire to anything flammable in the area. Newborn puppies are at 10% of the adult growth; they quickly grow an additional 5% each month and reach full adult growth (4 HD) in 1½ years. While growing they can attack with their bite for 1d6 piercing damage.

Prey is usually eaten where it is slain, though hell hounds occasionally haul a carcass back to their den for later meals. Hell hounds are also similar to normal canines in that they may act as retrievers. Some objects are specifically sought; this is especially the case in trained hell hounds. Other hell hounds are simply playful and use the retrieved

items as toys. They especially like noisy bags and pouches filled with their late victims' treasures. Flammable containers eventually burn and spill their contents in or around the den. Parchments are rarely found here unless protected by nonflammable containers.

Ecology: Hell hounds have little place in the ecology of the normal world. They are dangerous annoyances prone to cause fires wherever they hunt. Hell hounds cause more forest fires than any other creature except for humanoids. Hell hounds have their uses, though. Because of their ability to easily detect hidden or invisible creatures, hell hounds make excellent watch dogs, especially for intelligent monsters such as fire giants. Hell hounds can be domesticated if raised from puppies, but there is a 10% chance each year that domesticated hell hounds go wild.

HIPPOCAMPUS

CLIMATE/TERRAIN:	Fresh or salt water depths
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Average (9-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	2d4
ARMOR CLASS:	15
MOVEMENT:	Sw 120
HIT DICE:	4 (20 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 B
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (18' long)
MORALE:	Steady (13-15)
XP VALUE:	120

The hippocampus is the most prized of the marine steeds, a creature that combines features of a horse and a fish.

The hippocampus has the head, forelegs, and torso of a horse. The equine section is covered with short hair. The mane is made of long, flexible fins. The front hooves are replaced by webbed fins that fold up as the leg moves forward, then fan out as the leg strokes back. Past the rib cage the body becomes fish-like. The tail tapers 14 feet into a wide horizontal fin. A dorsal fin is located on the rump. Coloration is that of seawater. Typical colors include ivory, pale green, pale blue, aqua, deep blue, and deep green.

Combat: Hippocampi are usually peaceful creatures. They do not attack unless cornered or if an ally or another hippocampus is being threatened. They are fast enough to out-swim most anything that would want to attack them.

The hippocampus attacks with a strong bite. It suddenly extends its head, chomps down with a crushing bite, and then releases. Hippocampi do not hold onto their opponents.

Hippocampi also butt their heads against targets. Such attacks may stun an opponent or break his bones.

Their firm, powerfully muscled bodies provide a strong protection against attack. The blood coagulates quickly on exposure to water, thus minimizing blood loss that could both debilitate the hippocampus and attract sharks (sharks have only a 20% chance of going into a feeding frenzy if the only bleeding creature is a hippocampus).

Habitat/Society: Hippocampi are the prized steeds of the sea. They can be found in deep waters anywhere, in freshwater lakes and oceans. They can breathe fresh and salt water with equal ease. They can also breathe air but require frequent gulps of water to keep from drying out. They are unable to move out of water.

Despite their radically different environments, horses and hippocampi are very similar. They have approximately the same sizes, life spans, and personalities, although hippocampi are blessed with much higher intelligence.

Hippocampi are herbivores. They normally graze on seaweed and other soft vegetation. If their usual fodder is unavailable, their strong teeth can chew up mollusks and coral.

Wild hippocampi roam in herds of 2d4. These are usually a stallion, 1d4 mares, and the rest young hippocampi of either sex. Hippocampus mares lay a single, large egg. After six months, the egg hatches a single foal. Twins are extremely rare (1% chance). The foals grow quickly in two years. The yearlings are physically the equals of the adults. Hippocampian tales speak of a "Great Herd" of hundreds or thousands of hippocampi that roams the uncharted reaches of the far seas. No non-hippocampi have ever seen this spectacle.

Hippocampi may be "domesticated" by water-breathing humanoids, especially tritons. In truth, the intelligent hippocampi cooperate with the humanoids. The hippocampi provide their services as steeds and allies while the humanoids provide protection. The benevolent hippocampi may assist surface dwellers who are visiting the aquatic world, whether voluntarily or by accident. Many a shipwrecked sailor has been saved from drowning by a passing hippocampus. Hippocampi are good judges of character; they will not assist an evil being or anyone who acts in a hostile manner toward them. Sometimes a hippocampus's offer of a ride can be more trouble than it is worth. Young hippocampi often forget that most surface dwellers breathe air, not water.



Hippocampi do not accumulate treasure. Most spurn even ornamental gifts such as collars or leg bands. They simply have no use for these gewgaws. They do appreciate delicacies, however, in the forms of tasty foods not available in the water.

Ecology: Hippocampi are one of the most successful of the intelligent, good-aligned marine monsters. They maintain ties with mermen and sea elves, as well as surface dwellers who make their living in the water. They provide valuable services as steeds, guides, and allies. Hippocampus eggs sell for 1,500 gp. Young hippocampi are worth 2,500 gp. However, surface dwellers who have been saved by hippocampi remain so grateful to their former rescuers that they may attack any merchant selling eggs or foals in a public market and attempt to return the hippocampi to the sea.

HIPPOGRIF

CLIMATE/TERRAIN:	Unpopulated regions
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Semi- (3-5)
TREASURE:	Q x 5
ALIGNMENT:	Neutral
NO. APPEARING:	2d8
ARMOR CLASS:	15
MOVEMENT:	90, Fl 180 (C, D)
HIT DICE:	3+3 (18 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6 S x2/1d10 S
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10' long)
MORALE:	Average (9-12)
XP VALUE:	175

Hippogriffs are flying monsters that have an equal likelihood to be predator, prey, or steed.

The hippogriff is a monstrous hybrid of eagle and equine features. It has the ears, neck, mane, torso, and hind legs of a horse. The wings, forelegs, and face are those of an eagle. It is about the size of a light riding horse. A hippogriff may be colored russet, golden tan, or a variety of browns. The feathers are usually a different shade than the hide. The beak is ivory or golden yellow.

Combat: The hippogriff attacks with its eagle-like claws and beak. Each claw can tear for 1d6 points of damage, while the scissor-like beak inflicts 1d10 points of damage.

Habitat/Society: Hippogriffs prefer the desolate sections of the temperate and tropic regions, especially rolling hills that enable them to get quickly airborne.

Hippogriffs are territorial. They have a preferred grazing and hunting area that covers 1d4x10 square miles. Somewhere in this territory is a naturally protected site that serves as the hippogriff nest. Here is where the young hippogriffs stay. The nest is always guarded.

The typical hippogriff herd includes 1-3 adult males, an equal number of mares, and the rest are immature young. There is a 25% chance that one or more of the mares is pregnant. Gestation takes 10 months. During the first five months, this occurs within the mare. Then she lays an egg that hatches in another five months. Twin births are rare (1% chance).

The foal is able to walk upon hatching. Its beak remains soft for the first two weeks; this enables the foal to nurse. Then its beak hardens and the hippogriff switches to regurgitated food from its mother. The colts (1+1 Hit Die, 1d4 S/1d4 S/1d6 S damage) learn to eat solid meat at four months, although they are clumsy killers. At six months they can fly (90' Movement Rate, class D) and have 2+2 Hit Dice. Their attacks deal 1d4 S/1d4 S/1d8 S damage. Yearlings are identical to adults, although they are unable to breed until they are three years old.

Wild hippogriffs are omnivorous. They feed on whatever is available, whether greenery, fruits, or wildlife. Hippogriffs are able to attack fairly large prey, such as bison, but they do not prey on carnivores. The exception is humanoids. Hippogriffs may, in the absence of other meat, attack small groups of people. Bodies are then carried back to the nest to feed the others; this is where the victim's possessions usually spill out. Hippogriffs are clean monsters; they dispose of carcasses and other debris by carrying them downhill. They like clear, sparkly things like glass, crystals, and precious gems. Males may amass a small trove kept covered by brush. As a mating ritual, he arranges these in a display to entice mares.

Ecology: Hippogriffs are closely related to griffons. Just as griffons are the result of crossing an eagle with a lion, hippogriffs resulted from the crossing of an eagle with a horse. Hippogriffs may have been created as a natural prey for the griffons. Fortunately for the hippogriff, its own formidable weapons give it a fighting chance. To make up for the griffon's superiority, hippogriffs gather in larger groups.

Hippogriffs are also related to pegasi. Because the hippogriffs eat meat, pegasi avoid their company.

Hippogriffs make excellent flying mounts. The maneuverability decreases to Class D, but their speed is unimpaired. They are less likely to eat the rider than a griffon is.



If a hippogriff is captured while still very young (under four months), it can be domesticated and trained to serve as a steed. Hippogriff eggs sell for 1,000 gp, young hippogriffs for 2,000-3,000 gp. It will probably have to be taught to fly. Domestic hippogriffs are also taught to recognize a limited number of species as food; humanoid races of course are not on that list. Hippogriffs have difficulty breeding in captivity. Like flying, the wild hippogriff must be captured before such skills are learned. Mature hippogriffs may be persuaded to voluntarily assist riders who can provide them with ample food or protection.

HOBGOBLIN

CLIMATE/TERRAIN:	Any non-arctic
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	J, M, D, (Qx5)
ALIGNMENT:	Lawful evil
NO. APPEARING:	2d10
ARMOR CLASS:	10 (15 in armor)
MOVEMENT:	45
HIT DICE:	1+1 (6 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6½' tall)
MORALE:	Steady (13-15)
XP VALUE:	35
	Sub-chief: 65
	Chief: 120

Hobgoblins are a fierce humanoid race that wage a perpetual war with the other humanoid races. They are intelligent, organized, and aggressive.

The typical hobgoblin is a burly humanoid standing 6½' tall. Their hairy

hides range from dark reddish-brown to dark gray. Their faces show dark red or red-orange skin. Large males have blue or red noses. Hobgoblin eyes are either yellowish or dark brown while their teeth are yellow. Their garments tend to be brightly colored, often bold, blood red. Any leather is always tinted black. Hobgoblin weaponry is kept polished and repaired.

Hobgoblins have their own language, and often speak with Orc and Goblin. Roughly 20% of them can speak Common.

Combat: Hobgoblins in a typical force will be equipped with polearms (30%), morningstars (20%), swords and bows (20%), spears (10%), swords and spears (10%), swords and morning stars (5%), or swords and whips (5%).

Hobgoblins fight equally well in bright light or virtual darkness, having Darkvision with a range of 60 feet.

Hobgoblins hate elves and always attack them first.

Habitat/Society: Hobgoblins are nightmarish mockeries of the humanoid races who have a military society organized in tribal bands. Each tribe is intensely jealous of its status. Chance meetings with other tribes will result in verbal abuse (85%) or open fighting (15%). Hobgoblin tribes are found in almost any climate or subterranean realm.

A typical tribe of hobgoblins will have between 20 and 200 (2d10 x 10) adult male warriors. In addition, for every 20 male hobgoblins there will be a leader (known as a sergeant) and two assistants. These still have 1+1 Hit Dice but have maximum hit points (9). Groups numbering over 100 are led by a sub-chief who has 2+2 Hit Dice and an Armor Class of 17. The great strength of a sub-chief gives it a +2 on its damage rolls. If the hobgoblins are encountered in their lair, they will be led by a chief with AC 18, 3+3 Hit Dice, and +3 to damage rolls. The chief has 5d4 sub-chiefs acting as bodyguards. Leaders and chiefs always carry two weapons.

Each tribe has a distinctive battle standard which is carried into combat to inspire the troops. If the tribal chief is leading the battle, he will carry the standard with him, otherwise it will be held by one of his sub-chiefs.



In addition to the warriors present in a hobgoblin tribe, there will be half again that many females and three times as many children as adult males.

Fully 80% of all known hobgoblin lairs are subterranean complexes. The

remaining 20% are surface villages which are fortified with a ditch, fence, 2 gates, and 3-6 guard towers. Villages are often built upon ruined humanoid settlements and may incorporate defensive features already present in the ruins.

Hobgoblin villages possess artillery in the form of 2 heavy catapults, 2 light catapults, and a ballista for each 50 warriors. Underground complexes may be guarded by 2d6 carnivorous apes (60%).

They are highly adept at mining and can detect new construction, sloping passages, and shifting walls with a DC 10 Perception skill check.

Ecology: Hobgoblins feel superior to goblins or orcs and may act as leaders for them. In such cases, the "lesser races" are used as battle fodder. Hobgoblin mercenaries may work for powerful or rich evil humanoids.

Koalinth

This marine species of hobgoblin is similar to the land dwelling variety in many respects. Koalinth dwell in shallow fresh or salt water and make their homes in caves.

Their bodies have adapted to marine environments via the evolution of gills. Their webbed fingers and toes give them a Movement Rate of 60 when swimming. Their bodies are sleeker than those of hobgoblins and they have light green skin. They speak an unusual dialect of the hobgoblin tongue.

They tend to employ thrusting weapons like spears and pole arms. Koalinth are every bit as disagreeable as hobgoblins, preying on everything they come across, especially aquatic humanoid and demihuman races. They detest aquatic elves.

HOBGOBLIN, NORKER

CLIMATE/TERRAIN:	Any non-arctic
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	E
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3d10
ARMOR CLASS:	13
MOVEMENT:	45
HIT DICE:	1+2 (7 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	By weapon/1d3 P
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Steady (13-15)
XP VALUE:	35
Sub-chief:	65
Chief:	120

Distant relatives of hobgoblins, norkers are nasty little humanoids with a war-like disposition. They are intelligent and aggressive.

Norkers are small, wiry humanoids. Their skin is any shade from reddish brown to dark gray. Unlike their hobgoblin cousins, they have no hair, just tough, leathery skin. Their faces are a brighter shade of their skin color. The males have brightly colored blue or red noses. Norkers' eyes are yellow, as are their teeth. These are easy to see, because the two canines protrude three inches down from their upper lips. It should come as no surprise that they have foul-smelling breath. As you would expect, their bodies are equally odorous, smelling of stale sweat and years of avoiding any liquid with soap in it.

Armor is not worn by norkers, because their skin is as tough as most armor. For clothing they wear only loin cloths or other hip gear. Trophies and other adornments are hung from the belt. Norkers like red and blue over other colors.

Norkers do not have their own language, but speak a dialect of hobgoblin that is difficult, but not impossible, for even hobgoblins to understand. They also can speak with orcs, goblins, and such. Their voices are low and gravelly.



Combat: A typical force of norkers is armed with clubs or other bludgeoning weapon. They don't use shields or armor. When attacking, norkers swing their weapons and then bite with their fangs. Disarmed norkers have no effective claw or fist attack.

A band of norkers attacks using swarming tactics. They swing with their weapons and then leap in to sink their fangs into their victims. From there they cling if possible and keep on swinging and biting, eventually dragging their prey down by sheer numbers.

Habitat/Society: A tribe of norkers is a disorganized bunch of thugs. The strongest member rules, but only within the immediate reach of his arm.

A typical tribe of norkers has 2d10x10 adult male warriors. In addition, for every 20 warriors there is a leader norker of maximum hit points (10) that dominates them. Any tribe with over 100 warriors has a sub-chief of 3 Hit Dice and an AC of 19. Back in the lair there is a chief, who has 4 Hit Dice and an AC of 20. He usually has 2d4 sub-chief bodyguards and 3d4 leader bodyguards. In addition to the warriors in the tribe, there are 150% as many females and three times as many young as warriors.

Most (80%) norker lairs are underground or deep in old ruins. The rest are surface villages, usually taken by conquest and then fortified if necessary. Norkers cannot cooperate long enough to build more than a large fence around the village with a walkway at the top and a gate. While sunlight is not harmful to norkers, they dislike it and are most active after the sun goes down. These villages tend to stink, because the norkers do not understand sanitation. Norkers negotiate with strong parties, but always look for some way to double-cross. At best they are unreliable allies. Different tribes of norkers rarely meet each other, but when they do it is constant guerrilla warfare between them. Each side kills the individuals of the other whenever it can, keeping the fangs for trophies. However, they always stop short of all-out warfare.

Powerful, well-equipped bands of hobgoblins can command the dubious loyalty of a norker tribe for a while, as the norkers respect and fear their larger cousins.

Ecology: Norkers eat anything that moves or bleeds. If desperate, they can survive on grains or other edible plants. They dislike working to get their next meal and steal rather than hunt if possible. Norkers are hunted by the larger predators in their area. The hide is tough to get through, but the flesh is edible.



HOMONCULOUS

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	See below
TREASURE:	Nil
ALIGNMENT:	See below
NO. APPEARING:	1
ARMOR CLASS:	14
MOVEMENT:	30, Fl 90 (B)
HIT DICE:	2 (10 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3 P
SPECIAL ATTACKS:	Bite causes sleep
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	T (18" tall)
MORALE:	Elite (16-17)
XP VALUE:	270

Homonculi are small mystical beings created by magicians for spying and other special tasks.

The average homonculous is vaguely humanoid in form. It is 18 inches tall and its greenish, reptilian skin may have spots or warts. They have leathery, bat-like wings with a span of 24 inches and a mouth filled with long, pointed teeth that can inject a potent sleeping venom.

Combat: The homonculous is a quick and agile flyer which uses this ability to great advantage in combat. It can dart to and fro so quickly that any attempt to capture it short of a net or Web spell is almost impossible.

In combat, the homonculous will land on its chosen victim and bite with its needle-like fangs. In addition to doing 1-3 points of damage, the creature injects a powerful venom. Anyone bitten by the homonculous must make a DC 11 Constitution Saving Throw or fall into a comatose sleep for 5d6 minutes.

The creature's Saving Throws are the same as those of its creator. While most attacks against either the homonculous or creator do not affect the other, there is one exception. Any attack which destroys the homonculous causes its creator to suffer 2d10 points of necrotic damage. Conversely, if the creator is slain, the homonculous also dies and its body swiftly melts away into a pool of ichor.

Habitat/Society: Homonculi are artificial creatures created by magic-users as living tools. The process by which one is created is long, complicated, and expensive.

Any magic-user who desires a homonculous servant must first locate and hire an alchemist or make use of the Craft (Alchemy) skill.

The magic-user must provide one pint of his own blood and 500-2,000 (1d4 x 500) gold pieces (this amount is halved if the magic-user is making the Craft (Alchemy) skill checks himself.

The blood becomes the basis for the creature's body while the gold pays for a variety of supplies and the alchemist's time.

The process requires 1d4 weeks to transform the blood into the



necessary magical base, as well as a, DC 20, Craft (Alchemy) skill check.

Upon successful transmutation of the mage's blood, the magic-user is then sent for and required to cast Mending, Mirror Image, and Wizard Eye spells upon the fluids. As the last of these spells is worked, the fluids spontaneously coagulate and form the body of the homonculous.

The homonculous is telepathically linked to its creator. It knows everything that its master knows and transmits everything it sees and hears to him. The creator can telepathically control the actions of the homonculous at a range of up to 1500 feet. The homonculous will never willingly travel beyond the limits of contact with its master, though it can be removed from that region by force. As soon as it loses contact with its master, the creature panics and will do anything to regain contact. Contact between the two cannot be maintained across planar or dimensional barriers. If either the creator or homonculous is on another plane, the homonculous will remain near the point where it was last in contact with its master.

Homonculi are a reflection of their creator. They have the creator's alignment, basic intelligence, and even physical mannerisms. They are mute but can write. They may assist their creator in a variety of tasks including magical endeavors, although they cannot themselves cast spells.

Homonculi lairs are in the homes of their creators. Indulgent magic-users may provide a specially built bed, nest, or living chamber. Otherwise, the homonculous simply perches wherever it can.

Ecology: Homonculi are nothing more than tools. They have no place in the natural world and are not part of any ecological system. They provide the magic-user who created them with a variety of useful services. Commonly, a homonculous is called upon to act as a spy, scout, messenger, or emissary. Because of the potential harm which the death of a homonculous inflicts on its master, they are seldom employed as bodyguards or living weapons.

Although they are magical creations, homonculi possess the same biological functions as non-magical creatures. They must rest and require food and drink in order to survive. When eating, they share the tastes of their masters and generally consume about as much as a typical cat.

There are rumors of magical means by which other spellcasters can acquire their own form of homonculous. Although these are not widely believed to be valid, there are those who report having seen the process or its results firsthand. If such a procedure exists, it would be quite valuable to its discoverer.

HOOK HORROR

CLIMATE/TERRAIN:	Any/Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	P
ALIGNMENT:	Neutral
NO. APPEARING:	2d6
ARMOR CLASS:	17
MOVEMENT:	45, Cl 45
HIT DICE:	5 (25 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8 P x2/2d6 S
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9' tall)
MORALE:	Steady (13-15)
XP VALUE:	175

The hook horror is a bipedal, underground-dwelling monster that looks like a cross between a vulture and a man with hooks instead of hands.

The hook horror stands about nine feet tall and weighs almost 350 pounds. It has a tough, mottled grey exoskeleton, like that of an insect. Its front limbs end in 12-inch-long hooks. Its legs end in feet that have three small hooks, like long, sharp toes. Its head is shaped like that of a

vulture, including the hooked beak. Its eyes are multifaceted. It is thought that the hook horror is distantly related to the cockroach or cave cricket.

Hook horrors do not have a smell to humans and demihumans, but an animal would detect a dry musty odor. They communicate in a series of clicks and clacks made by the exoskeleton at their throats. In a cave, this eerie sound can echo a long way. They can use this to estimate cavern sizes and distances, much like the sonic radar of a bat.

Combat: Hook horrors have acute hearing and get a +7 to all Perception skill checks. They always know their territory, and they try to ambush unsuspecting travelers or denizens. Each round they swing with both hooks. If in any round both hit, during that round their beaks hit automatically. They automatically inflict 2d6 points of damage each round with the beak until at least one of the hooks is dislodged (DC 18 Athletics skill check to break free).

The eyesight of the hook horrors is very poor. They are blinded in normal light. They use their extremely acute hearing to track and locate prey. Since their eyesight is so poor anyway, they suffer no combat or movement penalties if blinded or in complete darkness. They attack silenced opponents with the penalties others suffer when attacking blind.

Hook horrors are natural climbers, as their hooks give them excellent purchase on rock surfaces (+10 to all Athletics skill checks made to climb). They can move at normal speed up vertical surfaces that are not sheer. Their great weight means that they cannot hang from the ceiling like other insects.

Habitat/Society: The obvious penalty for having hooks instead of hands is that hook horrors cannot use weapons or tools. They can only pick up items in their beaks. This severely restricts their ability to amass large treasures.

A clan of hook horrors most often lives in caves and underground warrens. The entrance is usually up a vertical or steeply sloped rock wall. Each family unit in the clan has its own small cavern off a central cave area. The clan's eggs are kept in the safest, most defensible place. The clan is ruled by the eldest female, who never participates in combat. The eldest male, frequently the mate of the clan ruler, takes charge of all hunting or other combat situations and is considered the war chieftain.

Members of a clan rarely fight each other. They may quarrel or not cooperate, but they rarely come to blows. Clans sometimes fight each other, but only when there is a bone of contention, such as territorial disputes. It is rare for a clan of hook horrors to want to rule large areas or to conquer other clans.

Hook horrors have poor relationships with other races. Although they do not foolishly attack strong parties, generally other creatures are considered to be meat. They retreat when faced with a stronger group. Hook horrors do not recognize indebtedness or gratitude. Their simple language does not even have a term for these concepts. Just because a player character saves the life of a hook horror does not mean that it will feel grateful and return the favor.



Ecology: Although hook horrors are basically omnivores, they prefer meat. They can eat just about any cave-dwelling fungus, plants, lichens, or animals. Hook horrors are well acclimated to cave life. They have few natural predators, although anything that managed to catch one would try to eat it.

The hook horror's exoskeleton dries and becomes too brittle for use after a month or so.

HORDLING

CLIMATE/TERRAIN:	Gray Waste
FREQUENCY:	Common (Rare on Prime Material Plane)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi to Average (2-10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d6 (1 on Prime Material Plane)
ARMOR CLASS:	17, 18, 19, or 20, see below
MOVEMENT:	30, 45, 60, or 75 (D with wings), see below
HIT DICE:	6+6 to 9+9 (36 to 54 hit points), see below
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil to 6, see below
SIZE:	S, M, L, or H, see below
MORALE:	Unsteady (6-8)
XP VALUE:	Varies, see below

Hordlings are the uncounted hordes of the Gray Wastes. They form the majority of the population of that plane. They vary widely in size and appearance. Some are large, some small; some humanoid, some animal-like, some amorphous; some have wings or tentacles. No two look exactly alike, and they have no standard means of communication.

Combat: Choose each hordling's characteristics as the situation requires. These tables present traits that pertain to combat and flight.

Other tables (below) give the appearance of individual hordlings.

Choose AC, movement rate, Hit Dice, magic resistance, and size from this table. or roll 1d4 for each characteristic:

d4 roll	AC	Mv	HD	MR	Size
1	17	30	6+6	Nil	S
2	18	45	7+7	1	M
3	19	60	8+8	3	L
4	20	75	9+9	6	H

Choose physical attributes as desired; the lists below suggest typical attributes. Some attributes enhance combat ability, and are labeled with a parenthetical lower case letter, further explained in the Combat section.

For arms and legs, first roll 1d6 to determine the number of limbs (as shown beside that appendage at the top of the table) and then for the type of appendages (s).

Arms: 1 (1), 2 (2-5), 4 (6)	Legs: 2 (1-4), 3 (5), 4 (6)
1. Multi-jointed	1. Long, thin
2. Telescoping (Reach)	2. Short, bowed
3. Short, thick	3. Short, massive
4. Long, thin	4. Springing (30' forward hop)
5. Trunk-like	5. Hopping (15' hop, any direction)
6. Tentacles	6. Telescoping (can add 50% height)
Hands/Extremities	Feet/Extremities
1. Large, thick-fingered (g)	1. Prehensile toes, long
2. Clawed (h)	2. Full hooves (m)
3. Taloned (i)	3. Splayed hooves (n)
4. Pincer (j)	4. Clawed (o)
5. Barbed (k)	5. Suckered
6. Knobbed (l)	6. Webbed (Swim at full Mv)

Back	Tail
1. Humped	1. Long, prehensile
2. Hunched	2. Short
3. Knobbed mane	3. Long
4. Bristle-maned	4. Long, clubbed (l)
5. Fan-like (Fl 90, D)	5. Long, barbed (k)
6. Bat-winged (Fl 60, D)	6. None

Fan-winged hordlings have a maximum ground speed of 45'. Bat-winged hordlings have a maximum ground speed 60'. Hordlings with hands, tentacles, or prehensile toes or tail can use weapons.

Strength Score	Mouth: Large (1-4), Huge (5-6)
1. 15 (+1 to damage)	1. Protruding tusks (a)
2. 16 (+2 to damage)	2. Many small fangs (b)
3. 17 (+2 to damage)	3. Long canines (c)
4. 18 (+3 to damage)	4. Small tusks (d)
5. 19 (+4 to damage)	5. Crushing teeth (e)
6. 20 (+5 to damage)	6. Saw-toothed (f)

Having created a hordling, assign its attacks according to its mouth, arm, tail, and leg attributes. The following table provides examples.

Attack Table (Damage)
a. Tusks (small 1d4; large 2d4; huge 2d6)
b. Fangs (small 1d6; large 1d8)
c. Long canines (large 1d6; huge 1d8)
d. Small tusks (large 1d8; huge 1d10)
e. Crushing teeth (large 1d4+2; huge 1d4+3)
f. Saw-toothed (large 1d3/1d4 per round thereafter; huge 1d4/1d6 per round thereafter)
g. Blow (One hit, 1d4; two hits, Grapple for 2d4, DC 14 to resist)
h. Claw (1d4+1)
i. Talon (1d6)
j. Pincer (1d4)
k. Barb (1 per round and stuck fast - DC 14 Athletics to escape)
l. Knob or club tail (1d3)
m. Full hoof (1d2)
n. Splayed hoof (1d3)

For example, a hordling with two claws, crushing teeth, and a strength of 18 would attack at +3 and do 1d4+4 S x2/1d4+5 B.

A hordling may also have special attacks (10%, chance) or defenses (20% chance). These tables list the abilities; roll randomly or choose:

Special Attack Table
1. Breath (5' radius Stinking Cloud, 30' range)
2. Gaze (Ray of Enfeeblement, 30' range)
3. Legs can trip (+4 to Trip attempts, DMG 69)
4. Sound emanation (as Fumble spell, 30' range)
5. Double attacks for 1 round once per minute.
6. Acidic spittle missile once per minute (10' range, 2d4 damage)

Special Defense Table
1. Hit only by +2 or better magical weapons.
2. Immune to fire and acid damage
3. Immune to cold and poison damage
4. Immune to lightning and force damage
5. Unaffected by illusions and mental attacks (Charm, etc.)
6. Regenerates 1 hit point per round

Hordlings have Darkvision to 120'. Treat hordlings as having 5 Hit Dice for purposes of clerical turning of undead.

Habitat/Society: There are an infinite number of hordlings on the infinite layers of the Abyss. They have no purpose or organization.

Hordlings are petty and vile. They roam the Gray Waste, attacking those weaker than themselves. They sometimes serve under strong leaders, but few leaders maintain hordlings for long, for they are unruly, untrustworthy, and chaotic.

Occasionally, evil mages summon hordlings to do their bidding. Normal summonings always produce a single hordling. The only known way to summon more than a single hordling into the Prime Material Plane is *The Bringer of Doom*, a strange device created by arcane magic during the Age of Doom.

The Bringer of Doom

So distant in the past is the Age of Doom that it cannot even be conceived of by mortals. This was a time of great lamenting, for the beings of that age had discovered magic and sciences too powerful to handle. Their passions overcame their sense and, in a wave of power, the race destroyed itself, leaving behind no remnant, save one.

The Bringer of Doom is a small box with a strange, circular red gem set in its lid. If the gem is touched and depressed, the box itself explodes in a blinding flash. So great is the force of the blast that everything within 100' (including the user and the item itself) is destroyed utterly.

The explosion opens a temporary, one-way rift to the Gray Waste from which 100-1,000 hordlings pour forth and destroy everything they encounter. Rarely (10% chance) some other, greater fiend comes through the rift as well. *The Bringer of Doom* always reforms, to be discovered some time later.

One account of *The Bringer* comes from a scrap of parchment found in the Desert of Yin, near the blasted tower of the evil mage Althabazzerid.

"We have set up magical circles of protection, but we don't know how long we can keep them up. I hope that my observations may be of help to my fellow researchers of the Mages' Guild of makbran. The assault against the black tower went well, the eleven archers easily destroying Althabazzerid's undead army while we dealt with his dragon allies. We had closed in and were in the midst of magical combat when Althabazzerid himself appeared on the tower's battlements, protected by a multicolored sphere of light. He raised a small box in his left hand, and perhaps pressed a button on it - hard to tell from our vantage point.

At once there was a deafening blast, and the wizard and his tower were destroyed. A huge hole in space opened, and we could see into the dismal spaces of the Gray Wastes. A great crowd of horrid beings - a more fantastic mix of humans, beasts, and fiends cannot be imagined - began moving into our world. Some walked, some hopped, some dragged their deformed bodies along. They gibbered and screamed. Some spat fire, or gas, or acid. Some were horned, others bore tentacles. More and more came, destroying the elves by sheer press of numbers. They attacked without plan or strategy, yet their horrid deformations allowed them many advantages.

Then a great fiend flew out from the darkened sky of the Gray Wastes. It has assaulted unceasingly since then. Soon our magics will fail, and we will die either at the hands of the fiend or the press of the horde of darkness..."

Ecology: Hordlings devour whatever they destroy, usually other hordlings. That there is otherwise no readily available food supply on the Lower Planes makes the endless, relatively weak hordlings common prey for more powerful beings.

The physical appearance of a hordling may become important in play. The following list offers typical features, but many others are possible.

Color	Head
1. Black-brown	1. Wedge-shaped
2. Russet-red	2. Conical
3. Orange-yellow	3. Discoid
4. Olive-green	4. Spherical
5. Blue-purple	5. Cubical
6. Gray-white	6. Ovoid

Head Adornment	Neck
1. Bald	1. Thick
2. Mane	2. Thin
3. Frills	3. Long
4. Lumps	4. Thrust forward
5. Spikes (2d4)	5. Snaky
6. Horns (1d4)	6. None apparent

Nose	Ears
1. Wide, protruding	1. Large, pointed
2. Slits only	2. Small, pointed
3. Hanging snout	3. Drooping
4. Long, pointed	4. Large, fanlike
5. Large, many warts	5. Huge, humanoid
6. Beaked	6. None

Overall Visage

1. Gibbering, drooling
2. Glaring, menacing
3. Twitching, crawling
4. Wrinkled, seamed
5. Hanging, flaccid
6. Rotting, tattered



HORSES

	Draft	Heavy War	Medium War	Light War
CLIMATE/TERRAIN:	Any non-mountainous	Any non-mountainous	Any non-mountainous	Any non-mountainous
FREQUENCY:	Common	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Herd	Herd	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal (1-2)	Animal (1-2)	Animal (1-2)	Animal (1-2)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	13	13	13	13
MOVEMENT:	60	75	90	120
HIT DICE:	3 (15 hit points)	3+3 (18 hit points)	2+2 (12 hit points)	2 (10 hit points)
NO. OF ATTACKS:	1	3	3	2
DAMAGE/ATTACK:	1d3 B	1d8 B x2	1d6 B x2	1d4 B x2
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L	L	L	L
MORALE:	Unsteady (6-8)	Average (9-12)	Average (9-12)	Average (9-12)
XP VALUE:	65	120	65	35

	Pony	Wild	Riding	Mule
CLIMATE/TERRAIN:	Any non-mountainous	Any non-mountainous	Any non-mountainous	Any non-mountainous
FREQUENCY:	Herd	Herd	Herd	Herd
ORGANIZATION:	Uncommon	Uncommon	Common	Common
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal (1-2)	Animal (1-2)	Animal (1-2)	Animal (1-2)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	5d6	1	1
ARMOR CLASS:	13	13	13	13
MOVEMENT:	60	120	120	60
HIT DICE:	1+1 (6 hit points)	2 (10 hit points)	3 (15 hit points)	3 (15 hit points)
NO. OF ATTACKS:	1	1	2	1 or 2
DAMAGE/ATTACK:	1d2 B	1d3 B	1d2 B x2	1d2 B/1d6 B
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M	L	L	M
MORALE:	Unsteady (6-8)	Unsteady (6-8)	Unsteady (6-8)	Unsteady (6-8)
XP VALUE:	35	35	65	65

Horses are large quadrupeds often used for transportation, or as pack and draft animals, by human and demihuman races. They are frequently bred for their speed and for their beauty.

A horse can be solid white, gray, chestnut, brown, black, or various reddish tones; its hide can instead show a variation or combination of these colors. Some of the more interesting variations include the piebald, which has a coat of large, irregular patches of black and white; the palomino, with its rich yellow-gold coat and white mane and tail; and the dapple gray, which is dark gray with flecks of lighter color on the chest, belly, and hindquarters.

In addition to the coat's color, the horse may have markings of various sorts. The long hairs of the mane and tail can be lighter, darker, or of the same color as the body of the horse. Possible markings include socks (meaning the leg from the hoof, halfway to the knee, or hock, is white); a white muzzle; a blaze (a wide band of white from the top of the horse's head to the tip of its nose); and a star (a white, diamond-shaped patch set on the horse's forehead, right between its eyes).

Horses are measured in "hands." One hand equals 4 inches.

Combat: War horses will fight independently of the rider on the second and succeeding rounds of a melee. Other breeds fight only if cornered. Most attack twice per round by kicking with their front hooves.

Unless specially trained, horses can be panicked by loud noises, strange smells, fire, or sudden movements 90% of the time. Horses trained and accustomed to such things (usually warhorses) panic only 10% of the time.

Habitat/Society: The horse's gestation period is about 11 months. Mares (female horses) usually give birth to a single foal (young horse). Twins do occur, but only about 10% of the time (or less). Even triplets are possible but are extremely rare. The foal is weaned after six months. It is mature after two to three years and is considered adult at age five. The usual life span of a horse is 30-35 years, though rare exceptions have lived to age 50, and hard-worked horses rarely live past age 12.

Only 10% of ponies and wild horses can be trained to serve as warhorses. Of all the breeds and varieties listed here, only mules are agile enough for use in mountainous or subterranean environments.

Ecology: Modern horses evolved in temperate plains and grasslands. Domestic breeds can be found anywhere people live (even in the high mountains, if the local roads are good).

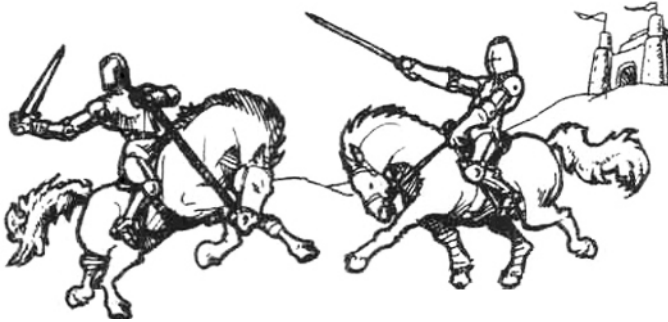
Horses can carry great weights for long periods of time, but not without tiring. The table below shows the maximum weight a horse can carry for each encumbrance level. Lightly encumbered horses can move at their normal Movement Rate, moderately encumbered horses move at ¾ of their normal Movement Rate, and heavily encumbered horses move at ½ of their normal Movement Rate.

Type of Horse	Light	Moderate	Heavy
Draft	260	390	520
Heavy war horse	260	390	520
Medium war horse	220	330	440
Light war horse	170	255	340
Pony	160	240	320
Wild	170	255	340
Riding	180	270	360
Mule	250	375	500

As noted in on page 58 of the Player's Handbook, in a day of travel over good terrain, a creature can travel 2 miles for every 5' of Movement Rate. As such, a horse with a 60' Movement Rate can travel 24 miles per day, while a horse with a 75' Movement Rate can travel 30 miles per day.

Draft Horse

Draft horses are large animals bred to haul very heavy loads and are usually trained to be part of a dray team. Muscular but slow, these ponderous animals haul freight over long distances without complaint and are frequently used by traders.



War Horse

Warhorses are bred and trained to the lance, the spear, and the sword. They have higher morale than other horses and are not as skittish about sudden movements and loud noises. The choice of knights and cavalry, these are the pinnacle of military horses. There are three varieties; heavy, medium and light.

Heavy war horses are similar to draft animals. Large and muscular, they are relatively slow. Their size and powerful legs allow them to be armored in plate, and to carry a warrior in plate, as easily as a pony carries saddle bags. A good heavy war horse, fully trained, costs 400 or more gold pieces.

Medium war horses are lighter and smaller than their heavy cousins. They can be encumbered with leather or light plate armor and carry a rider wearing leather or light plate. The advantage of the medium war horse is its increased speed. The price of a medium war horse is 200 gp or more.

Light war horses are the fastest of the breed. They can carry warriors in leather armor but are rarely armored themselves. They make excellent mounts for raiding parties, light cavalry, and thieves. Light war horses cost 150 gp or more.

Pony

Small horses used primarily for transportation and occasionally farm work, ponies are a lively breed. They are more excitable than the larger horses, but frequently gentler, as well. They are sometimes trained and used as war horses by several of the smaller demihuman races. Prices vary depending on training and size, but most cost around 500 gp.

Steppe Pony

A steppe pony is not attractive, graceful, or large, but its homely, ungainly appearance disguises an animal of great endurance, speed, and strength. A steppe pony looks like a cross between a horse and a pony but is a breed unto itself. They are small, averaging 13 hands (4'4") at the withers, and they have short necks, large heads, and heavily boned bodies. Their winter coat is shaggy and gives them the appearance of being "half-wild." They are most commonly colored copper or bronze, with a light yellow stripe running down their backs.

These horses are tough, hard to kill, and aggressive in battle. They have most of the same characteristics as a light war horse, with a few exceptions. It attacks three times per round, its third attack being a bite which causes 1d3 points of damage. The steppe pony's thick, shaggy coat and tough hide gives it an AC of 14. Its short legs are powerful and can carry horse and rider swiftly, over long distances; its small back is also very strong and it can carry as much as a medium war horse. The steppe pony is even-tempered and steady in battle; its Morale is Average (9-10), and it panics very rarely (5% chance) due to such things as fire and loud noises.

The steppe pony has remarkable endurance. It can survive by grazing alone and does not require feeding and handling by its rider, so separate supplies of grain are not needed. It can be ridden for long distances without tiring or faltering. A +3 modifier is applied to the pony's Constitution Saving Throws for endurance checks (see PHB 58) when travelling overland.

In spite of all its qualities, the steppe pony is not sought after or considered valuable. It is most commonly ridden by nomadic tribes. Outside the steppes, the animal is almost completely unknown and does not command high prices at auction. Only breeders who know the steppe pony's qualities, and who seek strength and stamina in their own horses' bloodlines, are likely to consider the steppe pony as valuable.

Wild Horse

Wild horses can be captured and trained to serve as mounts or work ponies. Training usually takes twice as long as training a domestic horse. Wild horses are hardy but jittery, and difficult to catch in the wild. They are sometimes hunted for food by human and demihuman tribes.

Riding Horse

Riding horses are bred to the saddle. Perhaps the most common of all horses, they are ridden, worked, and raced by humans and demihumans alike. The price of a riding horse will vary, depending on its bloodlines, training, and appearance. Fast and agile, this breed is a good choice for personal transportation and general use.

Mule

Sterile hybrids of horses and donkeys, mules are very sure-footed and exceptionally stubborn. They can be ridden by patient handlers who know how to control them but are best used as pack animals in difficult or mountainous terrain. They are sometimes used by adventurers, for they are the only breed that can be taken into subterranean regions. The price of mules depends on how much grief they have given their current owners.



HUECUVA

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi- (3-5)
TREASURE:	C
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d10
ARMOR CLASS:	17
MOVEMENT:	45
HIT DICE:	2 (10 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 S
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Hit only by silver, mithral, or +1 weapons
MAGIC RESISTANCE:	See below
SIZE:	M (5'-7' tall)
MORALE:	Steady (13-15)
XP VALUE:	270



The huecuva is an undead spirit similar in appearance to a skeleton, but more dangerous and more difficult to dispel.

The huecuva appears to be a humanoid skeleton of normal size. The bones are covered by a robe that is little more than tattered rags.

Combat: The huecuva attacks by swiping with one of its hands; the sharp finger bones are capable of tearing into wood. A victim must roll a successful, DC 11 Constitution Saving Throw or be afflicted with a disease. The victim suffers a daily loss of 1 point each of Strength and Constitution. A Cure Disease spell must be cast on the victim to prevent death and restore the victim's health.

Huecuva are treated as 6 Hit Die creatures for the purposes of turning undead. They are resistant to all mind-influencing spells. Huecuva bones soon crumble once the monsters are destroyed.

Huecuva have a special hatred of clerics. Once a cleric uses his spells or tries to turn the huecuva, they will concentrate on attacking that cleric. They may even ignore everyone else except for the cleric and those defending him.

Huecuva are able to cast Change Self (DC 10) up to three times a day. They may use this power to assume a nonthreatening form in order to get close to an unsuspecting victim or avoid an undesired encounter when pursuing a specific prey. Huecuva may assume the form of people they have met in the recent past, such as a past victim

or a member of the party that encounters the monsters. If the huecuva are in their lairs, they may assume their old (living) appearances. Groups encountered on the surface may appear to be pilgrims in procession. The huecuva are incapable of speech; they can only moan or wail.

Habitat/Society: Huecuva roam the dark places of the world. They can be found in subterranean realms, as well as most temperate or tropical regions. Cold seems to prevent huecuvan activity, for they are not found in high, desolate mountains or in any cold regions.

Legends tell that huecuva are the restless spirits of monastic clerics who were less than faithful to their holy vows. In punishment for their heresies, they are forced to roam the dark. Their spirits, appearance, and holy powers have become perverted mockeries of their old selves. The tatters they wear are the unrecognizable remains of their monks' robes. Instead of healing, they can kill with a diseased touch. Instead of helping others, they seek to kill all who still live. Even their old power to turn undead is now used to help them resist the efforts of others to turn them.

Huecuva retain dim memories of their old lives. Their lairs are decorated as grotesque mockeries of their old abbeys and temples. The corpses of past victims may be used to represent parishioners. These corpses may retain their original possessions, which may represent a large portion of the huecuvan treasure trove. Other accumulated treasures may be scattered around the mock altar as decorations or offerings. Such a mock temple is a chilling sight to most and an abomination that few good-aligned cleric can resist destroying.

Some huecuva are nomadic and constantly wander on a pilgrimage to nowhere. Even these are mockeries of real pilgrimages.



Ecology: Huecuva are malignant spirits that seek to destroy those who still live. They are used as examples to remind clerics the fate that befalls those who stray from their devotion or use their religion as a mask to hide unpious deeds. Powdered huecuva bones may be used in the preparation of magical items intended to corrupt the spirits of living beings or to control undead.

HUMAN

FREQUENCY:	Aborigine or Caveman Rare	Adventurer Very rare	Bandit/Brigand Common
TREASURE:	Nil	By class	J, N, Q
ALIGNMENT:	Neutral	Any	Chaotic evil
NO. APPEARING:	10d10	1d8	20d10
ARMOR CLASS:	12	Varies	10 to 14
HIT DICE:	¾ or 2 HD (4 or 10 hit points)	Varies	¾ (4 hit points)
MORALE:	Average (9-12)	Varies	Average (9-12)
XP VALUE:	15 (35)	Varies	15
FREQUENCY:	Barbarian/Nomad Rare	Berserker/Dervish Rare	Farmer/ Herder Common
TREASURE:	L, M	Nil	Nil
ALIGNMENT:	Any	Chaotic neutral or Lawful good	Neutral (good)
NO. APPEARING:	30d10	10d10	1d20
ARMOR CLASS:	10 to 14	10 to 14	10
HIT DICE:	¾ (4 hit points)	¾ (4 hit points)	¾ (4 hit points)
MORALE:	Average (9-12)	Unwavering (20)	Average (9-12)
XP VALUE:	15	35	15
FREQUENCY:	Gentry Common	Knight Very rare	Mercenary Soldier Rare
TREASURE:	J, K, L, M, N, Q	L, M	L, M
ALIGNMENT:	Any	Any lawful	Any
NO. APPEARING:	1d20	1d4	10d10
ARMOR CLASS:	10	16 or 18	13 to 16
HIT DICE:	¾ (4 hit points)	2+ (10 or more hit points)	Varies
MORALE:	Average (9-12)	Elite (16-17)	Steady (13-15)
XP VALUE:	15	Varies	15
FREQUENCY:	Merchant Sailor/Fisherman Common	Merchant/Trader Common	Middle Class Common
TREASURE:	10-60 sp	10-1,000 gp	L, M, N
ALIGNMENT:	Any	Any	Any
NO. APPEARING:	4d20	30d10	2d20
ARMOR CLASS:	10 to 12	10 to 5	10
HIT DICE:	¾ (4 hit points)	¾ (4 hit points)	¾ (4 hit points)
MORALE:	Average (9-12)	Average (9-12)	Average (9-12)
XP VALUE:	15	15	15
FREQUENCY:	Peasant/Serf Common	Pilgrim Uncommon	Pirate/Buccaneer Common
TREASURE:	Nil	I	J, M, N, Q
ALIGNMENT:	Any	Any	Any evil
NO. APPEARING:	1d100	10d10	30d10
ARMOR CLASS:	10	10 to 12	10 to 14
HIT DICE:	¾ (4 hit points)	¾ (4 hit points)	¾ (4 hit points)
MORALE:	Average (9-12)	Average (9-12)	Average (9-12)
XP VALUE:	15	15	15
FREQUENCY:	Police or Constabulary Uncommon	Priest Very rare	Sailor Common
TREASURE:	10-60 sp	J, K, M	L, M
ALIGNMENT:	Any lawful	Any	Any
NO. APPEARING:	2d10	1d8	4d20
ARMOR CLASS:	13 to 16	Varies	10 to 12
HIT DICE:	¾ (4 hit points) or varies	Varies	¾ (4 hit points)
MORALE:	Steady (13-15)	Varies	Average (9-12)
XP VALUE:	15 or varies	Varies	15
FREQUENCY:	Slaver Common	Soldier Uncommon	Thief/Thug Common
TREASURE:	Nil	I	J, M, N, Q
ALIGNMENT:	Any	Any	Any evil
NO. APPEARING:	1d100	10d10	1d8
ARMOR CLASS:	10 to 12	12 to 16	10 to 12
HIT DICE:	¾ (4 hit points)	¾ (4 hit points)	1 to 3 (5 to 15 hit points)
MORALE:	Average (9-12)	Steady (13-15)	Varies
XP VALUE:	15	15	Varies
FREQUENCY:	Tradesman/Craftsman Common	Tribesman Rare	Wizard Very rare
TREASURE:	1-100 gp	Nil	L, N, Q
ALIGNMENT:	Any	Any	Any
NO. APPEARING:	2d6	10d10	1d8
ARMOR CLASS:	10	12	10
HIT DICE:	¾ (4 hit points)	¾ (4 hit points)	Varies
MORALE:	Average (9-12)	Average (9-12)	Varies
XP VALUE:	15	15	Varies

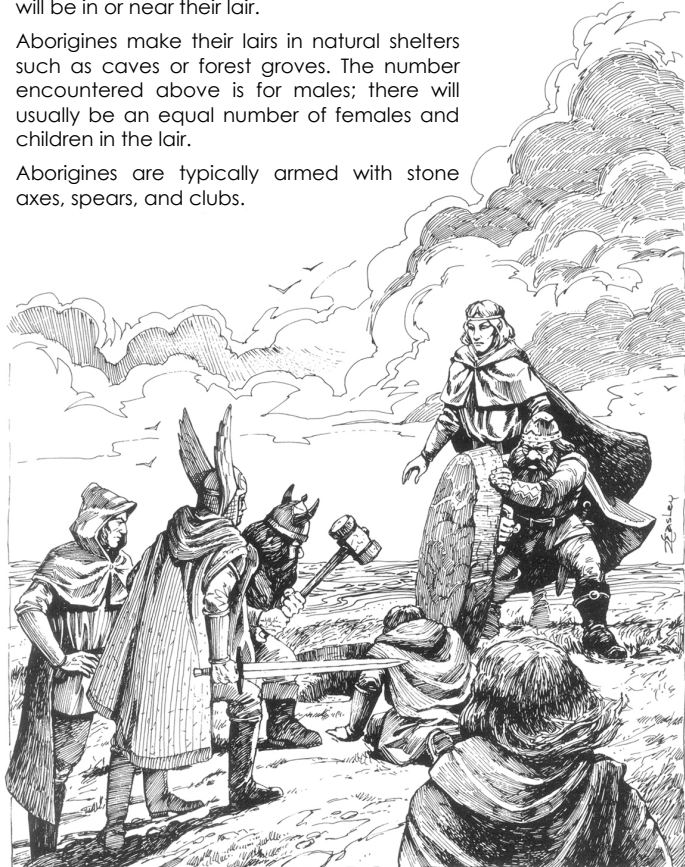
Aborigine/Caveman

These primitive humans are found in otherwise uninhabited regions. For every 10 aborigines there will be a 3rd-level fighter. Aboriginal tribes are always led by a chief (a 5th level fighter or barbarian) and 1-4 subchiefs (4th level fighters or barbarians). For every 10 aborigines encountered there is a 10% chance that they have a shaman (3rd level cleric or druid) with them.

Most encounters (60%) will be with predominantly male war or hunting/gathering parties. There is a 40% chance that an encounter will be in or near their lair.

Aborigines make their lairs in natural shelters such as caves or forest groves. The number encountered above is for males; there will usually be an equal number of females and children in the lair.

Aborigines are typically armed with stone axes, spears, and clubs.



Adventurer

These are NPC counterparts of the PC's band, groups of fighters, thieves, clerics, and magic-users who band together in search of fame, fortune, and power. Typical adventuring bands consist of between two to eight members. Solitary adventurers may be separated from their group, lost, advanced scouts, or sole survivors of decimated groups.

After determining the base size of the group encountered, determine which class each belongs to. If monks and psionists, are used, they may be substituted for clerics or magic-users, respectively:

d10 Roll	Class
1-4	Fighter or one of its subclasses
5-6	Cleric or one of its subclasses
7-8	Magic-User or a specialist magic-user
9-10	Thief or one of its subclasses

Determine the level of the party of adventurers; low, medium, high, or very high, and roll for each member on the table below. About 20% of adventurers are multiclassed or split-classed. Multiclassed characters reduce their level by 1, to a minimum of 1st level.

Level	Level Range	Die
Low	1-3	1d3
Medium	4-7	1d4+3
High	7-12	1d6+6
Very high	9-20	1d12+8

A high level adventurer will have attracted followers who will accompany the party - 1-100% of them. This can swell an encountered band's size to that of a small army.

Clerics and magic-users will have 1-100% of their full spells at the time the encounter occurs (round down).

Higher level fighters and clerics will usually have plate mail and shields, and ride unbarbed medium warhorses. Each level an adventurer has attained gives a cumulative 5% chance for magical items as shown below. Roll for each item marked "Y." Reroll if a cursed or otherwise undesirable item occurs, but only one reroll is allowed for each category. If no usable item is indicated, the adventurer has no item in that category.

Item	Cleric	Fighter	Magic-User	Thief
Armor	Y	Y	N	N
Shield	Y	Y	N	Y
Sword	N	Y	N	Y
Misc. Weapon	Y*	Y	N	Y
Potion	Y	Y	N	Y
Scroll	Y	N	Y	N
Ring	N	N	Y	Y
Wand/Staff/Rod	N*	N	Y	N
Misc. Magic	Y	N	Y	Y

*If there is no usable miscellaneous weapon, roll again for possibility of a wand/staff/rod. If one is indicated but is unusable by a cleric, there is no such item present.

In addition, such adventurers have ordinary treasure. Fighters have type L and M; clerics J, K, and M; magic-users L, N, and Q; and thieves J, N, and Q.

Bandit/Brigand

Bandits are rural thieves who openly prey on travelers and isolated dwellings. They travel in groups of 20-200, usually led by high level fighters, thieves, magic-users, and clerics. For every 20 bandits encountered, there will be an additional 3rd level fighter or 2nd level fighter/thief. If 100+ are encountered, the leader will be at least 8th level (or a 7th level fighter/thief). Bandits are typically armed with swords, spears, and small shields. Up to 20% may be armed with bows. Bandits may wear no armor (50%), leather (35%), padded (10%), or ring mail (5%). Brigands are better equipped and will have higher morale.

Barbarian/Nomad

Barbarians belong to primitive cultures that possess rudimentary skills such as animal husbandry and simple manufacturing (weaving, carving). They may live in villages of simple buildings or in portable structures like tents, tepees, yurts, or wagons. In aquatic regions, they may live on watercraft like canoes or rafts.

Barbarian warriors are typically armed with swords, knives, bows, spears, and clubs. Armor is limited to shields, helmets, and light or medium armor. They tend to be hostile toward unfamiliar spellcasters.

Berserker/Dervish

Berserkers are violent war parties prone to manic behavior in battle. When encountered, berserkers drive themselves into a battle frenzy that raises their fighting skills and morale. Berserkers may attack with a +2 bonus to hit and damage but suffer a -2 penalty to Armor Class while doing so. Many use leather armor and shields, giving them Armor Class 14. Berserkers need never make morale checks.

Dervishes are highly religious nomads. Due to their fanatical nature, dervishes add 1 to their attack and damage rolls. They never check morale in combat.

If encountered during a peaceful period, berserkers may be indistinguishable from normal warrior bands; dervishes may be mistaken for armed pilgrims.

Farmer/Herder

These are simple people involved in the production of agricultural goods. About 65% of all encounters will be with farmers tilling their land. Encounters with herders may occur anywhere there is grazing land or a market for their herds. Encounters with herders also involve the herd animals, whatever they are.

Gentry

These are the upper classes. They are not the ruling nobility, but their

wealth and connections make them nearly as powerful. Each member of the gentry encountered may be accompanied by 0-3 guards (d4-1) and 1d6 servants. The guards are mercenary fighters of 1st to 6th level and armed with sword and spear. The servants might fight but are likely to panic. The gentry themselves might be armed with daggers and short swords.

Knight

Knights are armored, mounted fighters directly serving their lord. They may be on a quest, a specific mission, or simply patrolling their lord's realm. Knights may be accompanied by their squires, hirelings, and other followers (50%). Knights are armed with sword, lance, mace or flail, and dagger. Armor includes a shield and either plate or chain mail. A knight rides a medium or heavy warhorse, usually a barded mount.

About 5% of encounters will be with a vanquished knight. Being stripped of arms and armor, the knight may be mistaken for any nonwarrior class. The knight may even support this deception, at least until weaponry becomes available.

See Adventurer to determine level and special possessions.

Mercenary Soldier

These are groups of fighters who hire themselves to the highest bidder. When encountered, there is an even chance they may be already hired and on their way to a war, meeting with a prospective employer, open for employment, or on their way home and not willing to take on a new task just yet.

See Adventurer to determine level and special possessions.

Merchant Sailor/Fisherman

Men of the sea are usually found on or near open waters. If encountered inland, sailors may be ferryman on streams or rivers. Fishermen will either be putting out to a fishing site, fishing, or returning with their catches. Sailors may be armed with knives, short swords, cutlasses, or belaying pins (1d3 point of bludgeoning damage).

Merchant/Trader

Merchants and traders deal in goods and services. Those encountered in the wild are traveling in caravans in search of new business. Only 10% of the number encountered are actually merchants: 10% are drovers and the rest are mercenary guards. The guards are led by a fighter (6th - 11th level) and a lieutenant one level lower. Each leader is accompanied by 12 guards of 2nd level. For each 50 people in the caravan there is a 10% chance of a magic-user (6th - 8th level) and a 5% chance of a cleric (5th - 7th level), as well as a 15% chance of a thief (8th - 10th level) accompanied by 1d4 thieves (3rd - 7th level). All such leaders, guards, and special characters are in addition to the number of merchants, drovers, and normal guards.

The treasure is mostly in trade goods (90%). The caravan has 10 pack animals or one wagon per 5,000 gp value.

Middle Class

These are travelers journeying on personal business. They are found primarily in civilized regions, although pioneers may be encountered in relatively peaceful frontier regions. Middle class travelers may be armed with knives, daggers, and short swords.

Peasant/Serf

Peasants are farmers, herders, and simple tradesmen of low social class. Unlike serfs, peasants are freemen.

Serfs are totally subject to the local lord; they are the lowest of the social classes. They farm and perform the brute labor functions on large agricultural holdings. Serfs, really, are little more than slaves.

Both peasants and serfs may be armed with daggers, clubs, quarterstaves, and farming tools. They never have any treasure except under the rarest of occasions when they are able to hoard scavenged goods.

Pilgrim

Pilgrims are groups of the devout on their way to or from a holy place. They can be found anywhere.

A group of pilgrims will always be accompanied by clerics and other character classes. These people may be acting as leaders, guards, or pilgrims. Groups of pilgrims always include one to six 2nd level clerics, one to four 4th level clerics, one or two 6th level clerics, and one 8th level cleric (accompanied by one 3rd and one 5th level assistant).

For every 10 pilgrims, there is a 10% chance of one to eight fighters (1st - 8th level) and 1d6 thieves (2nd - 7th level). There is a 5% chance per 10 pilgrims of a magic-user of 6th - 9th level. If the pilgrims are lawful good, the fighters will be paladins; if the pilgrims are chaotic good, the fighters will be rangers. If the party is neutral, the clerics will be druids. If the pilgrims are lawful evil they are armed with daggers.

Pilgrim alignment is determined below:

d100	Alignment
01-35	Lawful good
36-55	Chaotic good
56-65	Neutral
66-85	Lawful evil
86-00	Chaotic evil

About 75% of pilgrim bands encountered are on foot. There is a 5% chance that a high level cleric will be carrying a religious artifact, carefully hidden and protected by traps and magic.

Pirate/Buccaneer

These are seafaring thieves and fighters. Pirates are always led by a captain of 8th or 10th level - 8th if fewer than 200. The captain will have a 6th or 7th level lieutenant and four mates of 4th level. For every 50 pirates encountered, there will be a 3rd level fighter, as well as a 15% chance for a cleric of 12th - 15th level and a 10% chance for a magic-user of 6th - 9th level. For every 100 pirates, there will be a 5th level fighter. All of these are in addition to the pirates already indicated by the dice.

Pirates wear leather armor; leaders wear chain mail. All are armed with knives, swords, and polearms. Some will be armed with crossbows, either light (20%) or heavy (10%). In addition, their ships may be equipped with ballistae or catapults.

Buccaneers are similar but are neutral with evil tendencies.

Police/Constabulary

These are the duly appointed representatives of the local government, concerned with upholding the laws, maintaining the peace, and carrying out their superior's will. If constables are encountered in the wilderness, they might be pursuing a fugitive (50%) or investigating a case on the outskirts of their jurisdiction (50%).

Constables are fighters of 1st - 4th level. Wilderness encounters include a 25% chance that the constables are accompanied by a mob. The mob is composed of citizenry temporarily deputized to assist the police; they fight as 0-level fighters.

Priest

These are typical NPC priests traveling on personal business or on a mission. The number encountered refers to the number of actual priests. If they are of high enough level, they might also have followers accompanying them (50%). They may be clerics, druids, or monks.

See "Adventurers" to determine level and special possessions.



Sailor

Non-merchant sailors are the seagoing armed forces of the local government, acting as police or soldiers. They may be patrolling their home waters, pursuing a waterborne criminal, or on their way to or from a mission in other waters. Each ship is commanded by a captain (6th level fighter) and a first officer (5th level fighter). Sailors are armed with swords, knives, bows, and polearms. They may also be armed with heavier weapons such as catapults and ballistae.

Slaver

Slavers are usually found in control of a band of captive slaves; if no slaves are present, the slavers may be mistaken for mercenaries or brigands. The slavers' leader might be a thief, fighter, or fighter/thief (6th - 11th level), assisted by a lieutenant one level lower. Each leader is accompanied by 1d12 guards of 1st or 2nd level. For each 50 slaves and slavers, there is a 10% chance of a magic-user (6th - 8th level) and a 5% chance of a cleric (5th - 7th level); these work for the slavers.

There are 10 slaves present for each 1d10 slavers. Slaves are treated the same as serfs. They may be recently acquired captives being taken from their homelands or long-time slaves being moved to a new market. Such slaves will be on foot and linked together in strings of 10d10 by ropes or chains. They will be willing to help any adventurers who try to rescue them, although they will be limited in the help they can provide. Slaves may be any class or type, but only 1% of captives belong to one of the character classes.

Soldier

These are organized militia engaged in the defense of their home region. Soldiers are led by a captain (6th level or higher) and a lieutenant (1-4 levels lower). Each leader is accompanied by 1d12 soldiers of 1st or 2nd level. Most soldiers are engaged in routine patrols of the homeland. If local wars are occurring, there is a 50% chance that the soldiers are either heading off to the war or returning from it. There is a 5% chance of a cleric (5th - 7th level) for each 50 soldiers present.

See "Adventurers" to determine level and special possessions.



Thief/Thug

These are low level rogues who, if not already engaged in a crime, may attempt to rob wealthy or weak-looking adventurers. Thieves may be armed with concealed weapons such as knives, darts, blackjacks, and short swords.

See "Adventurers" to determine level and special possessions.

Tradesfolk/Craftspeople

People engaged in the trades and crafts will be about their business when encountered. They may be operating a shop, acquiring materials for their business, or traveling to or from a client's location. They are willing to do business with adventurers, provided they are properly paid. They will not attack except to defend themselves. Note that 1% of all tradesfolk may be retired adventurers. Tradesmen may be armed with knives, quarterstaves, and tools.

About 90% of their treasure is merchandise or equipment.

Tribal Culture

Tribal societies are the heart of primitive cultures; people hunt, fish, and farm near their simple villages. They are found in any climate.

For each 10 tribespeople, there will be an additional 3rd level fighter or barbarian. Tribes are led by a chief (a 5th level fighter or barbarian) and 1-4 subchiefs (4th level fighters or barbarians). For every 10 encountered, there is a 4th level cleric or druid with them, and for each 30 tribespeople encountered, a 6th level cleric or druid. The tribe has a shaman (8th level cleric or druid). Tribal priests tend to be druidical in nature.

Tribal villages are made of local materials (grass, bamboo, mud, ice). In addition to the males encountered, there will also be an equal number of women and a 75% chance of 20-50 slaves.

Tribesmen's weapons are typically clubs, knives, spears, and bows. Armor is limited to shields.



Wizard

These are typical NPC magic-users. They may be engaged in personal business, gathering materials, or traveling. The number encountered refers to the number of actual magic-users. They may be accompanied by 0-3 (1d4-1) servants and guards for each magic-user. Guards are fighters 1-4 levels lower than the magic-user they protect.

See "Adventurers" to determine level and special possessions.

HYDRA

	Hydra	Lernaean	Pyrohydra	Cryohydra
CLIMATE/TERRAIN:	Any swamp or subterranean	Any marsh, swamp or subterranean	Any marsh, swamp or subterranean	Any arctic
FREQUENCY:	Uncommon	Very rare	Rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi- (3-5)	Semi- (3-5)	Semi- (3-5)	Semi- (3-5)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	15	15	15	15
MOVEMENT:	45	45	45	45
HIT DICE:	5 to 12 (40 to 96 hit points)	5 to 12 (40 to 96 hit points)	7 to 8 (56 to 64 hit points)	5 to 8 (40 to 64 hit points)
NO. OF ATTACKS:	1 per head	1 per head	1 per head	1 per head
DAMAGE/ATTACK:	1d8 S	1d8 S	1d8 S	1d8 S
SPECIAL ATTACKS:	Nil	Extra heads	Fire	Cold
SPECIAL DEFENSES:	Nil	Extra heads	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G (30' long)	G (30' long)	G (30' long)	G (30' long)
MORALE:	Average (9-12)	Average (9-12)	Average (9-12)	Average (9-12)
XP VALUE:	2,000	3,000	3,000	3,000



Hydra

Hydrae are immense reptilian monsters with multiple heads. Hydrae are gray-brown to dark brown, with light yellow or tan underbellies. Their eyes are amber and their teeth are yellow-white. Hydrae have between 5 and 12 heads (1d8 +4). For each Hit Die the hydra has, it will have one head.

Combat: Hydrae always have 8 hit points per Hit Die and all heads must be severed before the hydra dies. A hydra can bring up to four heads into action against a single foe, biting once with each of them for 1d8 points of slashing damage.

Each time a hydra takes 8 points of damage, one of its heads is severed. When this happens, a natural reflex seals the neck arteries shut to prevent blood loss. Attacks on the body have no effect unless the body is reduced to zero hit points.

Habitat/Society: Hydrae are solitary creatures who prefer dismal surroundings. They gather only to mate.

Ecology: Despite the hydra's size and multiple attacks, they are often preyed upon by dragons. They are impossible to train.

Lernaean Hydra

Although similar to a normal hydra, Lernaean hydrae will grow two heads each time that one is severed. A maximum of 12 heads can be grown in this manner. All heads, including newly grown heads, must be severed before the hydra dies.

New heads form 1d4 rounds after a head is severed. This can be avoided only by the prompt application of flame to the neck following an attack which severs a head. 8 points of fire damage must be dealt to that neck in order to prevent new heads from growing. Attacks on the body have no effect unless the body is reduced to zero hit points. The body regenerates 8 hit points each round until it is reduced to zero hit points or all heads have been destroyed.

Pyrohydra

These reddish hydrae have 7 or 8 heads which can breathe a jet of fire, 10 feet wide and 20 feet long, twice per day. This attack does 8 points of damage, halved if a DC 14 Dexterity Saving Throw is made.

Cryohydra

Each head of this purplish-brown hydra is able to breathe a stream of frost, 10 feet wide and 20 feet long, twice per day. This attack does 8 points of damage, halved if a DC 14 Dexterity Saving Throw is made.

ICE LIZARD

CLIMATE/TERRAIN:	Any arctic
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	G
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d4
ARMOR CLASS:	19
MOVEMENT:	45, Fl 75 (C)
HIT DICE:	3+3 (18 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3 S x2/1d6 P
SPECIAL ATTACKS:	Breath weapon, spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	16, see below
SIZE:	S (3' long)
MORALE:	Elite (16-17)
XP VALUE:	1,400



In its natural form, the ice lizard is a snow-white lizard, some 3' long, and strikingly similar in appearance to a very young white dragon. Its scales are tinged in places with a dull silver or palest blue. It lives in the same kind of icy, frigid wastelands favored by white dragons. Only those who are well-studied in dragon lore and biology will notice the slight differences in scale color between ice lizards and their larger cousins: a hatchling white dragon has scales of a mirror-bright pure white; it is only the much larger, older white dragons which have varicolored scales.

Combat: Ice lizards tend to surprise opponents who know nothing about them, as they can Polymorph into white dragon form twice per day (two-hour duration each time). The ice lizard's dragon form is similar to a young adult white dragon, but without the special attacks (breath weapon and spells) possessed by the dragon. Reversion to ice lizard form heals 2d6 points of the damage.

Ice lizards possess a high degree of Magic Resistance (16). They can cast Fear (DC 12) and Sleep (DC 11) spells twice per day each, but

only when in ice lizard form. Ice lizards are vulnerable to fire damage.

In melee, the ice lizard, in either form, can use its own frigid breath weapon up to three times per day, but only once every 3 rounds. The breath weapon is a cone of frigid air, 10' diameter at the base and 30' long and can inflict 2d8 points of cold damage. Some adventurers have said that the breath weapon is so cold that the very air freezes whenever an ice lizard breathes on an opponent.

When not using its breath weapon, the ice lizard will attack with two claws (1d3 points of damage each) and bite (1d6 points of damage). An ice lizard is too small to make effective use of the other attack modes inherent to true dragons (wing buffet, tail slap, etc.).

Habitat/Society: Like their true dragon cousins, ice lizards are susceptible to flattery. They are not inclined to grant favors and guard their territory fiercely. However, if approached in the proper manner, they can be made to listen - or perhaps even cooperate, if they can be convinced the plan is to their advantage. Such coercion requires gifts of particularly valuable gems or magic items. Ice lizards tend to be more impressed with quantity than with quality. Thus, 10,000 gold pieces will hold more sway over the dragon's decision than would a similarly-valued flawless diamond or emerald. Ice lizards may also occasionally be tricked into accepting false treasure but deal very harshly with such deceit if they discover it.

Adult ice lizards generally live by themselves in underground ice caves. These caves are too small to hold the ice lizards while in white dragon form. Each male ice lizard stakes out and defends a territory of about 100 square miles. No other male ice lizards are tolerated in this territory, but it may be within the territory of a white dragon, with which it is occasionally seen. Because they can adopt two forms, ice lizards consider themselves to be superior to white dragons, while white dragons tolerate ice lizards as minor pests.

Mating may occur at any time, but only once per year. As indicate his interest, a male ice lizard will give a portion of his hoard to the female he feels is strongest. The gift will consist of up to 40% of the total number of objects, not total value, of the male's hoard. A pair of ice lizards who are mated or have a clutch of eggs will live together until the eggs have hatched. A clutch consists of 1-3 eggs, which require 3 months to develop and hatch. During this time, the male will defend the female and eggs from other males who would seek to kill the pair and destroy the eggs in order to expand their territory and take more treasure.

Ice lizards do not have the voracious appetites possessed by their larger cousins. They prefer small game (snow hares and the like) but will eat carrion if nothing else is available.

Ecology: Wizards have experimented with substituting ice lizard parts for the rarer white dragon parts in magical potions and constructs, but without much useful effect. If an ice lizard is hatched and raised in captivity, it may be trained to serve as a pet or guard.

IMP

	Imp	Quasit
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (9-10)	Low (6-8)
TREASURE:	O	Qx3
ALIGNMENT:	Lawful evil	Chaotic evil
NO. APPEARING:	1	1
ARMOR CLASS:	18	18
MOVEMENT:	30, Fl 90 (A)	75
HIT DICE:	2+2 (12 hp)	3 (15 hp)
NO. OF ATTACKS:	1	3
DAMAGE/ATTACK:	1d4 P	1d2 S x2/1d4 P
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	5	5
SIZE:	T (2' tall)	T (2' tall)
MORALE:	Average (9-12)	Average (9-12)
XP VALUE:	1,400	2,000

Imp

Imps are diminutive creatures of an evil nature who roam the world and act as familiars for lawful evil magic-users and clerics.

The average imp is a 2' humanoid with leathery, bat-like wings, a barbed tail, and sharp, twisted horns. Its skin is a dark red and its horns and jagged teeth are a gleaming white.

The imp can Polymorph itself into two other animal forms. The most commonly encountered alternate forms are those of a large spider, raven, giant rat, or goat. In such forms the imp is physically identical to a normal animal.



Combat: In its natural form, the imp attacks with the wicked stinger on its tail. In addition to inflicting 1d4 points of damage, this stinger injects a powerful poison which is so deadly that those who fail their save (DC 11 CON save) are instantly slain by it. When it is polymorphed, the imp attacks with the natural weaponry of its adopted form.

All imps are able to Detect Good, Detect Magic, or become invisible at will. Once per day they can use a Suggestion. The imp can use its special magical abilities no matter what its form.

Imps are immune to attacks based on cold, fire, or electricity, and make all Saving Throws (and resist all spell effects) as if they were 7 Hit Die creatures. They can be harmed only by silver, mithral "truesilver," or magical weapons and are able to regenerate one hit point per melee round.

Habitat/Society: Imps are beings of a very evil nature who originate on the darkest of evil planes. Their main purpose on the Prime Material Plane is to spread evil by assisting lawful evil magic-users and clerics. When such a person is judged worthy of an imp's service, the imp comes in answer to a Find Familiar spell.

Once they have contacted their new "master", imps begin at once to take control of his actions. Although imps maintain the illusion that the summoner is in charge, the actual relationship is closer to that of a workman (the imp) and his tools (the master).

Although an imp's body can be destroyed on the Prime Material Plane, it is not so easily slain. When its physical form is lost, its corrupt spirit instantly returns to its home plane where it is reformed and, after a time, returned to our world to resume its work.

While they are technically in the service of their master, imps retain a basic independence and ambition to become more powerful someday. They may acquire treasure from those they slay and will often pilfer valuables encountered during their travels.

The imp confers some of its powers upon its master. A telepathic link connects the two whenever they are within one mile of each other. This enables the master to receive all of the imp's sensory impressions, including its Darkvision. The master also gains the imp's inherent Magic Resistance and is able to regenerate just as the imp does. If the imp is within telepathic range, the master's caster level is one level higher than he actually is. Conversely, if the imp is more than a mile away, the master's caster level is reduced by one. If the imp is killed, the master instantly drops by four levels, though these can be regained in the usual manner.

Ecology: Imps are the errand boys of the powerful evil beings who command the darkest planes. They often act as emissaries and agents, but their primary task is to spread of evil in our world.



Quasit

Quasits are chaotic evil counterparts to imps. The chaotic evil clerics and magic-users which quasits "serve" gain the same benefits and disadvantages that an imp's master does. Like imps, each quasit can assume two other forms. Those most commonly chosen by quasits are bats, giant centipedes, frogs, or wolves. They can use their magic in any of their forms.

The quasit attacks with its clawed hands (doing 1-2 points each) and its deadly bite (doing 1-4 points). The quasit's claws are coated in a toxin which causes anyone struck by them to save (DC 11 CON Saving Throw) or lose one point of Dexterity for 2d6 rounds. The effects of multiple wounds are cumulative.

Quasits can turn invisible, Detect Good, or Detect Magic at will. They regenerate 1 hit point per round and can unleash a blast of fear (as the Fear spell, DC 11) with a 30 foot range radius once per day. Once each week the quasit can commune with the lower planes (asking up to 6 questions).

Quasits can only be harmed by cold iron or magical weapons. They have a Magic Resistance rating of 5, save as if they were 7 Hit Die monsters, and are immune to cold, fire, and lightning.

IMP, MEPHIT

	Fire	Ice	Lava	Mist	Smoke	Steam
CLIMATE/TERRAIN:	Any	Any	Any	Any	Any	Any
FREQUENCY:	See below	See below	See below	See below	See below	See below
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Any
DIET:	Special	Special	Special	Special	Special	Special
INTELLIGENCE:	Average (9-10)	Average (9-10)	Low (6-8)	Average (9-10)	Average (9-10)	Average (9-10)
TREASURE:	Nx2	N	N	N	N	N
ALIGNMENT:	Any evil	Any evil	Any evil	Any evil	Any evil	Any evil
NO. APPEARING:	See below	See below	See below	See below	See below	See below
ARMOR CLASS:	15	15	14	13	16	13
MOVEMENT:	60, FL 120 (B)	60, FL 120 (B)	60, FL 120 (B)	60, FL 120 (B)	60, FL 120 (B)	60, FL 120 (B)
HIT DICE:	3+3 (18 hp)	3 (15 hp)	3 (15 hp)	3+3 (18 hp)	3 (15 hp)	3+3 (15 hp)
NO. OF ATTACKS:	2	2	2	2	2	2
DAMAGE/ATTACK:	1d3 S x2	1d2 S x2	1 S x2	1 S x2	1d2 S x2	1d4+1 S x2
SPECIAL ATTACKS:	See below	See below	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	M (5' tall)	M (5' tall)	M (5' tall)	M (5' tall)	M (5' tall)	M (5' tall)
MORALE:	Average (9-12)	Average (9-12)	Average (9-12)	Average (9-12)	Average (9-12)	Average (9-12)
XP VALUE:	420	420	420	420	420	420

Mephits are nasty little messengers created by powerful lower planes creatures. They are evil and malicious by nature and appear on the Prime Material Plane only to perform evil deeds. Six types of mephits are known: fire, ice, lava, mist, smoke, and steam. Each is created from the substance for which it is named.

Mephits appear as thin, 5-foot humanoids with wings. Their faces have exaggerated features, including hooked noses, pointed ears, wide eyes, and protruding chins. Their skin continually oozes the stuff from which they were made. Mephits speak a common mephit tongue.

Combat: In battle, mephits attack with either clawed hands or breath weapons. Damage is variable depending on the type of mephit encountered. All mephits have the ability to Gate in other mephits; the type gated in and percentage chance for success varies with the mephit initiating the gating (see below for details).

Habitat/Society: Mephits love tormenting helpless creatures and bragging about their latest evil accomplishments. They wear garish, vulgar costumes in bizarre colors and outrageous designs. They give themselves pompous, impossibly long names, such as Garbenafenthal-sprite-slayer-greatest-of-all-the-steam-mephits.

Mephits assume a groveling, craven, yes-master stance around their bosses. Toward victims and each other, mephits drop their humble servant persona and take on the arrogant air of a superior being. A limited camaraderie exists between mephits of the same order. Disputes between different types are often settled by a friendly game of tug-a-demihuman.

Mephits are usually assigned to deliver some message or pick up packages on the lower planes, but occasionally (5%) they are sent to the Prime Material Plane. Missions on the Prime Material Plane include retrieving a particular person, delivering a special magical item, or just spreading a little mayhem (so folks don't forget the lower planes are still there).

Ecology: Mephits lead brief, troublesome lives. They are quickly created and destroyed, but they have no predetermined life span. They never eat but must return to the substance from which they were formed to heal damage (usually 1 hit point per turn in contact).

Fire Mephit

The most mischievous of all mephits, these fiends play terrible pranks on other mephits (such as pushing lava mephits into water and watching them harden) and on their victims.

Touching a fire mephit causes 1 point of fire damage. Their clawed hands rake for 1d3 points of damage each, plus 1 hit point of fire damage per hit.

Fire mephits may use their breath weapon three times a day. It has two forms. The first is a flame jet 15 feet long and 1 foot wide. This jet hits one target, of the mephit's choosing, for 1d8+1 points of fire damage

(half if DC 12 Dexterity Saving Throw is successful). The second form is a fan of flame covering a 120 arc directly in front of the mephit. Any creature in the arc, and within 5' of the mephit, suffers 4 points of fire damage, with no Saving Throw allowed.

Fire mephits may also cast Heat Metal (DC 12) and Magic Missile (two missiles) spells each once per day. Once every hour a fire mephit can attempt to Gate in another mephit. The chance for success is 25% and the summoned mephit is either fire, lava, smoke, or steam (equal probability of each).

Ice Mephit

Ice mephits are angular in form, with translucent ice-blue skin. They live on the colder lower planes and never mix with fire, lava, smoke, or steam mephits. Ice mephits are aloof and cruel, surpassing all other mephits in the fine arts of torture and wanton destruction.

In combat, ice mephits attack with two clawed hands, inflicting 1-2 points of damage each. In addition, their chilling touch has a freezing effect, dealing 1 point of cold damage per hit.

Ice mephits may breathe a volley of ice shards three times per day. This volley hits a single victim within 15 feet of the mephit. Damage is 1d6 points of cold damage, halved if the victim rolls a successful, DC 12, Dexterity Saving Throw.

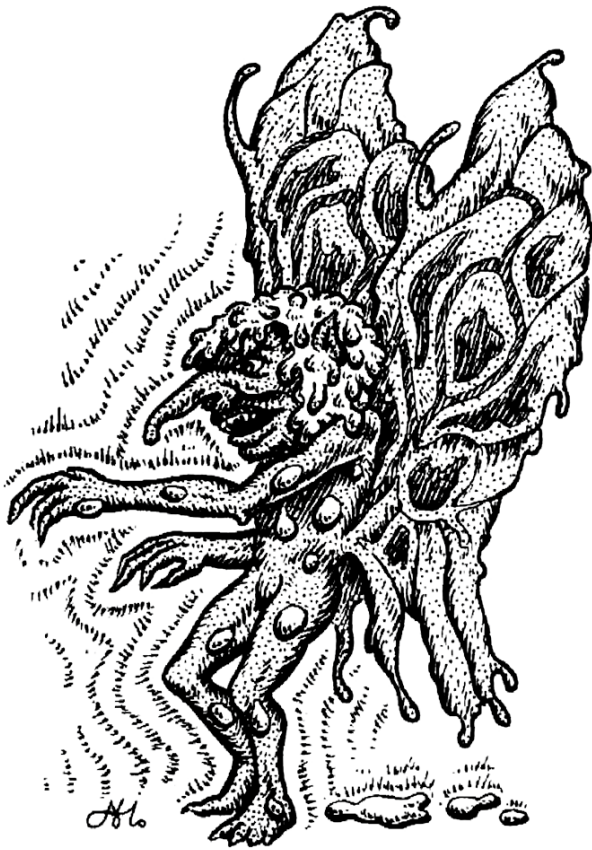
Once per hour an ice mephit may attempt to Gate in one other mephit. The chance of success is 25% and the summoned mephit is either mist or ice (equal probability of each).

Lava Mephit

Lava mephits are the least intelligent of all mephits. They are slow on the uptake and frequently the brunt of fire mephit jokes. Lava mephits generate extreme heat that can be felt 30 feet away. Their claws are small and soft, causing only 1 point of damage when they hit, but each hit inflicts an additional 1d8 points of fire damage. The touch of a lava mephit automatically melts or burns most materials. The rate of this destruction varies from one hour to burn through an inch of wood to three rounds to completely melt plate armor.

Their breath weapon is a molten blob of lava usable once every three melee rounds. This blob may be spit at one target within 10 feet of the breathing mephit, requiring a successful attack roll to hit but allowing no Saving Throw on a successful hit. A lava mephit may use this weapon a maximum of eight times, after that, the mephit must recharge by soaking in a lava pool for one hour. Mephits may recharge during battle, if they come in contact with lava during combat, they regenerate 2 hit points per melee round. This ability is, of course, lost if the mephit is brought to 0 hit points or less.

These fiends may Shapechange into a pool of lava 3 feet in diameter by 6 inches deep. This maneuver does not recharge the breath weapon. They may still be harmed normally when in this lava pool form.



Once every hour, a lava mephit may attempt to Gate in 1-2 other mephits. The chance of success is 25%. If two are summoned, they are of the same type (equal probability of fire, lava, smoke, or steam).

Mist Mephit

Mist mephits fancy themselves as spies par excellence and practice this ability on other mephits. They are quick to report other mephits who show mercy or any other treasonous behavior, and they never engage in idle banter with other mephits.

Mist mephits have the ability to see clearly in fog or mist (ignoring concealment penalties from both). Their skin is pale green.

They never engage in melee unless they are trapped. Their soft claws inflict just 1 point of damage when they hit. Mist mephits may breathe a sickly, green ball of mist, every other round, up to three times an hour. This ball automatically envelopes one victim within 10 feet of the breathing mephit. The victim must make a DC 12 Constitution Saving Throw or suffer 1d4+1 points of poison damage and be blinded for 1d4 rounds.

In addition to the breath weapon, mist mephits can cast Wall of Fog once per day. They can also assume Gaseous Form once per day and often use this ability to spy on others or escape combat.

Once per hour a mist mephit may attempt to Gate in 1-2 other mephits. The chance of success is 20%. If two mephits arrive, they are of the same type (either ice or mist, equal probability).

Smoke Mephit

Smoke mephits are crude and lazy. They spend most of their time lounging around invisible, smoking pipe weed, telling bad jokes about their creators, and shirking their responsibilities.

Smoke mephits' two clawed hands cause 1-2 points of damage each. Their breath weapon consists of a sooty ball usable every other melee round, with no limit on the number of times it can be used in a day. The sooty ball may be spat at one creature, of the mephit's choice, within 20 feet, causing 1d4 points of fire damage and blinding the victim for 1-2 rounds on a successful attack roll. No Saving Throw is permitted.

Smoke mephits may cast Invisibility and Dancing Lights once each per

day. Once per hour they can attempt to Gate in 1-2 other mephits. The chance of success is 20%, with equal probability of the summoned mephits being fire, lava, smoke, or steam. If two mephits appear, they are of the same type.

When a smoke mephit dies, it disappears in a flash of flame. The flash causes 1 point of fire damage to all creatures within 10 feet (no Saving Throw).



Steam Mephit

Steam mephits are the self-appointed overlords of all mephits. They frequently give orders to weaker mephits. In addition to hissing steam escaping from their pores, steam mephits leave a trail of near-boiling water wherever they walk.

The hardened claws of a steam mephit cause 1d4 points of damage each, plus 1 additional point of fire damage per touch. In addition, the victim must make a DC12 Constitution save or be stunned for one round. These effects are cumulative, so a victim raked twice could be stunned for two rounds.

Steam mephits can breathe a scalding jet of water every other round; no limit to the number of times per day this can be used. This jet has a 20-foot range and deal 1d3 points of fire damage on a successful attack roll. Anyone hit by this jet of water must make a DC12 Constitution save or be stunned for one round.

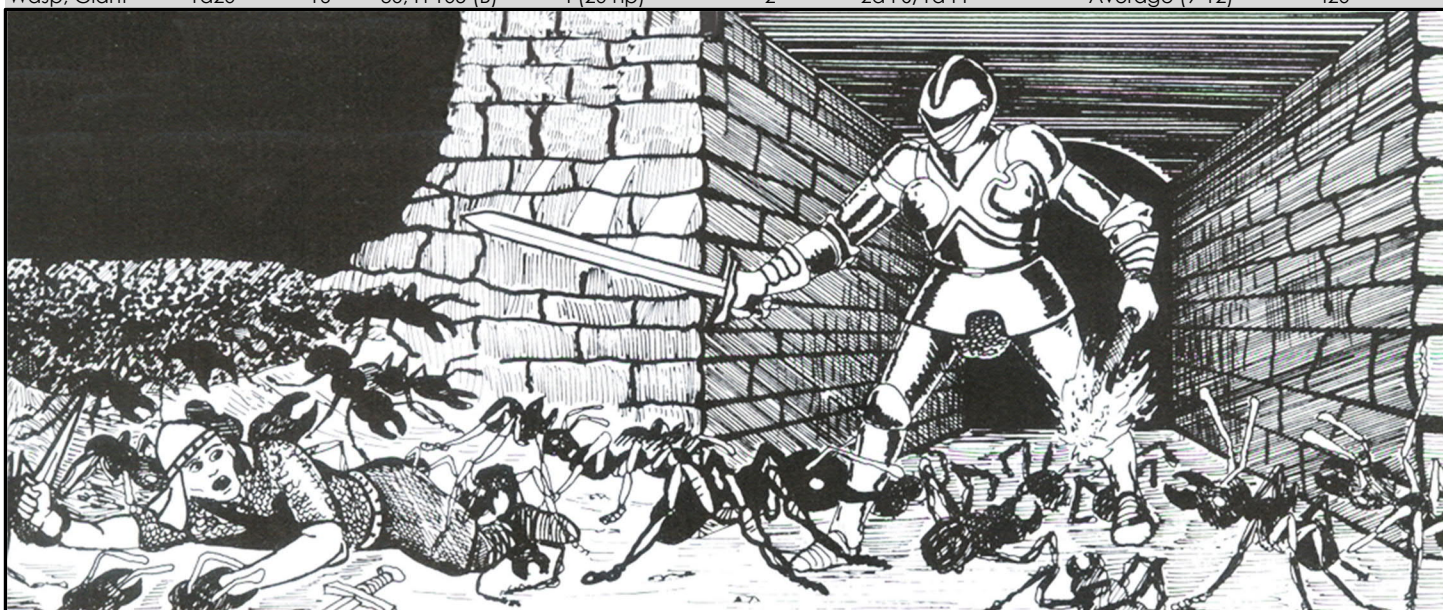
Once per day a steam mephit may create a rainstorm of boiling water over a 20-by 20-foot area. This storm inflicts 2d6 points of fire damage to all victims caught in the area of effect, with a DC 12 Dexterity Saving Throw reducing damage by ½. Steam mephits may also Putrifying Water (as the reverse of Purify Food and Drink) once per day.

Once per hour a steam mephit may attempt to Gate in 1-2 other mephits with a 30% chance of success. There is an equal probability that the summoned mephits are either fire, lava, smoke, or steam. If two are summoned: they are of the same type.

Unlike other mephits, who will delay an attack for as long as possible, steam mephits are ruled by their oversized egos. They will even ambush even large, well-armed parties, striking first with boiling rainstorms, then concentrating their breath weapons on the nearest magic-user or cleric.

INSECT

Insect	#AP	AC	MV	HD	#Att	Dmg/Att	Morale	XP Value
Ant, Giant	1d100	17	90, Br 5	2 or 3 (10 or 15 hp)	1	1d6 or 2d4 S	Average (9-12)	Worker: 35 Warrior: 175
Ant Lion, Giant	1	18	45, Br 5	8 (40 hp)	1	5d4 S	Average (9-12)	1,400
Aratha	1	17	60	9 (45 hp)	4	1d10 P x4	Elite (16-17)	6,000
Aspis, Cow	1	13	3	10 (50 hp)	1	1d6 P + 2d6 A	Elite (16-17)	2,000
Aspis, Drone	2d10	17	75	6 (30 hp)	2	1d4 S or weapon	Elite (16-17)	650
Aspis, Larva	6d10	14	5, Sw 30	2 to 5 (10 to 25 hp)	1	1d6+1 S	2-3 HD: Steady (13-15) 4-5 HD: Elite (16-17)	2 HD: 65 3 HD: 120 4 HD: 175 5 HD: 270
Assassin Bug	2	15	30, Fl 90 (C)	1+1 (6 hp)	1	1d4 P	Unsteady (6-8)	120
Bee, Worker	1d10	14	45, Fl 150 (D)	3+3 (18 hp)	1	1d3 P + poison	Steady (13-15)	175
Bee, Soldier	1	15	60, Fl 150 (C)	4+4 (24 hp)	1	1d4 P + poison	Champion (18)	270
Bumblebee	1	15	30, Fl 120 (E)	6+6 (36 hp)	1	1-6 P + poison	Elite (13-14)	650
Cave Cricket	1d8	16	30, Hop	1+3 (8 hp)	Nil	Nil	Unreliable (4-5)	15
Dragonfly, Giant	1d6	17	15, Fl 180 (B)	7 (35 hp)	1	3d4 P	Steady (13-15)	1,400
Dragonfly, Larva	1	17	45, Sw 15	6+6 (36 hp)	1	3d6 P	Steady (13-15)	650
Ear Seeker	1d4	11	5	1 hp	1	See below	Unsteady (6-8)	15
Firefriend	1d4	16	15, Fl 90 (B)	1+4 (9 hp)	1	1d2 P	Unsteady (6-8)	35
Fly, Bluebottle	1d10	14	45, Fl 150 (D)	3 (15 hp)	1	1d8 P	Unsteady (6-8)	65
Fly, Horsefly	1d4	15	30, Fl 135 (D)	6 (30 hp)	1	2d8 P	Unsteady (6-8)	270
Fyrefly	1	15	Fl 90 (A)	¼ (1 hp)	1	1 F	Steady (13-15)	175
Horax	3-30	17	75	4 (20 hp)	1	2d8 P	Average (9-12)	Adult: 270 Young: 15
Hornet, Giant	1	18	30, Fl 120 (B)	5 (25 hp)	1	1d4 P + poison	Average (9-12)	650
Pernicon	4d10	17	60	¼ (1 hp)	1	1d10 P + blood drain	Unreliable (6-8)	15
Praying Mantis	1d2	15	75	2 to 12 (10 to 60 hp)	3	2-4 HD: 1d2 S x2/1d6 P 6-8 HD: 1d4 S x2/1d8 P 10 HD: 1d6 S x2/1d10 P 12 HD: 1d8 S x2/1d12 P	Unwavering (20)	2 HD: 35 4 HD: 120 6 HD: 270 8 HD: 650 10 HD: 1,400 12 HD: 2,000
Termite, Giant								
King	1	15	30, Br 5	6+6 (36 hp)	1	3d6 P	Unreliable (6-8)	975
Queen	1	16	15	8+8 (48 hp)	1	5d6 P	Unsteady (6-8)	1,400
Soldier	3d6	18/12	45, Br 5	2+2 (12hp)	1	1d4 P	Elite (16-17)	120
Worker	6d10	18/10	45, Br 5	1+2 (7 hp)	1	1d2 P	Average (9-12)	35
Tick, Giant	3d4	17	15	2 to 4 (10 to 20 hp)	1	1d4 P	Average (9-12)	2 HD: 35 3 HD: 65 4 HD: 120
Wasp, Giant	1d20	16	30, Fl 105 (B)	4 (20 hp)	2	2d4 S/1d4 P	Average (9-12)	420



Insects are the heartiest and the most numerous of creatures. Normal insects are found almost everywhere. The giant variety, many of which are listed here, with added brawn and power, make tough opponents.

Ant, Giant

Both worker and warrior ants fight. If a warrior manages to bite, it also tries to sting for 3d4 points piercing damage. The queen has 10 HD but does not move or fight.

Ant Lion, Giant

Ant lions are large-sized insects that build tapering pits in loose sand and wait for prey to fall in. Once the ant lion hits, all additional attacks are automatic until its victim breaks free from its mandibles (DC 18 Athletics skill check).



Aratha

Aratha live in shallow caves and attack anything that nears their cave. Aratha have a natural ability to attract prey by secreting a hormone. Those with 300 feet of the aratha must make a DC 13 Wisdom Saving Throw or be drawn toward the aratha, even if there are intervening walls and doors.

Aratha grasp and hold prey with their 8-foot clawed tentacles that can lash out 20 feet. An aratha does not bite opponents, but chews flesh torn from prey by its tentacles. If trapped in their lair, they will fight to death, but if their prey proves too challenging, they will withdraw their tentacles and release hormones (13 Wisdom Saving Throw) that force their prey to flee for 1d3 minutes.

Aratha are able to enter a state of suspended animation in order to survive long stretches (up to 3 months) without sustenance.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
9	3/3/11	PsC,MT,PB/All	13	202

Psychokinesis: Molecular Agitation.

Psychometabolism: Body Equilibrium, Complete Healing

Telepathy: Life Detection

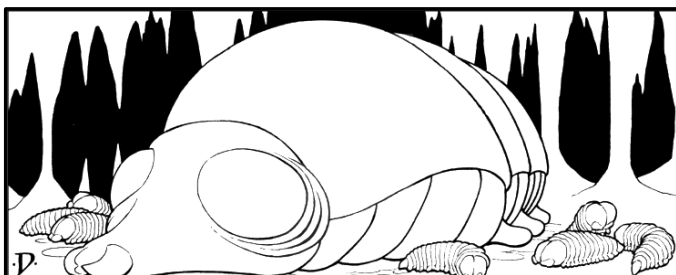
Aspis

Considered mysterious by humans, aspis are seldom encountered in populated lands unless raiding for food. They commonly live in small groups, tending to their own business and only occasionally dealing with outsiders. Few people can report of ever meeting one of these creatures, and the existence of larvae and cows is only rumor. These must exist, however, as they are necessary for the survival of the race.

Cow: Unlike other larvae who metamorphose into drones, the cows retain their larval form, becoming huge and bloated females, 10-15 feet in length. Their sole purpose in life is to lay eggs for the nest.

Aspis lairs are found underground and consist of sloping tunnels bored through soft rock or dirt. A lair or nest will consist of 1-3 egg chambers, 2-4 granaries, 1-6 grub hatcheries, and a central chamber. The tunnels are commonly about 4 feet high and will be well-defended by traps and guards. The grub hatcheries will contain 1-10 larvae each. Only 1 cow will be found in any nest. There is a 10% chance that 10-100 giant ants will share the nest with the aspis.

They are sluggish creatures, but their large size makes their bite dangerous. In addition, their skin exudes a milky, acidic slime that will eat through metal or wood in 1 round and will burn exposed flesh for 1d8 points of acid damage each round until washed off. The corrosive gel usually coats everything within 30' of the aspis cow.



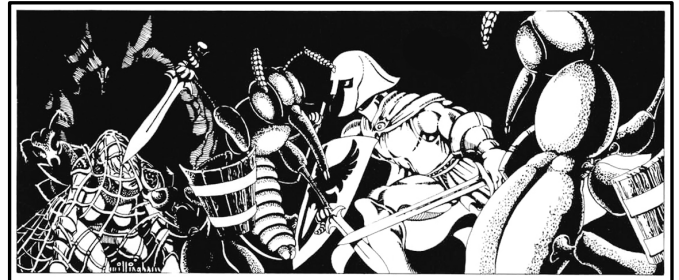
Drone: Aspis drones are the adult males of the nest and perform all functions dealing with the outside world. These creatures lack individual identity even to the point of not having personal names.

Fierce warriors, they are capable of using all weapons but bows and can fashion items they need with skill.

Aspis drones speak their own language and 5% will be able to speak Common. They do not have a written language per se but may communicate by using subtle scents and perfumes.

Drones are 6 feet long and look like giant weevils. They have an extremely long proboscis and multifaceted eyes. Their diet consists of vegetable matter and meat. Blood is a preferred drink amongst them.

Most combat situations are handled by aspis drones. They rise on two rear legs, leaving the other four limbs to wield two weapons and two shields, increasing its AC to 18. All aspis are immune to cold and electrical damage; and resistant to fire damage.



Larva: Aspis larvae are the offspring of the nest. Ranging anywhere from 1½ - 3 feet in length, they resemble fat, white grubs. They are blind and deaf but can locate and identify other creatures through vibrations and scent. They have voracious appetites and require an almost constant supply of food. They are most commonly found in hatcheries maintained by the drones, which are usually pits of rotting materials in which the larvae swim or burrow and feed. Occasionally the drones will select 1 larva and feed and treat it in such a way that it will not develop along normal lines but will instead become an aspis cow.

Aspis larvae attack with their perpetually ravenous jaws.

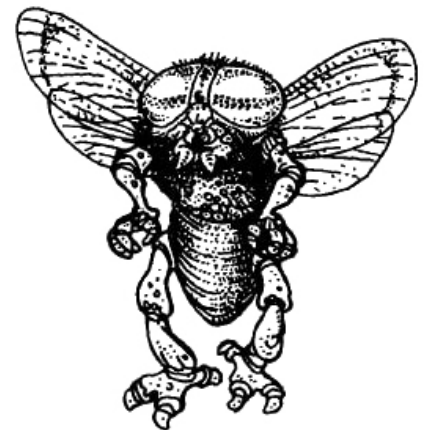
Assassin Bug

An assassin bug is 2' long, four-legged insect that reproduces by implanting eggs into living human hosts.

The male assassin bug attacks first with the female close to the battle.

Those bitten must make a DC 11 CON save or that part of the body is paralyzed for one hour.

The female attacks that same location the following round to inject 1d6+6 eggs. In 1d12+12 hours, the eggs hatch, and each larva causes 1 point of damage per hour. After two weeks, the larvae emerge as adults. Cure Disease will erase the infestation.



Bee, Worker

Giant worker bees are Medium-sized insects that use their stinger in combat. The victim must make a DC 12 CON save or suffer an additional 1d4 points of poison damage. Bees lose their stinger after one use and die in an hour. If encountered at the hive, there will be 20d10 worker bees.

Bee, Soldier

Giant soldier bees are identical to worker bees, except their sting causes more damage, and the poison save DC is 13.

Bumblebee

Giant bumblebee are Large-sized insects. Their poison causes an

additional 1d6 points of damage unless a DC 14 CON save is made.



If encountered at or near the nest, there will be 1d6+6 bumblebees, and a combative queen. The queen has 8+8 HD and a sting that causes 1d8 points of damage. The poison from her sting causes an additional 2d4 points of damage if a DC 16 CON save is failed. Bumblebees do not lose their stingers after use.

Cave Cricket

If a group of people are within 20 feet of a chirping cave cricket, the noise drowns out all speech and vocal spell casting (DC 12 Concentration Check to cast spells with a verbal component). The noise inhibits the victim's ability to hear approaching predators and enemies. Cave crickets are Small creatures.



Dragonfly

Giant dragonflies are Medium-sized creatures that gain a +4 Armor Class bonus against missile weapons. A dragonfly scoops Tiny- and Small-sized creatures into its leg basket and devours them in midair (DC 15 Athletics skill check to resist this attack). When captured, its victim is attacked automatically unless the victim breaks free (DC 15 Athletics skill check to break free). When attacking Medium- or Large-sized creatures, the dragonfly darts in to bite with its mandibles, and backs up, always facing its opponent.

Dragonfly, Larva

These Tiny larvae get a +5 to all Stealth skill checks. Their mandibles are covered with a rubbery organ when not in use; so even before the attack, they appear to be inoffensive, toothless creatures.

Ear Seeker

Ear seekers are tiny insectoids (1/2" long) that are found in wood. They live by eating dead cellulose, but they need warm places to lay its eggs, favoring locations like ears. The creature lays 8+1d8 eggs that hatch in 4d6 hours.

The larvae eat the surrounding tissue, deafening the victim. Constantly burrowing deeper into the victim's head where food and warmth are plentiful, the host must make a DC 10 Constitution save after 1 day of die. Those who make the save must make a save, with a cumulative, +2, to the DC each day thereafter until they die, a Cure Disease is cast upon the victim, or the ear seekers emerge from the infested ear as adults (after 4 days).

A Cure Disease removes the infestation but does not return the loss of hearing.

Firefriend (Giant Firefly)

In addition to its mandibles, the giant firefly can brighten its abdomen once every 10 minutes, creating an intense glow of greenish light that

causes 5d4 points of fire damage to all within 10'. A Wisdom Saving Throw (DC 11) reduces this damage by 1/2. They are Small creatures.

Fly, Giant Bluebottle

This Medium-sized breed of giant fly prefers carrion, offal, and the like. They are, however, attracted to sweet odors, and creatures covered with blood or open wounds.

Fly, Giant Horsefly

The largest of all giant flies, the giant horsefly alights on any creature to attack for blood with its tuberos mouth. After biting, the giant horsefly causes an equal amount of damage the next round by drawing blood, unless driven off or the victim breaks free (DC 13 Athletics skill check).

Fyrefly

Fyreflies are 1" long insects that are thought to come from the Elemental Plane of Fire.

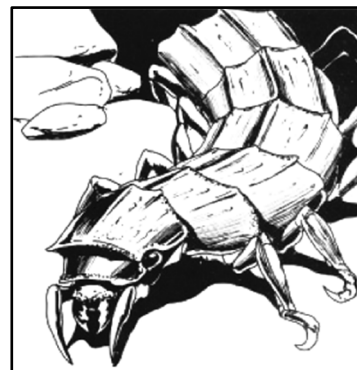
When a fyrefly contacts unattended flammable objects, these items must make a DC 11 Item Saving Throw (PHB 56) or catch fire. If a fyrefly bites a person, that person's garments must make an Item Saving Throw only if the fyrefly rolls a natural 20 on its attack roll. Those in burning clothing suffer 1d6 points of fire damage for 1d3 rounds or until the garment is remove or the fire is put out.

Fyreflies are immune to fire damage and thrive in fiery places. Fyreflies become dormant if hit by water or cold.

Horax

The horax are Medium-sized insectoid creatures, as ferocious as they are mindless. They are long with 12 legs, small but powerful mandibles, and tough chitinous plates that cover the back.

Horax attack in packs. Once a horax scores a hit, it maintains its hold, causing damage every round, unless the target makes a DC 12 Athletics skill check to break free from its mandibles.



Hornet, Giant

The solitary giant hornet is a Medium-sized insect that swoops down on its prey, holding with its legs (DC 13 Athletics skill check to resist this Grapple) while its stinger repeatedly stabs the victim. A failed DC 13 CON Save causes an additional 5d6 points of poison damage and 2d6 hours of paralysis. Hornets do not lose their stingers when they attack.



Pernicon

A brightly-colored insect rather like a grasshopper about 2" long - red, yellow, ochre and light blue - the pernicon inhabits the outer regions of deserts and is much prized by the nomads of these regions because the antennae on its head are water-diviners, vibrating and giving off a low hum when within 120' of a large quantity of water.

The pernicon is usually inoffensive but will attack in large numbers if disturbed, accidentally or otherwise. It leaps on its victim and grips exposed flesh with the pincers at the rear of its abdomen. If it hits, the pernicon will inflict 1d3 points of piercing damage and will also drain water and other body fluids from the victim, causing 1 point of

Constitution damage. Each round thereafter this process will continue automatically, without the need of a "to hit" roll unless the victim tears the pernicon free (which inflicts 1d3 points of slashing damage to the victim because of the pincer's tight grip).

Even when the pernicon is killed its pincers continue to grip fast. Removing a dead pernicon from the victim's body will inflict a further 1d4 hit points of damage unless a DC 10 Medicine skill check is made.



Praying Mantis, Gargantuan

The gargantuan, Medium- to Large-sized, praying mantis grabs prey that inadvertently comes too close with its front spiny arms (the DC of the Athletics skill check to resist this Grapple equals 12 + the creature's Proficiency Bonus). Besides its two claws, it bites with its strong mandibles, removing and chewing flesh with each unerring strike. They gain a +6 bonus to all Stealth checks made to hide in vegetation.

Termite, Giant Harvester

Groups of 30 or more worker termites are accompanied by soldiers.

Soldier termites can spit an irritating liquid, like kerosene, once every 10 minutes at a range of 10 feet. This flammable liquid blinds creatures, for 5d4 rounds if they fail a DC 11 DEX Saving Throw. If ignited, termite spittle causes 2d6 points of fire damage.

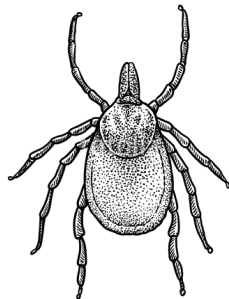
King termites have double range spittle and can use this attack every other round, but the queen lacks this ability. Both the queen and king (and the eggs) are guarded by twice the number of workers and soldiers encountered normally, and who attack with a +1 to hit and with an Unwavering (20) Morale score.

Tick, Giant

Giant ticks are found in forests and occasionally in caves or caverns as well.

These Small-sized creatures drop on victims from trees, stalactites, or rock formations (+5 to Stealth skill checks made to ambush prey).

After the initial hit, the tick drains 1d6 hit points of blood every round until its drain total equals its hit point total. The victim must make a DC 11 CON save to avoid contracting a fatal disease that kills the host in 2d4 days unless a Cure Disease is cast.



A giant tick must be killed, torn free, severely burned, or immersed in water to detach it prior to satiation. If torn from its target, the target takes 1d4 points of slashing damage unless a DC 10 Medicine skill check is made.

Wasp, Giant



These cooperative insects attack with both their bite and stinger. A failed DC 12 CON Save causes an additional 5d6 points of poison damage and 2d6 hours of paralyzation. Wasps do not lose their stingers when they attack.

INSECT SWARM

	Velvet Ants	Grasshoppers and Locusts
CLIMATE/TERRAIN:	Tropical, subtropical or temperate/Forest, hills, and plains	
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Swarm	Swarm
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Herbivore
INTELLIGENCE:	Animal (1-2)	Animal (1-2)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	See below	See below
ARMOR CLASS:	12	12
MOVEMENT:	30	30, Fl 90 (C)
HIT DICE:	See below	1 hp per 20 insects
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	See below	See below
SPECIAL ATTACKS:	Poison	Nil
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (1" long); see below	T (2" long); see below
MORALE:	Unsteady (6-8)	Unsteady (6-8)
XP VALUE:	See below	See below

As individuals, velvet ants, grasshoppers, and locusts are relatively harmless. But in swarms, these insects can cause immense damage to fields and forests, as well as threatening the lives of all creatures in their path.

Velvet Ants

The velvet ant resembles a plump version of the common ant, except for the soft fuzz that covers its entire body. The fuzz is usually red or black, but it can also be yellow, brown, or orange.

Combat: A velvet ant swarm eats everything in its path, animal matter as well as vegetation. To determine the size of a swarm, roll 1d100 and multiply the result by 1,000. There are about 100 ants per square foot; therefore, a swarm of 10,000 ants forms a block about 10 feet per side.

If a swarm meets with an obstacle, it turns 90 and continues. A victim in contact with a swarm has an 80% chance per round of being bitten and suffering 1d4 points of piercing damage.

The victim must roll a successful, DC 11, CON Saving Throw or be sickened (suffering from intense pain) for the next 2d4x10 minutes.

Each point of damage inflicted on an insect swarm kills 1d20 insects. They may be scattered with smoke or fire; immersion in water washes them off. If half of a swarm is killed, the survivors attempt to scatter and hide. If an entire swarm is killed, award 975 experience points.

Grasshoppers and Locusts

The grasshopper is about 2 inches in length and is usually green or brown in color. The grasshopper can make leaps of about four feet. Locusts are a type of grasshopper, with shorter antennae. They can rub their hind legs against their wings to produce a distinctive chirp.

Combat: Grasshopper and locust swarms fly from place to place in search of lush fields on which to settle and consume. These swarms move in straight lines and are easy to avoid.

To determine the size of a grasshopper swarm, roll 1d100 and multiply the result by 10,000. Multiply this result by 2 when determining the size of a locust swarm. There are about 20 grasshoppers or locusts per square foot (for convenience, assume there are 20 insects per cubic foot when approximating the size of flying swarm).

A victim in contact with a grasshopper or locust swarm has a 90% chance per round of being bitten and suffering 1 point of piercing damage. Additionally, victims within a cloud of these insects have their vision reduced to 2d4 feet. Everyone within the swarm has heavy concealment (PHB 68).

Each point of damage inflicted on an insect swarm kills 1d20 insects. They may be scattered with smoke or fire; immersion in water washes them off. If half of a swarm is killed, the survivors attempt to scatter. If an entire swarm is killed, award 2,000 experience points.

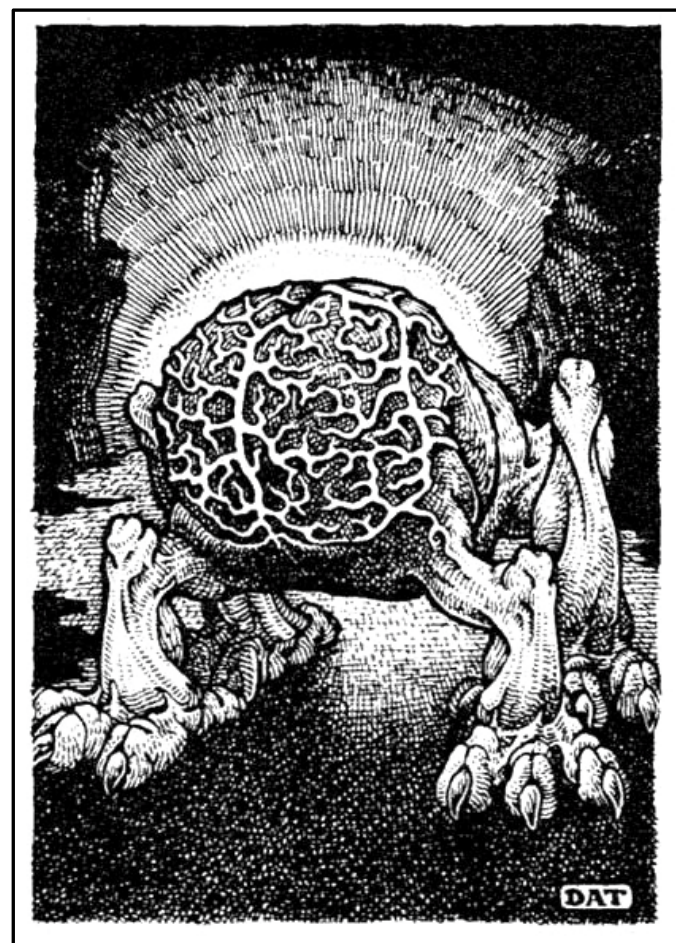
Habitat/Society: Insect swarms are migratory, sleeping at night wherever they happen to be. Females lay up to 100 eggs every year. These insects have no leaders or any specialized workers. They do not collect treasure.

Ecology: Velvet ants eat seeds, grasses, and meat, especially enjoying carrion. The poison of velvet ants renders them inedible to carnivores.

Grasshoppers and locusts prefer seeds and grains. Snakes, mice, birds, and spiders are among these insects' numerous natural enemies. Grasshoppers and locusts can be eaten by carnivores.

INTELLECT DEVOURER

	Adult	Larva (Ustilagor)
CLIMATE/TERRAIN:	Any subterranean or dark area	Dark, moist areas
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	During darkness
DIET:	Mental energy	Emotions
INTELLIGENCE:	Very (11-12)	Not ratable
TREASURE:	D	Qx1d20
ALIGNMENT:	Chaotic evil	Neutral (evil)
NO. APPEARING:	1d2	1d3
ARMOR CLASS:	16	15
MOVEMENT:	75	45
HIT DICE:	6+6 (36 hit points)	3+3 (18 hit points)
NO. OF ATTACKS:	4	1
DAMAGE/ATTACK:	1d4 S x4	1d4+1 A
SPECIAL ATTACKS:	Psionics, stalking	Psionics, poison
SPECIAL DEFENSES:	+3 weapon to hit; see below	Psionics
MAGIC RESISTANCE:	Nil (see below)	Nil
SIZE:	T (6" long)	T (6" long)
MORALE:	Fanatic (19)	Unsteady (6-8)
XP VALUE:	6,000	650



The term "intellect devourer" refers only to this creature's adult form; its larva is an ustilagor. Both resemble a brain on four legs. The body of the intellect devourer has a crusty protective covering, and its legs are bestial, jointed, and clawed. The ustilagor's body is soft and moist and usually covered with a gray fungus; it has a 3-foot-long tendril at the front, and its legs are spindly and coral-like. Though both forms are about brain-sized, the adult can use psionics to alter its size.

Combat: The ustilagor attacks by striking with its flexible tendril. The tendril secretes an alkaline substance which causes 1d4+1 of acid damage on a successful hit, as well as another 1d4+1 acid damage the following round, unless the victim makes a successful DEX Saving Throw (DC 12). The creature is quite agile and can jump and dart quickly.

The ustilagor can also attack psionically, first making contact with a victim's mind. It uses Domination to draw them near to give a victim an aversion to fungus or to a certain area; psionic blast to incapacitate them.

Despite its psionic prowess, the ustilagor cannot be attacked mentally (magically or psionically) except by psionic blast. Its fungal growth interferes with and prevents mental attacks, protects the ustilagor from drying out, prevents cerebral parasites from attacking, and makes the creature immune to fungal attacks and any power that reads or affects an aura.

The adult form also prefers to attack with psionics, though its three-taloned paws can all be used in the same round, as the creature jumps on an opponent and rakes.

Aside from its regular psionic powers (see below), the adult intellect devourer has specialized forms of three psionic powers; these are constantly in effect and cost no PSPs, but they do count as psionic activity for detection purposes. Through a special form of energy containment, the intellect devourer is immune to fire damage, and takes has resistance to lightning damage; a form of split personality is always in effect, allowing the creature to attack with psionics and claws in the same round; and it has continual Psionic Sense with a 60 foot range.

The intellect devourer is immune to weapons with less than a +3 enchantment and has resistance to all weapon damage. It saves against Death spells and effects as a 10 Hit Die creature. A Protection from Evil keeps the intellect devourer at bay, and bright light (including that caused by fire) drives it away.

An intellect devourer hunts and stalks psionic creatures. After killing a psionic victim, it sometimes devours the brain and uses Phase to enter the skull and occupy its place. It reads the victim's mind as it devours it, then animates the body from within, using it to find other minds to attack and devour.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
Larva				
2	2/1/5	II/M-	11	150
Adult				
6	3/3/11	EW, II/M-, TS, IF	13	200

Intellect devourers have the following psionic powers; ustilagor have only those powers marked by asterisks:

Psychometabolism: Body Control*, Body Equilibrium*, Chameleon Power

Psychopotation - Astral Projection, Phase.

Telepathy: Domination*, ESP, Life Detection*, Mindlink, Probe

Habitat/Society: Intellect devourers dwell beneath the ground or in dismal wilderness areas. Their reproductive method is unknown. The intellect devourer rarely protects its young and may even devour them. Ustilagor develop a symbiotic relationship with a bizarre fungus which feeds on residual thought emanations from the ustilagor's victims. An ustilagor becomes an adult by consuming the brain of a psionic creature.

Ecology: Mind flayers raise intellect devourers, treating the ustilagor as culinary delights, and using adults as watch dogs. Both forms of the creature can be used as components in items and potions related to ESP and mind control.

INVISIBLE STALKER

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-15)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	17
MOVEMENT:	60, Fl 60 (A)
HIT DICE:	8 (40 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4d4 B
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	6
SIZE:	L (8' tall)
MORALE:	Elite (16-17)
XP VALUE:	3,000

The invisible stalker is a creature from the Elemental Plane of Air. Those encountered on the Prime Material Plane have almost always been summoned by magic-users to fulfill a specific task.

The true form of the invisible stalker is unknown. On the Material, Astral, or Ethereal planes, the invisible stalker can only be perceived as a shimmering air mass which looks much like the refraction effect caused by hot air passing in front of cold.

Invisible stalkers understand Common but cannot speak it. They can converse only in their own language, which sounds much like the roaring and whooshing of a great windstorm.

Combat: Invisible stalkers attack by using the air itself as a weapon. It is capable of creating a sudden, intense vortex that batters a victim for 4d4 points of damage. Such attacks affect a single victim on the same plane as the invisible stalker.

Due to their invisibility, these creatures usually surprise their opponents (+12 to Stealth checks). Similarly, it has total concealment from all opponents who are unable to see or detect invisible foes (+4 to its Armor Class). Although they are fully invisible on the Prime Material Plane, their outlines can be dimly perceived on the Astral or Ethereal planes.

Invisible stalkers can only be killed on the Elemental Plane of Air. If attacked on another plane, they automatically return to their home plane when their total hit points are exceeded by the damage they suffered.

Habitat/Society: Little is known about the lives of these creatures on their home plane. It is assumed that they are similar to normal air elementals when encountered there.

Those present on the material plane are there as the result of a conjuration by some magic-user. This magic causes the creature to serve its summoner for a time. The conjurer retains full command of the stalker until it either fulfills its duties or is defeated and driven back to its home plane. Once given a task, an invisible stalker is relentless. They are faultless trackers who can detect any trail less than a day old. If ordered to attack, they will do so with great fury and will cease their efforts only upon their own destruction or the direct orders of their master. Once their mission is accomplished, the creature is free to return to its home plane.

The invisible stalker is, at best, an unwilling servant. It resents any task assigned to it, although brief, uncomplicated labors may be seen as something of a diversion and thus undertaken with little resentment. Tasks that require a week or more of its time will drive the invisible stalker to pervert the stated intent of the command. Such commands must be carefully worded and come from a powerful magic-user. An invisible stalker may look for a loophole in the command as a means of striking back at its master. For example, a simple command such as "keep me safe from all harm" may result in the stalker carrying the conjurer back to the Elemental Plane of air and leaving him there in a well-hidden location.

For each day of the invisible stalker's indentured servitude there is a 1%

cumulative chance that the creature will seek a means to pervert its commands and free itself of service. If no option is open, the creature must continue to serve.

Ecology: Invisible stalkers are a species unwillingly transplanted to the Prime Material Plane. They are slaves whose terms of servitude dominate their brief stays. Those who have been subjected to great hardship, assigned very difficult tasks, or who have faced death at the hands of humanoids, tend to retain a distrust or outright hatred of them. Those that have had an easy time during past periods of service or who are first time arrivals on the Prime Material Plane may be easier to deal with. Such feelings may carry over to influence encounters with humanoids traveling in the aerial plane. Anyone who has befriended an invisible stalker in the past will find that voyages through the plane of elemental Air are far less hazardous than they might otherwise have been.

Invisible stalkers only obey those who actually summon them and few magic-users can be commissioned to summon such a being on another's behalf. Some mercenary magic-users have been able to construct the necessary summons onto scrolls that are usable by others. These sell for between 5,000 and 10,000 gp and are very dangerous to use. Even the slightest error can cause users of such scrolls to come to a tragic end.

IXITXACHITL

CLIMATE/TERRAIN:	Shallow tropical waters
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average to High (9-15)
TREASURE:	P, R, S (in lair only)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d8+4
ARMOR CLASS:	14
MOVEMENT:	Sw 60
HIT DICE:	1+1 to 4+4 (6 to 24 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4 S
SPECIAL ATTACKS:	Spells, see below
SPECIAL DEFENSES:	Spells, see below
MAGIC RESISTANCE:	Nil
SIZE:	S-L (3'-8' wingspan)
MORALE:	Elite (16-17)
XP VALUE:	35
1+1 HD cleric:	65
2+2 HD cleric:	120
3+3 HD guardian priest:	270
4+4 HD high priest:	420
2+2 HD vampiric:	420
8+8 HD greater vampiric:	4,000

Ixitxachitl are a race of intelligent, aquatic beings that resemble small manta rays with barbed tails. They have an evil disposition and worship evil powers; they love to hunt marine humanoids, and then sacrifice or devour their catch.

Ixitxachitl is both singular and plural; it is properly pronounced ish-it-SHACH-itl, though many refer to them as icks-it-ZACH-it-ul or even icks-it-zuh-chit-ul.

Combat: A favored tactic of itxitxachitl is to hide in the sand of the ocean floor, wait for prey to pass by, then spring up and bite them (they gain a +6 bonus to Stealth checks when using this tactic). Some itxitxachitl act as priests, learning special versions of spells which have only verbal components. For every 10 itxitxachitl encountered, there is one itxitxachitl with the abilities of a 2nd level cleric. For every 20, there is an individual with the powers of a 3rd level cleric. For every 50, there is one with 2+2 Hit Dice and the abilities of a 5th level cleric.

When more than 50 are encountered, they are led by a high cleric with 4+4 HD and 8th level ability. The high cleric is accompanied by two guardian priests, each with 3+3 HD and 6th level ability. Guardian and high priests often have treasure type U, with magical items that can be used without hands.

For every 20 itxitxachitl encountered, there is a 50% chance they will be

accompanied by a vampiric ixitxachitl. One in one hundred of these are greater vampiric ixitxachitl, but these are rarely encountered outside a city.



Habitat/Society: Though they are occasionally encountered in rivers, ixitxachitl live in shallow ocean depths. They usually have a community of 10d10 individuals, which lives in a maze of corridors inside a coral reef. A community usually has 20d10 humanoid slaves to do heavy labor for them, such as carving corridors. The community's entrance is hidden.

Large communities that have strong leaders, like a greater vampiric ixitxachitl, are sometimes built on the ocean floor. These large cities hold pyramids and other buildings which serve as lairs for small groups of the creatures. Rumors tell of ixitxachitl cities with populations in the thousands. The strongest ixitxachitl in the community leads its religious hierarchy, which controls the lives of the populace.

Ecology: Ixitxachitl have no natural predators, though they have many enemies, ranging from sahuagin to humans. They are vicious predators who prey on almost any living creature; they often over hunt a region, eliminating all life forms, forcing the ixitxachitl to find new hunting grounds.

Vampiric Ixitxachitl

These rare creatures are even more dangerous than the others. Each has 2+2 HD and regenerates 3 hp per round. In addition to its normal damage, the bite of a vampiric ixitxachitl drains one life energy level. They look no different than other ixitxachitl, and often serve as guards for their leaders.

Greater Vampiric Ixitxachitl

These creatures are rare indeed; they achieve greater status only by being bitten by an existing greater vampiric ixitxachitl. These creatures have 8+8 Hit Dice. They drain two life energy levels with a bite (DC 14 Constitution Saving Throw to resist). A greater vampiric ixitxachitl is the center of the large cities of its kind; it is their tyrannical ruler, and they worship it as the incarnation of a greater power. Captives are brought to it to be drained of life.

JACKALWERE

CLIMATE/TERRAIN:	Any temperate
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	C
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d4
ARMOR CLASS:	16
MOVEMENT:	60
HIT DICE:	4 (20 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4 P or by weapon
SPECIAL ATTACKS:	Gaze causes sleep
SPECIAL DEFENSES:	Hit only by cold iron and +1 or better magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long) as a jackal M (6' tall) as a human or hybrid
MORALE:	Steady (13-15)
XP VALUE:	270

The jackalwere is a terrible and savage creature which preys on unsuspecting travelers and other demihumans that it can ambush. Its ability to alter its shape at will makes it a most dangerous foe.

The jackalwere can be found in any of three forms, showing no preference for any one over the others. The first of these is that of a normal jackal. In this form it will often run and hunt with jackal packs. Its second form is a six foot tall, half-human/half-jackal hybrid which stands erect. In its third form, the jackalwere is physically indistinguishable from normal human beings. The exact physical characteristics of the jackalwere's human form varies according to the desires of the monster.



Combat: In its jackal form, the monster conforms to the statistics presented elsewhere in this volume. A careful observer, however, will find that the creature does not act in the manner typical of a normal jackal, for it is far more aggressive.

In its hybrid form, the jackalwere can attack with either its bite or with any weapons in hand. Because it has a great thirst for the blood of humans and demihumans, the jackalwere will use its bite whenever possible. Still, it will not avoid the use of weapons that will insure its victory in combat.

In its human form, the jackalwere can only attack with weapons. Although it may employ any manner of weapon, it greatly enjoys those which will cut and tear the flesh of its victims. In some cases, a jackalwere has been known to feed on the bodies of fallen enemies without reverting to its jackal or hybrid form.

In all forms, the jackalwere possesses a magical gaze. If an unsuspecting victim meets the monster's gaze, the victim must make a DC 12 Wisdom save or fall deeply asleep; the effect is identical to that of the Sleep spell. Note that hostile, scared, or excited people are not considered to be unsuspecting. This gaze attack only works once per day for each individual gazing upon it and requires the use of an action on the jackalwere's behalf. Its range is 30 feet.

The jackalwere's special defenses also function in all three forms. Only +1 or better magical weapons or those forged from cold iron will cause any damage to the jackalwere. Jackalweres revert to their jackal form after death.

Habitat/Society: When the jackalwere locates a victim, it will assume human shape and approach its prey. It will seek to ease the suspicions of its target, often pretending to be injured or otherwise in need, until it can employ its gaze attack. If this fails and the jackalwere is confronted with forceful resistance it will decide whether to flee or press the attack based on its estimation of its victim's strength.

The jackalwere spends its life hunting and killing any humans and demihumans it comes across. They roam the world in either the jackal or human form, seeking humanoids to kill, eat, and rob. They are sly creatures and masters of deceit.

Jackalweres are able to mate only in their jackal form. They may produce offspring either by mating with true jackals or other jackalweres, but only those young who were not of mixed blood will be jackalweres themselves. The children of a jackal and jackalwere mating will be jackals, although they will be unnaturally aggressive.

Female jackalweres give birth in five months to a litter of 1-4 pups. These are identical to jackal pups although they initially have 1 Hit Die. The pups grow quickly and add an additional Hit Die each year. Their jackal forms reach full growth at three years and pups are locked in that form for their first two years. At age two they gain the ability to assume their hybrid form and at age three they gain the ability to assume a human form which is apparently nine years of age. The human form grows at triple the normal human rate. If a parent in human form is discovered with its pups, it will often try to pass them off as pets.

Jackalweres may (20%) travel in the company of 1d6 normal jackals. Although these jackals are normal in every regard, the influence of the jackalwere tends to make them more fierce than normal.

Jackals under the influence of a jackalwere will be hunters instead of scavengers.

Ecology: Jackalweres will not serve any but the vilest of humanoids and, even then, only if they have the opportunity to slay more humans and demihumans than they could on their own.



KENKU

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	F
ALIGNMENT:	Neutral
NO. APPEARING:	2d4
ARMOR CLASS:	15
MOVEMENT:	30, Fl 90 (D)
HIT DICE:	2 to 5 (10 to 25 hp)
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1d4 S x2/1d6 P or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	6
SIZE:	M (5'-7' tall)
MORALE:	Elite (16-17)
XP VALUE:	2 HD: 175 3 HD: 420 4 HD: 650 5 HD: 975



Kenku are bipedal, humanoid birds that use their powers to annoy and inconvenience the human and demihuman races. The typical kenku resembles a humanoid hawk wearing human clothing. Kenku have both arms and wings. The wings are usually folded across the back and may be mistaken at a distance for a large backpack. Height ranges from 5 to 7 feet. The feathers are predominantly brown with white underfeathers and face markings. The eyes are a brilliant yellow.

Combat: All kenku are skilled thieves, with proficiency in Disguise, Disable Device, Sleight of Hand, Stealth, and Acrobatics skills (their bonus when using these skills is 2 + their Proficiency Bonus). They may use the Find Traps, Backstab, and Sneak Attack abilities of thieves as well. They usually attack with a sword or quarterstaff. If unarmed, they attack with either pair of claws (two attacks for 1d4 points of damage apiece) and their beak (1d6 points of damage). If they are on foot, they use the hand claws. If in flight, the foot claws are used. They do not usually kill unless their own lives are threatened by the survival of their foe.

A 3 Hit Die kenku has one 1st level wizard spell, usually Magic Missile. Once each 30 days a kenku can Shapechange and retain that shape for up to seven days. A 4 Hit Die kenku has an extra 1st level spell, often Shocking Grasp. They gain the innate ability to become invisible with no limitation on duration or frequency of use. A 5 Hit Dice kenku leader gains an additional 2nd level magic-user spell, usually Mirror Image or Web, and the innate ability to Call Lightning (the same as the 3rd level druid spell, DC 13).

Habitat/Society: Kenku are a secretive race that lives among the human and demihuman races without the bulk of the population ever being aware of their presence.

If a group of kenku is encountered, the group's size determines its composition. A group of five or fewer contains two 2 Hit Dice and three 3 Hit Dice kenku. A group of six or seven has a leader with 4 Hit Dice, three kenku with 3 Hit Dice, and the rest have 2 Hit Dice. A group of eight kenku adds a supreme leader of 5 Hit Dice.

Kenku do not speak; although they may give out bird-like squawks, these are gibberish. Kenku apparently communicate with each other telepathically. They are adept at symbols, sign language, and pantomime.

Kenku may appear to be friendly, helpful, and even generous. They freely give treasure to humans and demihumans, but it is rarely genuine and crumbles into dust within a day. They may offer nonverbal advice to humanoids, but this is carefully designed to mislead. It may actually lead the party into dangers and difficulties they might otherwise have avoided. As a rule of thumb, kenku have only a 5% chance of actually helping people.

The actual structure of kenku society is elusive. The kenku themselves either refuse to comment or lie. Those kenku lairs that have been encountered tend to be small underground chambers or cave complexes. It is believed that large caverns deep underground may hold sizeable kenku communities, including individuals of 6 Hit Dice or more and with greater magical powers.

Kenku reproduction is similar to that of large birds. The female lays a clutch of two to four eggs that hatch after 60 days. New hatchlings are featherless, helpless, and have 1 hit point each. Hatchlings grow swiftly and gain 1 hit point each month. Within six to eight months they have adult feathers and can function independently as 1 Hit Die kenku. At this point they can begin to learn to use the skills they need as adults. If a hatchling is captured, it either lacks this training or has whatever minimal skills it acquired before capture.

Younger kenku (3 Hit Dice or less) are reckless and prone to audacious plans. They have been known to pass themselves off as gods and collect the worshiper's offerings. Older kenku are more reserved and cunning, preferring to kidnap wealthy humans and demihumans as a source of revenue.

Ecology: Domestically raised kenku are prized as servants. Kenku eggs are commonly sold for 250 gp, hatchlings for 300-500 gp. However, this is a form of slave trade, with all the attendant complications. If a kenku discovers captive kenku, it will attempt to secretly rescue the captive and, if possible, kidnap the slave trader or owner. They will avenge slain kenku.

KI-RIN

CLIMATE/TERRAIN:	Sky
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Supra-genius (20)
TREASURE:	I, S, T
ALIGNMENT:	Lawful good
NO. APPEARING:	1
ARMOR CLASS:	25
MOVEMENT:	120, Fl 240 (B)
HIT DICE:	12 (60 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4 B x2/3d6 P
SPECIAL ATTACKS:	Magic use
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	19
SIZE:	H (13' long)
MORALE:	Fanatic (19)
XP VALUE:	11,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
9	3/5/14	All/All	16	200

The ki-rin is a noble creature that roams the sky in search of good deeds to reward or malefactors to punish.

The ki-rin's coat is covered with luminous golden scales like a sunrise on a clear morning. The thick mane and tail are a darker gold. The horn and hooves are gold tinged with pink. The eyes are a deep violet. The ki-rin has a melodious voice.

Ki-rin speak their own language. Since they are telepathic, they can mentally or verbally converse with virtually any living thing.

Combat: The ki-rin can physically attack with its powerful hooves (2d4 points of damage each) or a unicorn-like horn that gains a +3 bonus to its attack roll and inflicts 3d6 points of damage.

They can employ spells as if they were 18th level magic-user. Each day they may use five cantrips, five 1st level spells, five 2nd level spells, five 3rd level spells, five 4th level spells, four 5th level spells, four 6th level spells, four 7th level spells, two 8th level spells and one 9th level spell. The DC for their spells is 15 plus the spell level.

The ki-rin's telepathy enables them to read conscious thoughts and are thus nearly impossible to surprise. The ki-rin also possess a variety of magical powers that can each be used once each day. They can create nutritious food and beverages for 2d12 people, as well as 32 cubic feet of textiles goods or 18 cubic feet of wooden items. These are permanent creations. The ki-rin can create metal items with a total weight of up to 200 pounds, but such items have very short life spans. In general, the harder the substance, the shorter the life span; for example, adamantite lasts an hour, while gold lasts 1d4+1 days.

The ki-rin can also generate illusions with audial, visual, and olfactory components (as the Programmed Illusion spell). Unlike Programmed Illusion, these illusions last without further concentration until the illusion is either magically dispelled or disrupted by disbelief (DC 20). The ki-rin can use Gaseous Form, Wind Walk, Control Weather, and Call



Lightning (DC 17) as well. When a ki-rin summons air creatures or things of the sky, they have maximum hit points for each Hit Die. They can enter the Ethereal and Astral Planes at will.

Habitat/Society: The ki-rin are a race of aerial creatures that rarely set hoof on solid ground. Only the males ever approach the ground. No encounter with a female ki-rin has ever been recorded, although it is certain such beings exist. Likewise, no young ki-rin has ever been encountered, thus details of their reproduction are unknown. Ki-rin are reticent about these topics.

Ki-rin come to the aid of humanoids if asked properly or if such beings are faced with a powerful, extremely evil being. Ki-rin believe in self-improvement, though, and do not casually come to a humanoid's aid except in the direst of circumstances.

Ki-rin sustain themselves by creating their own food and drink. They are highly imaginative with their creations. They may establish a lair high atop a mountain or plateau. Such sites are virtually impossible to reach without resort to flight or climbing. The lairs may have a stony exterior crafted from local materials. It is enhanced by magically created wood and stout cloth. The interiors tend to be luxurious. The ki-rin can craft fine cloth, tapestries, pillows, and other comforts. An occupied lair is kept clean by carefully controlled winds that sweep out debris.

Although ki-rin are generous and not avaricious, they still tend to accumulate treasure. These may be their own creations, gifts from friends and allies, souvenirs of past travels and exploits, fines levied against malefactors, or booty taken from vanquished foes.

Ecology: Ki-rin spend most of their time pursuing their own affairs. They often monitor the activities of powerful evil creatures and beings. If such beings become too malevolent, the ki-rin act against them.

Ki-rin may reward allies or needy individuals by creating food and valuables.

The intact skin of a ki-rin is worth 25,000 gp. Possession of such an item is dangerous, due to the retribution that may be visited upon the possessor by other ki-rin, sympathetic humanoids, or intelligent lawful good monsters.

KOBOLD

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	J, O (Q x 5)
ALIGNMENT:	Lawful evil
NO. APPEARING:	5d4
ARMOR CLASS:	10 (14+ with armor)
MOVEMENT:	45 (30 with armor)
HIT DICE:	½ (3 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Average (9-12)
XP VALUE:	7
Chiefs/guards:	15

Kobolds are a cowardly, sadistic race of short humanoids that vigorously contest the human and demihuman races for living space and food. They especially dislike gnomes and attack them on sight.

Barely clearing 3 feet in height, kobolds have scaly hides that range from dark, rusty brown to a rusty black. They smell of damp dogs and stagnant water. Their eyes glow like a bright red spark and they have two small horns ranging from tan to white. Because of the kobolds' fondness for wearing raggedy garb of red and orange, their non-prehensile rat-like tails, and their language (which sounds like small dogs yapping), these fell creatures are often not taken seriously. This is often a fatal mistake, for what they lack in size and strength they make up in ferocity and tenacity.

Kobolds speak their own language; some (75%) speak Orc and Goblin.

Combat: The kobold approach to combat uses overwhelming odds or trickery. Kobolds will attack gnomes on sight, but will think twice about attacking humans, elves, or dwarves unless the kobolds outnumber them by at least two to one. They often hurl javelins and spears, preferring not to close until they see that their enemies have been weakened.

Kobolds attack in overwhelming waves. Should the kobolds be reduced to only a three to two ratio in their favor, they must make a Morale Check. Kobolds are wary of spellcasters and will aim for them when possible.

This diminutive race also enjoys setting up concealed pits with spikes, crossbows, and other mechanical traps. They usually have view ports and murder holes near these traps so that they can pour flaming oil, missile weapons, or drop poisonous insects on their victims.

Kobold war bands are armed with spiked clubs, axes, javelins, short swords and spears. Their shields are seldom metal but are normally wood or wicker. Chiefs and guards tend to have the best weapons available.

Kobolds have 60-foot Darkvision but do not see well in bright sunlight, suffering a -1 on their attack rolls.



Habitat/Society: Kobolds live in dark, damp places underground and in overgrown forests. They can be found in almost any climate. As kobolds are good miners, any area with potential for mining is fair game for settlement.

The average kobold tribe has 40d10 adult males. For every 40 kobolds in a band there will be one leader and two bodyguards (AC 14; HD 1; hp 5 each; damage 1d6). In a lair there will be 5d4 bodyguards, females equal to 50% of the males, young equal to 10% of the males and 30x10 eggs. There will also be a chief and 2d4 guards (AC 15; HD 1+1; hp 6 each; damage 1d8). Further, there is a 65% chance there will be guard animals: (70%) 1d4+1 wild boars (AC 13; HD 3+3; 18 hit points, 3d4 piercing damage gore) or (30%) 1d4 giant weasels (AC 14; HD 3+3; 18 hit points, damage 2d6 piercing bite and blood drain). There

may be one or more shamans (1st to 3rd level clerics).

Their society is tribal but can be further broken up into war bands based on specific clans. As many as 10 families can be part of a clan, and each clan usually is responsible for controlling the area in a 10 mile radius from the lair. Kobolds recover treasure from the bodies of their victims and often carry them back to their lair as food. In some instances, kobolds will not kill their victims, but will sell them as slaves.

Kobolds are distrustful of strangers. They hate brownies, pixies, sprites and gnomes. Gnomes are never eaten or taken prisoner.

Ecology: Perhaps kobolds are so cruel because they are easy prey for larger humanoids and hungry monsters. They have many enemies, and even the dwarves have had to admit that the numerous kobold-goblin wars have kept the number of goblins down to a safe level.

Kobolds can live 135 years.

KUO-TOA

CLIMATE/TERRAIN:	Aquatic subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High and up (13+)
TREASURE:	L, M, N (Z)
ALIGNMENT:	Neutral evil (with chaotic tendencies)
NO. APPEARING:	2d12
ARMOR CLASS:	16
MOVEMENT:	45, Sw 90
HIT DICE:	2 or more (10 or more hit points)
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d4+1 P and 1d4+1 P, or by weapon type
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (higher levels L)
MORALE:	Elite (13-15)
XP VALUE:	175
Captain:	3,000
Lieutenant:	1,400
Whip:	420
Monitor:	2,000

Kuo-toa are an ancient race of fish-men that dwells underground and harbors a deep hatred of surface dwellers and sunlight.

A kuo-toan presents a cold and horrible appearance. A typical specimen looks much like a human body, albeit a paunchy one, covered in scales and topped with a fish's head. The huge fish eyes tend to swivel in different directions when observing an area or creature. The hands and feet are very long, with three fingers and an opposing digit, partially webbed. The legs and arms are short for the body size. Its coloration is pale grey, with undertones of tan or yellow in males only. The skin has a sheen from its slimy covering. The color darkens when the kuo-toan is angry and pales when it is badly frightened. A strong odor of dead fish follows it around.

It wears no clothing, only leather harnesses for its weapons and gear. Typically, a kuo toan warrior carries daggers, spears, shields, harpoons



and weighted throwing nets.

Kuo-toa speak the strange subterranean trade language common to most intelligent underworld dwellers (Undercommon). Additionally, they speak their own arcane tongue and have empathic contact with most fish. Their religious speech is a corruption of the language used on the Elemental Plane of Water; if a kuo-toan cleric is in a group of kuo-toa, it is 75% unlikely that a creature native to the plane of Water will attack, for the cleric will request mercy in the name of the Sea Mother, Blibdoolpoolp.

Combat: These creatures normally travel in well-armed bands. If more than 20 kuo-toa are encountered, it is 50% likely that they are within 1d6 miles of their lair. For every four normal warriors encountered there is an additional fighter of 3rd or 4th level. For every eight normal fighters there is an additional fighter of 5th or 6th level. For every 12 normal kuo-toa in the group there is a cleric/assassin of 1d4+3 levels. If more than 20 normal fighters are encountered, the group is a war consisting of the following:

1	10 th level fighter (captain)
2	8 th level fighters (lieutenants)
4	3 rd level fighter/assassin (whips)
1	Monitor (see below)
1	Slave per four kuo-toa

The whips are fanatical devotees of the Sea Mother goddess of the kuo-toa. They inspire the troops to stand firm and fight without quarter for the glory of their ruler and their deity.

It is 50% probable that any kuo-toan cleric above 6th level is armed with a pincer staff. This is a 5-foot-long pole topped by a three-foot-long claw. If the user scores a hit, the claw has closed upon the opponent, making escape impossible (DC 13 Athletics skill check to break free). The weapon can be used only on Medium-sized or smaller enemies. It is 10% probable that both arms are pinned by the claw and 40% probable that one arm is trapped. If the victim is right-handed, the claw traps the left hand 75% of the time. Trapped opponents lose shield and Dexterity bonuses. If the weapon arm is trapped, the victim cannot attack and the Dexterity bonus is lost, but the shield bonus remains.

The harpoon is mostly used only by higher level fighters. It is a wickedly barbed throwing weapon with a base range of 20 feet. It inflicts 1d6 points of piercing damage. On a natural 20 attack roll or a roll of 6 for damage, the victim is snagged by the weapon. The kuo-toan, who is attached to his weapon by a stout cord, then tries to haul in its victim and slay him with a dagger thrust. A snagged foe takes 1d3 points of damage whenever it tries to resist being pulled closer with the cord. Forcefully removing an embedded harpoon causes 1d6 points of slashing damage. A DC 10 Medicine skill check can be used to remove the harpoon without further damage.

Kuo-toan shields are made of special boiled leather and are treated with a unique glue-like substance before a battle. Anyone who attacks a kuo-toan from the front must make a DC 12 Athletics skill check or have his weapon stuck fast. Freeing a stuck weapon requires a DC 12 Athletics skill check and the use of an action on the wielder's part.

Male kuo-toa gain a +1 bonus to both attack and damage rolls due to their Strength (14). When fighting with a dagger only, kuo-toa can bite, which causes 1d4+1 points of damage.

When two or more kuo-toan clerics or cleric/thieves operate together, they can generate a lightning bolt by joining hands. The chances of such a stroke occurring is 10% cumulative per caster per round. The bolt is hits only one target and inflicts 1d6 points of lightning damage per cleric, half that if a DC 13 Dexterity Saving Throw is successful.

The special defenses of these creatures include skin secretions, which gives kuo-toa a +4 bonus to all Athletics skill checks made to resist Grapple attempts (or attempts to bind or otherwise restrain them). Despite their eyes being set on the sides of their heads, they have excellent independent monocular vision, with a 180-degree field of vision and the ability to spot movement even though the subject is invisible, astral, or ethereal. Thus, by maintaining complete motionlessness, a subject can avoid detection. Kuo-toa also have 60-foot Darkvision and can sense vibrations up to 10 yards away. They have a +8 bonus to all Perception skill checks

Kuo-toa are totally immune to poison and paralysis effects, as well as

all illusions. Spells that generally affect only humanoid types have no effect on them. They are resistance to lightning and force damage. However, kuo-toa hate bright light and suffer a -1 penalty to their attack rolls in brightly lit areas. They suffer full damage from fire attacks and save with a -2 penalty against them.

Sometimes kuo-toa are encountered in small bands journeying in the upper world to kidnap humans for slaves and sacrifices. Such parties are sometimes also found in dungeon labyrinths that connect to the extensive system of underworld passages and caverns that honeycomb the crust of the earth. Only far below the surface of the earth can the intrepid explorer find the caverns in which the kuo-toa build their underground communities.



Habitat/Society: Kuo-toa spawn as do fish, and hatchlings, or fingerlings as they call their young, are raised in pools until their amphibian qualities develop, about one year after hatching. The young, now a foot or so high, are then able to breathe air and they are raised in pens according to their sex and fitness. There are no families, as we know them, in kuo-toan society.

Especially fit fingerlings, usually of noble spawning, are trained for the priesthood as clerics, cleric/thieves, or special celibate monks. The latter are called "monitors" whose role is to control the community members who become violent or go insane. The monitor has the capabilities of a 7th level monk: AC of 18, 7 Hit Dice, 56 hit points, 3 attacks per round (two fists for 1d6+2 bludgeoning damage plus a bite for 1d4+1 piercing damage), Deflect Missiles (PHB 25), and Stunning Attack (DC 14 CON save or stunned for 1d4 rounds).

Kuo-toan communities do not generally cooperate, though they have special places of worship in common. These places are usually for intergroup trade, councils, and worship of the Sea Mother, so they are open to all kuo-toa. These religious communities, as well as other settlements, are open to drow and their servants, for the dark elves provide useful goods and services, though the drow are both feared and hated by the kuo-toa. This leads to many minor skirmishes and frequent kidnappings between the peoples. The illithids (mind flayers) are greatly hated by the kuo-toa and they and their allies are attacked on sight.

The ancient kuo-toa once inhabited the shores and islands of the upper world, but as the race of mankind grew more numerous and powerful, these men-fish were slowly driven to remote regions. Continual warfare upon these evil, human-sacrificing creatures threatened to exterminate the species, for a number of powerful beings were aiding mankind, their sworn enemies. Some kuo-toa sought refuge in sea caverns and secret subterranean waters, and while their fellows were being slaughtered, these few prospered and developed new powers to adapt to their lightless habitat. The seas contained other fierce and evil creatures, however, and the deep-dwelling kuo-toa were eventually wiped out, leaving only those in the underworld to carry on, unnoticed and eventually forgotten by

mankind. But the remaining kuo-toa have not forgotten mankind, and woe to any who fall into their slimy clutches.

Now the kuo-toa are haters of sunlight and are almost never encountered on the earth's surface. This, and their inborn hatred of discipline, prevent the resurgence of these creatures, for they have become numerous once again and acquired new powers. However, they have also become somewhat unstable, possibly as a result of inbreeding, and insanity is common among the species.

If a kuo-toan lair is found, it contains 4d10x10 2nd level males. In addition, there are higher level fighters in the same ratio as noted for wandering groups. The leader of the group is one of the following, depending on the lair's population:

- 1 12th level cleric/assassin king if 350 or more kuo-toa are present
- 1 11th level cleric/assassin prince, if 275-349 kuo-toa are present
- 1 10th level cleric/assassin duke if 275 or fewer kuo-toa are present

There are also the following additional kuo-toa in the lair:

- 8 6th to 8th level cleric/assassins ("eyes" of the clerical leader)
- 1 6th level fighter/assassin (chief whip)
- 2 4th or 5th level fighter/assassin (whips, see above)
- 1 Monitor for every twenty 2nd level kuo-toa

Females equal to 20% of the male population. Non-combatant young equal to 20% of the total kuo-toa population. Slaves equal to 50% of the total male population

In special religious areas there are also a number of kuo-toan clerics. For every 20 kuo-toa in the community there is a 3rd level cleric, for every 40 there is a 4th level cleric, for every 80 there is a 5th level cleric, all in addition to the others. These clerics are headed by one of the following groups:

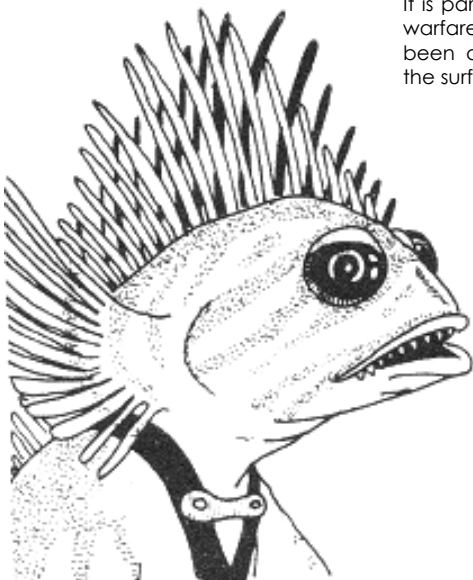
- One 6th level cleric if the group is 160 or fewer, or
- One 7th level and one 6th level cleric if the group numbers between 161 and 240, or
- One 8th level, one 7th level, and one 6th level cleric if the group numbers between 241 and 320, or
- One 9th level, two 7th level, and three 6th level clerics if the group numbers between 321 and 400, or
- One 10th level, two 8th level, and four 6th-level clerics if the group numbers over 400

Though kuo-toa prefer a diet of flesh, they also raise fields of kelp and fungi to supplement their food supply. These fields, lit by strange phosphorescent fungi, are tended by slaves, who are also used for food and sacrifices.

Kuo-toan treasures tend more toward pearls, gem-encrusted items of a water motif, and mineral ores mined by their slaves. Any magical items in the possession of a kuo-toan are usually obtained from adventuring parties that never made it home again.

Ecology: Not much is known to surface-dwelling sages about this enigmatic, violent, subterranean race, but some of the more astute scholars speculate that the kuo-toa are but one-third of the three-way rivalry that includes mind flayers and drow.

It is partially because of this continuing warfare that none of the three races has been able to achieve dominance of the surface world.



LAMIA

	Lamia	Lamia Noble
CLIMATE/TERRAIN:	--Deserts, caves and ruined cities--	Very rare
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	High (13-15)	High (13-15)
TREASURE:	D	D
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1	1
ARMOR CLASS:	17	17
MOVEMENT:	90	60
HIT DICE:	9 (45 hit points)	10+10 (60 hit points)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	By weapon	By weapon
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	6
SIZE:	M	M
MORALE:	Elite (16-17)	Elite (16-17)
XP VALUE:	3,000	4,000

Of all the hazards that the desert presents, few can compare with the cruel race of flesh-eating creatures known as lamias. These half-human, half-quadruped beast hybrids use deceit, speed, and spells to entrap the foolhardy adventurer who dares wander into their ruins.

Their upper torsos, arms, and heads resemble those of beautiful human women, while their lower bodies are those of beasts, such as goats, deer, or lions, with the appropriate coloration. This hybrid configuration makes lamias very fast and powerful. They are usually armed with daggers, which they use to carve up their prey for the feast. Lamias sometimes smell like perfume flowers, so as to attract unwary victims. They wear no clothing or jewelry. In communicating, they use the Common tongue.



Combat: A lamia can use the following spells once per day: Charm Person (DC 14), Mirror Image, Suggestion (DC 14), and Improved Phantasmal Force (DC 14). For purposes of duration, effect, etc. assume that the lamia casts its spells at caster level 9. These spells are typically used to lure persons to the lamia and then hold them there for the creature to devour at its leisure.

The lamia's touch permanently drains 1 point of Wisdom from a victim (DC 14 Constitution Saving Throw to resist), and when his Wisdom drops below 3, he willingly does whatever the lamia tells him do. These orders often involve having the victim attack his compatriots while it continues whittling down their ranks. If it has a chance to drain the Wisdom of more than one victim, it will certainly do so. It may even use its Charm spell to supplement its control over party members.

Among a lamia's favorite illusions to cast upon itself are the following: a lovely damsel in distress, a tough but beautiful female ranger, or an elf maiden. At times, it simply may cast an illusion of a lost child in distress or a group of peasants being attacked by a large beast, while hiding itself, awaiting the right moment to attack from the rear.

Habitat/Society: Lamias dwell in ruined cities or caves, places situated in desert or wasteland areas. These evil creatures are solitary beasts, sustaining themselves on the flesh of those who walk too close to their

territories. During lean times, they supplement their diet by stalking game animals. Lamias hardly ever venture more than 10 miles from their lairs.

Ecology: Lamias are legendary monsters that prey upon travelers or guard hidden places or objects of power. They are mysterious creatures that seem devoted to the spreading of chaos and evil in their dwelling places.

Lamia Noble

These beings rule over the lamias and the wild, lonely areas they inhabit. They differ from the normal lamias in that the lamia nobles' lower bodies are those of giant serpents and their upper bodies can be either male or female. It is rumored that the normal female lamia is born from the union of two nobles.

The males wield short swords and have 1d6 levels of magic-user spells, plus the inherent spells Charm Person (DC 14), Mirror Image, Suggestion (DC 14), and Improved Phantasmal Force (DC 14).

The females are usually unarmed and only attack with magic; they are more experienced magically and have 2d4 levels of magic-user spells plus the usual inherent spells.

Like normal lamia, lamia nobles have the Wisdom-draining touch (DC 15 Constitution Saving Throw to resist).

All lamia nobles can use Change Self to assume human form. In this guise they attempt to penetrate human society and wreak evil. They speak all of the languages of humans and demihumans. The DC to see through this more powerful version of the spell is 16. Divine spellcasters, such as clerics and paladins, gain a +3 bonus to this Intelligence Saving Throw.

Lamia nobles are given to outbursts of senseless violence.



RUS

common, and through a limited form of telepathy.

Combat: Since lammasu are concerned for the welfare and safety of good beings, they almost always enter combat if they see good creatures being threatened, in the way least likely to cause harm to the good beings.

Lammasu are able to become invisible or Dimension Door at will. They radiate Protection from Evil, 10' radius at all times. Additionally, they can use cleric spells as a 7th level cleric. Lammasu can employ five 0-level spells, four 1st level spells, three 2nd level spells, two 3rd level spells, and one 4th level spell. They may can Cure Serious Wounds, Cure Critical Wounds, and Holy Word once per day as well.

If all else fails, lammasu can attack with their two razor-sharp front claws, inflicting 1d6 points of damage each.

Habitat/Society: The lammasu have a very structured and lawful society, reflecting their alignment. They are organized in prides, just like lions. They dwell in old, abandoned temples situated in warm regions. These temples have not lost their consecration, and in some way, the lammasu are the self-appointed resident guardians of these high and holy places. As a rule, only one pride of lammasu is ever found in a 25-mile area; they spread themselves out so they can respond quickly to any evil outburst.

Lammasu females fight as effectively as the males; for every four lammasu encountered, one is a female. When found in their lair, there are young equal to 25% of the adult population. Female lammasu have the heads of women, with long hair.

Once a month, the pride leaders gather together to consort about how the war on evil goes. This grouping is called the Whitemoon, since it takes place on the first night of the full moon. There are usually 6d6 lammasu and 2d4 greater lammasu, with the latter presiding over the meeting. Such a gathering of lawful good causes the entire temple where they meet to glow in a pure light, until it breaks up at dawn. There is perhaps no safer place in all the world that night.

Though they dwell in warm areas, they occasionally visit every clime. They speak their own tongue as well as Common. At times they use a limited form of telepathy.

Good-aligned strangers are always well-received. Neutrals are watched carefully but are treated politely unless the outsiders begin causing trouble. Evil beings are firmly asked to leave, and if they fail to do so, they are attacked by the pride. In case of trouble, there is a cumulative 10% chance per turn that a neighboring pride picks up a telepathic summons and come to help the original pride. Lammasu harbor an especially strong dislike for lamias and manticores. Some foolish people confuse lammasu for manticores, which does little to improve the lammasu disposition toward them.

Ecology: Lammasu keep the wastelands from being completely overrun by evil creatures. Their aid to frontier settlements is beyond measurable value.

Greater Lammasu

These creatures are slightly larger than a lesser lammasu and one or two may be found dwelling with a pride of six or more lesser lammasu. Greater lammasu can travel the Astral and Ethereal Planes, become invisible, Teleport without Error and Dimension Door, all at will. They radiate Protection from Evil in a 20' radius and have the curative powers and ability to cast Holy Word of their lesser cousins. Their effective cleric level is 9, and their spells consist of five 0-level, five 1st level, four 2nd level, three 3rd level, two 4th level, and one 5th level spell.



DAT

LAMMASU

	Lesser	Greater
CLIMATE/TERRAIN:	---Warm, with visits to other climes---	
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Pride	Solitary (Pride)
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Genius (18-19)	Supra-genius (20)
TREASURE:	R, S, T	Nil
ALIGNMENT:	Lawful good	Lawful good
NO. APPEARING:	2d4	1d2
ARMOR CLASS:	14	17
MOVEMENT:	60, Fl 120 (C)	75, Fl 150 (B)
HIT DICE:	7+7 (42 hp)	12+12 (72 hp)
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1d6 S x2	2d6 S x2
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	6	8
SIZE:	L	L (5' high at shoulder)
MORALE:	Elite (16-17)	Champion (18)
XP VALUE:	4,000	8,000

The lammasu, a winged leonine figure with a human head, aids and protects lawful good persons. They are generally kind and friendly to all good creatures.

Lammasu resemble golden-brown lions with the wings of eagles and the heads of men with shaggy hair and beards. Their formidable appearance is softened by their regal, compassionate, and beneficent expressions. They communicate in their own tongue, in

Fifty percent of greater lammasu can speak a Holy Word as well.

Greater lammasu have empathy, telepathic communication, and speak their racial speech and the Common tongue. Despite their greater stature, these lammasu are just as gentle and humble as their lesser brethren.

LARVA

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Common
ORGANIZATION:	Masses
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Semi- (3-5)
TREASURE:	Nil
ALIGNMENT:	Any evil
NO. APPEARING:	10d10
ARMOR CLASS:	13
MOVEMENT:	15
HIT DICE:	1-1 (4 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+1 P
SPECIAL ATTACKS:	Disease, wounding
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' long)
MORALE:	Unreliable (4-5)
XP VALUE:	35

Larvae are the evil dead from the Prime Material Plane who led especially selfish lives. They are doomed to spend their wretched existences serving the whims of evil on the lower planes.

Horrifying in appearance, larvae appear as giant worms approximately five feet long. They are sickly yellow in color and are covered with a thick, viscous, foul-smelling fluid. Instead of a worm's head, they have distorted humanoid faces resembling the mortals they were in life.

Larvae communicate with one another through basic body language that cannot be interpreted by anyone else.

Combat: Larvae have essentially no will of their own, simply laying in giant, quivering masses on the grounds of Hades. However, when so commanded by something of greater power than their own - which is just about anything ambulatory in Hades - larva will attack en masse.

These foul creatures will inflict a painful bite for 1d4+1 points of W damage that will bleed for an additional point of damage per round until bound or magical healed. In addition, anyone bitten by a larva must make a DC 11 CON Saving Throw or contract a rotting disease.

Those contracting the disease will develop a painful skin rot. After three weeks, they will lose 4 hit points a day unless they lie absolutely still. After one month, they will die. A Cure Disease spell will destroy the disease.

Habitat/Society: Larvae are herded by night hags who use them as bargaining chips in Hades. The larvae are sought after by most of the lower planar powers because they are used to form quasits and imps.

Powerful liches also seek larvae because they feed off the creatures' energies to maintain their immortal, undead status.

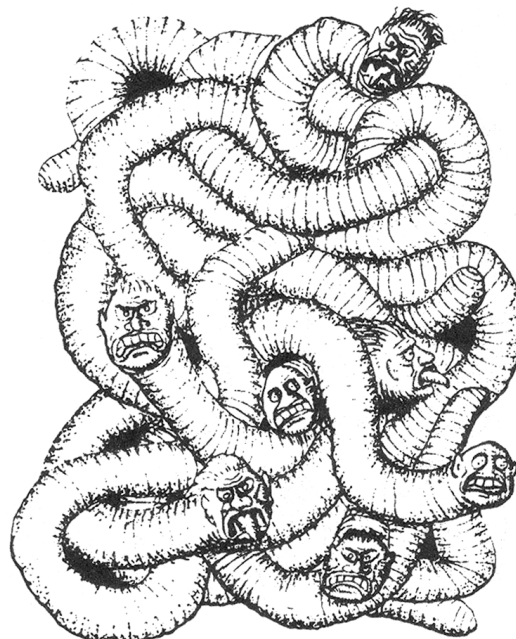
The night hags will use the larvae in the huge land-wars that occur on the plane of Hades (although only immortal creatures like the fiends can understand why battles for land occur on a plane that is infinite in size). The night hags will trade larvae to the lower planar denizens to keep them from entering their territory. The hags will also trade larvae to the liches for destroying those creatures that refuse to trade. It is a complex and wholly evil bartering system that is perpetuated by the growing numbers of lower planar inhabitants.

Rumors exist of the mighty fortress/ palace of Malsheem on Hell's ninth plane, those these rumors are few and far between. There is one particular event that is spoken of between the most powerful of baatezu: The Bringing. The Dark Eight plot to enact The Bringing to ensure the total destruction of their hated enemies, the tanar'i.

The rituals used to invoke The Bringing will be long and dangerous (although whatever being could put a mighty pit fiend in danger can

only be guessed at) and titanic magical energies will be released. To fuel the great spell, the actual life essence of a thousand times a thousand larvae must be utterly destroyed.

Although it is uncertain whether or not this is merely rumor, it is known that the baatezu have been acquiring larvae from the night hags at an unusually rapid pace.



Ecology: Larvae are actually very useful to the "ecology" of the lower planes. They are the sole means for creating imps and quasits. Since the imps and quasits might later advance to become greater fiends, it can be said that larvae are the foundation of the population of the lower planes.

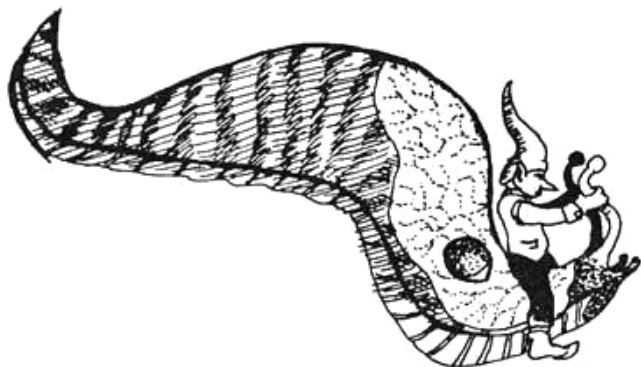
There are no real criteria for selecting larvae to be made into greater creatures. Since all larvae are considered to be equally lowly, they are just randomly selected when the need for other types of creatures arises. How the larvae are transformed into greater creatures depends wholly on the race of fiends doing the transformation. The baatezu, for example, will cast the larvae into one of the many pools of flame found on their plane where the larvae must endure the suffering for 11 days. Once their time in the pool is complete, they emerge as the new creature, perhaps a little crueller than they were before they entered. Other fiends have different ways to advance larvae.

LEECH

	Giant	Throat	Swarm
CLIMATE/TERRAIN:	-----Temperate/Swamps and marshes-----		
FREQUENCY:	Uncommon	Common	Uncommon
ORGANIZATION:	Group	Group	Swarm
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	4d4	1d6	1d4+1x100
ARMOR CLASS:	11	10	10
MOVEMENT:	15, Sw 15	5, Sw 5	Sw 5
HIT DICE:	1 to 4 (5 to 20 hp)	¼ (1 hp)	Special
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1d4	1d3	Special
SPECIAL ATTACKS:	Drain blood	Choke	Drain blood
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S to M (2'-5')	T (1")	L (10' wide)
MORALE:	Unsteady (6-8)	Unsteady (6-8)	Unsteady (6-8)
XP VALUE:	1 HD: 65 2 HD: 120 3 HD: 175 4 HD: 270	35	15

Giant leeches are horrid, slug-like creatures that dwell in wet, slimy areas and suck the blood of warm-blooded creatures.

These disgusting parasites range from 2 to 5 feet long. Their slimy skin is mottled brown and tan with an occasional shade of gray. Two antennae protrude from atop the head.



Combat: Leeches wait in the mud and slime for prey (+8 to Stealth skill checks). The initial attack attaches the sucker mouth of the giant leech. On the next round, and on each round thereafter, it drains blood for 1 point of damage per Hit Die of the leech. The victim is unlikely to realize that it has leeches attached to it due to each leech's anesthetizing saliva (DC 14 Perception check to notice attached leeches). Each leech will drain its full hit point value from its victim before detaching and swimming away. Once a victim loses 50% of its hit points it becomes aware of its growing weakness and knows that something is amiss. Those bitten by a giant leech must make a DC 11 CON Saving Throw or become sickened after 1d3 days. Without a Cure Disease spell this disease will kill its host in 1d4+1 weeks.

Habitat/Society: These creatures are found only in the waters of swamps and marshes. Giant leeches range from 1 to 4 Hit Dice in size; various sized creatures usually are found in a group.

Throat Leech

This leech is about one inch long and resembles an inconspicuous twig. It is found in pools, lakes, and streams.

Anyone drinking water containing a leech has a 10% chance of taking it into his mouth unless the water is carefully filtered (such as through a sheet of gauze) before drinking. The leech sucks blood at the rate of 1 point of damage per round, until it becomes completely distended after ten rounds of sucking.



Each round that the leech is in the victim's throat, the victim must make a DC 12 CON Saving Throw or start choking. A choking victim suffocates quickly, and must start making Constitution Saving Throws to avoid losing consciousness after 3 rounds + a number of rounds equal to their Constitution modifier (e.g. a character with a 10 Constitution must start making Constitution Saving Throws after 3 rounds while a character with an 18 Constitution must start making these saves after 6 rounds. After this time, the character must make a DC 10 Constitution Saving Throw in order to remain conscious. The save must be repeated each round, with the DC increasing by 2 for each previous success.

When the character fails one of these Constitution Saving Throws, he begins to suffocate. In the first round, the character falls unconscious (0 Hit Points). In the following round, the character drops to -1 Hit Points and is dying. In the third round, the character suffocates and dies.

The only way to kill a throat leech in a victim's throat is to place a thin, heated metal object, such as a wire, into the bloated leech; the hot metal causes the leech to burst and no further damage is inflicted on the victim. This requires a DC 12 Medicine skill check.

Leech Swarm

This is merely a massive swarm of small leeches, found only in the water. They move in a cloud 10 feet in diameter. Anyone caught in the swarm receives 1d10 points of damage per round from blood drain. Area-effect attacks that inflict 10 or more points of damage will disperse the swarm.



LEPRECHAUN

CLIMATE/TERRAIN:	Temperate/Green lands, sylvan glens
FREQUENCY:	Uncommon
ORGANIZATION:	Clans
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (16-17)
TREASURE:	F
ALIGNMENT:	Neutral
NO. APPEARING:	1d20
ARMOR CLASS:	12
MOVEMENT:	75
HIT DICE:	¾ (4 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3 P
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	80%
SIZE:	T (2' tall)
MORALE:	Steady (13-15)
XP VALUE:	270

Leprechauns are diminutive folk who are found in fair, green lands and enjoy frolicking, working magic, and causing harmless mischief.

Rumored to be a cross between a species of halfling and a strong strain of pixie, leprechauns are about 2 feet tall. They have pointed ears, and their noses also come to a tapered point. About 30% of all male leprechauns have beards. Pointed shoes, brown or green breeches, green or gray coats, and either wide-brimmed or stocking caps are the preferred dress of the wee folk. Many leprechauns also enjoy smoking a pipe, usually a long-stemmed one.

Combat: These fun-loving creatures of magical talent are by nature noncombative. They can become invisible at will, polymorph nonliving objects, create illusions (as Improved Phantasmal Force), and use Ventriloquism spells as often as they like. Their keen senses give them a +8 to all Perception skill checks.

Being full of mischief, they often (75%) snatch valuable objects from adventurers, turn invisible and dash away. If pursued closely, there is a 25% chance per turn of pursuit that the leprechaun drops the stolen goods. The chase never leads to the leprechaun's lair.

If caught or discovered in its lair, the leprechaun attempts to mislead his captor into believing that he is giving over his treasure while he actually is duping the captor. It requires great care to actually obtain the leprechaun's treasure.

Habitat/Society: Leprechauns live in families of up to 20, though they call this unit a clan. They use first names and surnames, and it is fairly certain that these names are a good indicator of which clan one is dealing with. A lair usually consists of a warm, dry cave with a hearth, rugs, and furniture. Strangely, word travels fast between clans of the same surname, and a clan that a group of adventurers runs into may already know the adventurers' names from another clan the party encountered several days prior.

There is a rumor that a King of the Leprechauns exists, but there seems to be no official political hierarchy. There are no communities or villages of leprechauns.

It is rare to see leprechaun offspring, but they do exist, born with the full magical powers of an adult. For every 10 adults encountered in a lair, one child will be found.

Leprechauns enjoy eating the same sorts of foods that humans and demihumans eat, with a special fondness for wine. This weakness may be used to outwit them.

Gold is the one treasure found in every leprechaun's hoard. If an intruder secures this treasure, a leprechaun will bargain and beg to

get it back. As a last desperate measure, he will grant the intruder three Wishes, but only if the intruder gives over the treasure first. When this is done, the leprechaun will indeed grant the three wishes. After all three Wishes, the leprechaun will flatter the intruder and declare that the three Wishes were so well-phrased that he will give a fourth Wish. If the fourth wish is pronounced, the leprechaun will cackle with glee, the results of all the wishes will be reversed, and the intruder plus his group will be teleported (no Saving Throw) to a random location 2d20 miles away. No member of that party will never be able to find that particular leprechaun again.

Leprechauns are naturally distrustful toward humans and dwarves, since these races have greedy tendencies. They get along well with elves, gnomes, and halflings.

A leprechaun will not sit idly by while a helpless creature is attacked, since they have a soft spot for weaker creatures. In general, if a leprechaun senses that a stranger means no harm, he can be quite civil, but he will not bring visitors to his lair. If the leprechaun finds someone hurt, he might take the victim to his lair, but only after making sure that the stranger is not followed and cannot see where he is being taken.

Ecology: The best times and places to observe leprechauns are called borderlines. Dawn and dusk (which are neither all light nor dark), the shore (which is neither all earth nor all water), or the equinoxes and solstices (which are neither one season nor another), are the best times and places to see leprechauns and their ilk frolicking and celebrating.

LEUCROTTA

CLIMATE/TERRAIN:	Temperate/Wasteland, broken terrain
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	D
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d4
ARMOR CLASS:	16
MOVEMENT:	90
HIT DICE:	6+6 (36 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d6 P
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Kick in retreat
MAGIC RESISTANCE:	Nil
SIZE:	L (7' at shoulder, 9' long)
MORALE:	Elite (16-17)
XP VALUE:	975

The leucrotta is a creature of ugly appearance and temperament that haunts deserted places in search of prey.

The average leucrotta stands 7 feet tall at the shoulder and can reach a length of 9 feet in its mature form. The body of the leucrotta resembles that of a stag, with a leonine tufted tail and cloven hooves. Its head resembles that of a huge badger, but instead of teeth it has sharp, jagged bony ridges. Its body is tan, with the neck gradually darkening until it turns black at the head. The so-called teeth are sickly gray, and its eyes glow with a feral red light. The smell of animals, decomposing on a hot humid day follows the leucrotta, and its breath is especially bad.

Combat: This monster is very sly and can imitate a range of noises and voices, the most common ones being a man, a woman, a child, or domestic animals in pain. It uses these noises in order to trick its prey into approaching within attack distance. It hunts humans, demihumans, humanoids, and even other animal predators. Leucrotta are intelligent and can speak their own language as well as the Common tongue.

Leucrotta attack by biting for 3d6 points of damage. It is rumored that their bony ridges and jaws are so powerful that they can even bite through metal. If a leucrotta scores a hit against someone with a shield or armor, the target must roll a DC 13 Item Saving Throw for the shield. If the roll fails, then in addition to scoring the regular damage, the beast managed to also bite through the shield. Once the shield is

gone, the armor must go through the same routine with subsequent successful bites.

Once an opponent is rendered helpless, a leucrotta will leave its prize and attack any other intruders if the melee is still going on. It will give chase to an enemy but will never pursue beyond sight of any prey it has managed to already capture.

When a leucrotta retreats (by taking the Disengage action, as per page 64 of the Player's Handbook), it turns its back on its opponent and makes two kick attacks with its hind legs (1d6 bludgeoning damage each).

Note to trackers: It is almost impossible to identify leucrotta tracks, since they look exactly like a stag's (DC 18 Survival skill check to spot the difference).



Habitat/Society: This ugly creature haunts deserted and desolate places because most other creatures cannot bear the sight of it. Its ugliness is legendary. Leucrotta lair in treacherous ravines and rocky spires, because they are as surefooted as a mountain goat. Caves, old abandoned towers, or a hollowed out deadfall are the preferred lairs for this disgusting beast.

For every four leucrotta found in a lair, there is a 10% chance that an extra one, an immature leucrotta of half strength, is also present. Leucrotta are not a very family oriented species, as their nasty tempers extend sometimes to each other. The beasts range over a 20-mile area.

Since the leucrotta is not a very social creature, all strangers are nothing more than sources of food. Sometimes, a powerful chaotic evil person may entrap a leucrotta and force it to serve as a guardian, but such beasts rebel at the first opportunity.

Those brave enough to venture into a leucrotta lair must first roll a DC 14 CON Saving Throw or be sickened due to the horrendous stench for 1d4 rounds. Once inside, the money and possessions of past victims await.

Though the leucrotta prefer freshly killed meat, they are not above eating carrion. This serves to enhance their already bad reputation.

Ecology: Leucrotta distance themselves from the grand picture of nature, preferring to lurk on the fringes. They serve no practical use and one would be hard pressed to find a druid that would try to protect a member of this species. Some sages speculate that the leucrotta is an unnatural abnormality, an aberration spawned by some demented power or archmage.

Still, some mages prize the leucrotta hide for creating *boots of striding and springing*, hoping that the surefootedness of the beast passes down to the boots themselves. There are rumors that leucrotta saliva is an effective antidote to *philters of love*, but so far there have been no volunteers to test this theory.

LICH

	Lich	Demilich
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	See below
DIET:	Nil	Nil
INTELLIGENCE:	Supra-genius (20)	Supra-genius (20)
TREASURE:	A	Z
ALIGNMENT:	Any evil	Any evil
NO. APPEARING:	1	1
ARMOR CLASS:	20	26. See below
MOVEMENT:	30	See below
HIT DICE:	18d4 (54 hp) or more, see below	18d4 (54 hp) or more, see below
NO. OF ATTACKS:	1	See below
DAMAGE/ATTACK:	1d4 S + 1d6 N	See below
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	See below
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Fanatic (19)	Fanatic (19)
XP VALUE:	8,000	10,000

The lich is, perhaps, the single most powerful form of undead known to exist. They seek to further their own power at all costs and have little or no interest in the affairs of the living, except where those affairs interfere with their own.

A lich greatly resembles a wight or mummy, being gaunt and skeletal in form. The creature's eye sockets are black and empty save for the fierce pinpoint of light which serve the lich as eyes. The lich can see with normal vision in even the darkest of environments but is unaffected by even the brightest light. An aura of cold and darkness radiates from the lich which makes it an ominous and fearsome sight. They were originally magic-users of at least 18th level.

Liches are often (75%) garbed in the rich clothes of nobility. If not so attired, the lich will be found in the robes of its former profession. In either case, the clothes will be tattered and rotting with a 25% chance of being magical in some way.

Combat: Although a lich will seldom engage in actual melee combat with those it considers enemies, it is more than capable of holding its own when forced into battle.

The aura of magical power which surrounds a lich is so potent that any creature which sees it must make a DC 15 CHA Saving Throw or flee in terror for 5d4 rounds.

Should the lich elect to rake a living creature with its clawed hand, it deals 1d4 points of slashing damage and another 1d6 of necrotic

damage (which feels like an unearthly chill to the victim). Further, the victim must make a DC 15 Strength saves or be utterly unable to move for 1d4 minutes.

Liches can themselves be hit only by weapons of at least +1, by magical spells, or by monsters with 4 or more Hit Dice and/or magical properties. The magical nature of the lich and its undead state make it utterly immune to Charm, Sleep, Ray of Enfeeblement, Polymorph, Confusion, Insanity, or Death spells. They are immune to lightning, necrotic, and cold damage.

A lich is able to employ spells just as it did in life. It still requires the use of its spell books, magical components, and similar objects. It is important to note that most, if not all, liches have had a great deal of time in which to research and create new magical spells and objects. Thus, adventurers should be prepared to face magic the likes of which they have never seen before when stalking a lich. In addition, liches are able to use any magical objects which they might possess just as if they were still alive.

Defeating a lich in combat is difficult but managing to actually destroy the creature is harder still. In all cases, a lich will protect itself from annihilation with the creation of a phylactery in which it stores its life force. This is similar to a Magic Jar spell. In order to ensure the final destruction of a lich, its body must be wholly annihilated, and its phylactery must be sought out and destroyed in some manner. Since the lich will always take great care to see to it that its phylactery is well-hidden and protected this can be an undertaking fully as daunting as the defeat of the lich in its physical form.

Habitat/Society: Liches are usually solitary creatures. They have cast aside their places as living beings by choice and now want as little to do with the world of men as possible. From time to time, however, a lich's interest in the world at large may be reawakened by some great event of personal importance.

A lich will make its home in some ominous fortified area, often a strong keep or vast subterranean crypt.

When a lich does decide to become involved with the world beyond its lair, its keen intelligence makes it a dangerous adversary. In some cases, a lich will depend on its magical powers to accomplish its goals. If this is not sufficient, however, the lich is quite capable of animating a force of undead troops to act on its behalf. If such is the case, the lich's endless patience and cunning more than make up for the inherent disadvantages of the lesser forms of undead which it commands.

Although the lich has no interest in good or evil as we understand it, the creature will do whatever it must to further its own causes. Since it feels that the living are of little importance, the lich is often viewed as evil by those who encounter it. In rare cases, liches of a most unusual nature can be found which are of any alignment.

The lich can exist for centuries without change. Its will drives it onward to master new magics and harness mystical powers not available to it in its previous life. So obsessed does the monster become with its quest for power that it often forgets its former existence utterly. Few liches call themselves by their old names when the years have drained the last vestiges of their humanity from them. Instead, they often adopt pseudonyms like "the Black Hand" or "the Forgotten King." Learning the true name of a lich is rumored to confer power over the creature.

Ecology: The lich is not a thing of this world. Although it was once a living creature, it has entered into an unnatural existence.

In order to become a lich, the wizard must prepare its phylactery using the Enchant an Item, Magic Jar, Permanency and Reincarnation spells. The phylactery, which can be almost any manner of object, must be of the finest craftsmanship and materials with a value of not less than 1,500 gold pieces per level of the magic-user. Once this object is created, the would-be lich must craft a *poison potion*, which is then enchanted with the following spells: Wraithform, Permanency, Cone of Cold, Feign Death, and Animate Dead. When next the moon is full, the potion is imbibed. Rather than death, the potion causes the wizard to undergo a transformation into its new state. A DC 13 Constitution Saving Throw is required, with failure indicating an error in the creation of the potion which kills the wizard and renders him forever dead.



DAE

Demilich

The demilich is not, as the name implies, a weaker form of the lich. Rather, it is the stage into which a lich will eventually evolve as the power which has sustained its physical form gradually begins to fail. In most cases, all that remains of a demilich's body are a skull, some bones, and a pile of dust.

In order to attain the status of a demilich, a lich must have replaced 5-8 (1d4+4) of its teeth with gems. Each of these gems now serves as a powerful magical device which can trap the soul of its adversaries.

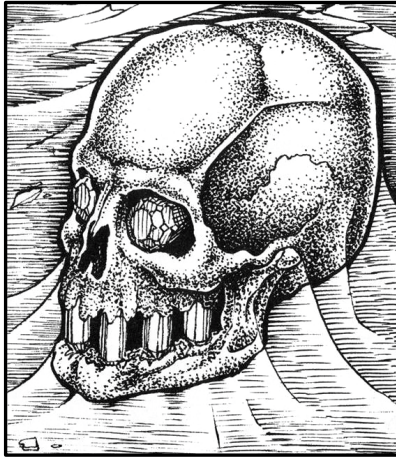
When it has learned all that it feels it can in its undead life, the lich will continue its quest for power in strange planes unknown to even the wisest of sages. Since it has no use for its physical body at this point, the lich leaves it to decay as it should have done centuries ago.

Combat: If the final resting place of a demilich's remains are entered, the dust, which was once its body, will rise up and assume a man-like shape. In the case of the oldest demiliches (25%), the shape will advance and threaten, but dissipate without attacking in 3 rounds unless attacked. Younger demiliches (75%) still retain a link to their remains, however, and will form with the powers of a wraith. This dust form cannot be turned. In addition, it can store energy from attacks and use this power to engage its foes. If the dust form is attacked, each point of damage dealt to it is converted to an energy point. Since the demilich will fall back and seem to suffer injury from each attack (though none is actually inflicted), its attackers are likely to press on in their attempts to destroy it. Once the demilich has acquired 50 energy points, it will assume a manifestation which looks much like the lich's earlier undead form and has the powers and abilities of a ghost, but which cannot be turned.

If anyone touches the skull it will rise into the air and turn to face the most powerful of the intruders (a spellcaster will be chosen over a non-spellcaster). Instantly, it unleashes a howl which slays all living creatures within 20 feet of the skull who fail a DC 20 Charisma Saving Throw.

On the next round, the demilich will select what it deems to be the most powerful living opponent within 300 feet. The physical body of that opponent collapses and rots away unless it makes a DC 20 Charisma Saving Throw. If slain, the victim's soul is trapped (as per the Trap the Soul spell) in one of the gems that is in place of its teeth.

Once it has drained the life essence from the most powerful member of the party, the skull sinks back to the floor. If it continues to be challenged, the demilich can repeat this attack, once per round, until it has filled all of the gems that have replaced its teeth. An *amulet of life protection* will prevail over the gem, but the character's body will perish regardless (unless the target is protected by Negative Plane Protection or similar magic). If left to its own devices, the demilich slowly devours the soul over 24 hours - at the end of that time the soul is completely absorbed, and the victim is forever gone. If the character's soul is trapped within a gem, the gem glows with a faint inner light, and True Seeing will reveal a tiny figure trapped within. If the demilich is overcome before the soul is eaten, crushing the gem releases the soul, after which time it is free to seek the afterlife or be



returned to its body by the use of Resurrection, Raise Dead, or Reincarnation.

In addition to the attacks mentioned above, a demilich can also pronounce a powerful curse on those who disturb it. These include: always being hit by one's enemies, never succeeding at a Saving Throw, or the inability to acquire new experience points. Demilich curses can be overcome with a Remove Curse, but the victim loses one point of Charisma permanently when the curse is removed.

The skull of a demilich is Armor Class 26. It can be affected by spells in only a few ways: a Forget spell will cause it to sink down without attacking (either by howling or draining a soul), a Dispel Evil will do 1d4+4 points of damage to it, a Shatter spell will inflict 3d6 points of damage to it, a Holy Word pronounced against it will deliver 5d6 points of damage, and a Power Word, Kill spell cast by an ethereal or astral wizard will cause the skull to shatter (destroying it).

Most weapons will be unable to harm the skull of a demilich, but there are exceptions. A *vorpal sword*, *sword of sharpness*, a *sunblade*, a *mace of disruption*, or any +4 or better weapons can inflict normal damage on the skull.

If the fragments of the destroyed skull are not destroyed by immersion in holy water and the casting of a Dispel Magic or Dispel Evil the demilich will reform in 1d10 days.

Archlich

From time to time, sages have heard rumors of liches having alignments other than evil, and even lawful good liches apparently have existed. There have even been reports of clerics who, in extreme circumstances, have become liches. These reports have recently been verified, but the archlich is as rare as Roc's teeth.



LIZARD

	Fire	Giant	Minotaur	Subterranean
CLIMATE/TERRAIN:	Any warm land	Any warm land	Tropical hills and mountains	Any subterranean
FREQUENCY:	Very rare	Uncommon	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1-2)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	B, Q (x10), S, T	Nil	J-N, Q, C (magic)	O, P, Q (x5)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1d4	2d6	1d8	1d6
ARMOR CLASS:	17	15	15	15
MOVEMENT:	45	75	30	60
HIT DICE:	10 (50 hit points)	3+3 (18 hit points)	8 (40 hit points)	6 (30 hit points)
NO. OF ATTACKS:	3	1	3	1
DAMAGE/ATTACK:	1d8 S x2/2d8 P	1d8 P	2d6 S x2/3d6 P	2d6 P
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G (30')	H (15')	G (40')	H (20')
MORALE:	Steady (13-15)	Average (9-12)	Average (9-12)	Average (9-12)
XP VALUE:	3,000	175	975	650

Fire Lizards

Fire lizards resemble wingless red dragons and are sometimes called "false dragons." They are gray-colored with mottled red and brown back and reddish undersides. Hatchlings are light gray in color and darken as they age.

Combat: Fire lizards attack with a combination of raking claws and bite. They can simultaneously breathe a fiery cone 5 feet wide at the mouth, 10 feet wide at the end, and 15 feet long which inflicts 2d6 fire based damage (half if DC 15 Dexterity Saving Throw). Fire lizards are immune to fire-based attacks.

Habitat/Society: Fire lizards prefer subterranean lairs but come out every fortnight to hunt fresh game. Prey is hauled back to the lair for a leisurely meal; the debris forms the treasure trove. Fire lizards are slow moving and sleep 50% of the time. Their lairs may have 1-4 eggs (10% chance, market value 5,000 gp each). Hatchlings immediately leave to hunt on their own. Shiny objects attract fire lizards; gems and metals form the bulk of treasure found in their dens.

Ecology: Fire lizards are perhaps an ancestral dragon type or offshoot of a common ancestor. Real dragons avoid these "false dragons," which live to be 50-100 years old. Fire lizard eggs are worth 5,000 gp, hatchlings 7,500 gp.

Giant Lizards

This lizard is relatively normal, albeit large, and lives in marshes and swamps. An attack score of 20 means the giant lizard's victim is trapped in the mouth and suffers double damage (2-16 points). The giant lizard inflicts 2-16 points of damage each round thereafter. Giant lizards are lazy hunters and tend to attack anything edible that wanders by. While their great size protects them from most predators, it renders them a sumptuous feast to the black dragons who share their swamps. Giant lizards are sometimes domesticated by lizard men, who use them as mounts, beasts of burden, and food. Their lairs may be home to a wide range of lizards, from eggs to century-old adults.

Minotaur Lizards

This huge, aggressive lizard derives its name from its horns. While these horns look like those of a minotaur, the male's horns are not used in combat - rather, they are believed to be a means of attracting a mate. The minotaur lizard attacks with sharp claws and teeth. They are adept at ambushes (+6 to Stealth checks). An attack roll of 20 means the lizard has trapped its victim within its jaws and can automatically inflict 3d6 points of piercing (bite) damage each round thereafter until the victim escapes (DC 18 Athletics skill check) or dies. Minotaur lizards are found in tropical hills and mountains near copper and red dragons.



Subterranean Lizards

This aggressive lizard is able to run across walls or ceilings with the help of its suction cup-tipped feet. An attack roll of 20 means the lizard has clamped its jaws on its victim and can automatically inflict 2d6 points of piercing (bite) damage each round thereafter until the victim escapes (DC 15 Athletics skill check) or dies. These lizards never leave their caves voluntarily. Some species are albino; these shun light and attack at -1 in daylight or its equivalent.

Other species have tongues up to 20 feet long. Any man-sized or smaller prey seized by the tongue will be drawn into the mouth and bitten the next round they make a DC 15 Athletics skill check to escape the tongue's grip.

LIZARD MAN

	Lizard Man	Lizard King
CLIMATE/TERRAIN:	Tropical, subtropical and temperate swamp	Tropical, subtropical and temperate swamp
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	Low (6-8)	Average (9-10)
TREASURE:	D	E
ALIGNMENT:	Neutral	Chaotic evil
NO. APPEARING:	1d8+7	1
ARMOR CLASS:	15	17
MOVEMENT:	45, Sw 60	45, Sw 75
HIT DICE:	2+2 (12 hit points)	8+8 (48 hit points)
NO. OF ATTACKS:	3	1
DAMAGE/ATTACK:	1d2 S x2/1d6 P or by weapon	1d3 S x2/1d8 P or 3d6+2 P
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' tall)	L (8' tall)
MORALE:	Elite (16-17)	Champion (18)
XP VALUE:	65	975
Patrol leader:	65	
Subleader:	120	
War leader:	270	
Shaman, 3 rd :	175	
Shaman, 5 th :	650	
Shaman, 7 th :	975	



Lizard men are savage, semi-aquatic, reptilian humanoids that live through scavenging, raiding, and, in less hostile areas, by 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 are flecked.

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 barbaric ornament. Lizard men speak their own language.

Combat: In combat, 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, sudden ambushes, and spoiling raids are favored tactics in these situations. While individually savage in melee, lizard men tend to be distracted by food (such as slain opponents) and by simple treasures, which may allow some of their quarry to escape. They occasionally take prisoners as slaves, for food, or to sacrifice in obscure tribal rites.

For every 10 lizard men encountered, there will be one patrol leader with maximum hit points (18 hp) and a 50% chance for a shaman with 3 Hit Dice and the abilities of a 3rd level cleric. 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. 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, often (35%) dwelling totally underwater in air-filled caves. 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.

Lizard men are omnivorous but prefer human flesh to other foods. In this regard they have been known to ambush humans, gather up the corpses and capture the survivors, and take the lot back to their lair for a rude and horrid feast.

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 14). Lizard men produce no art, artifacts, or trade goods.

Advanced Lizard Men

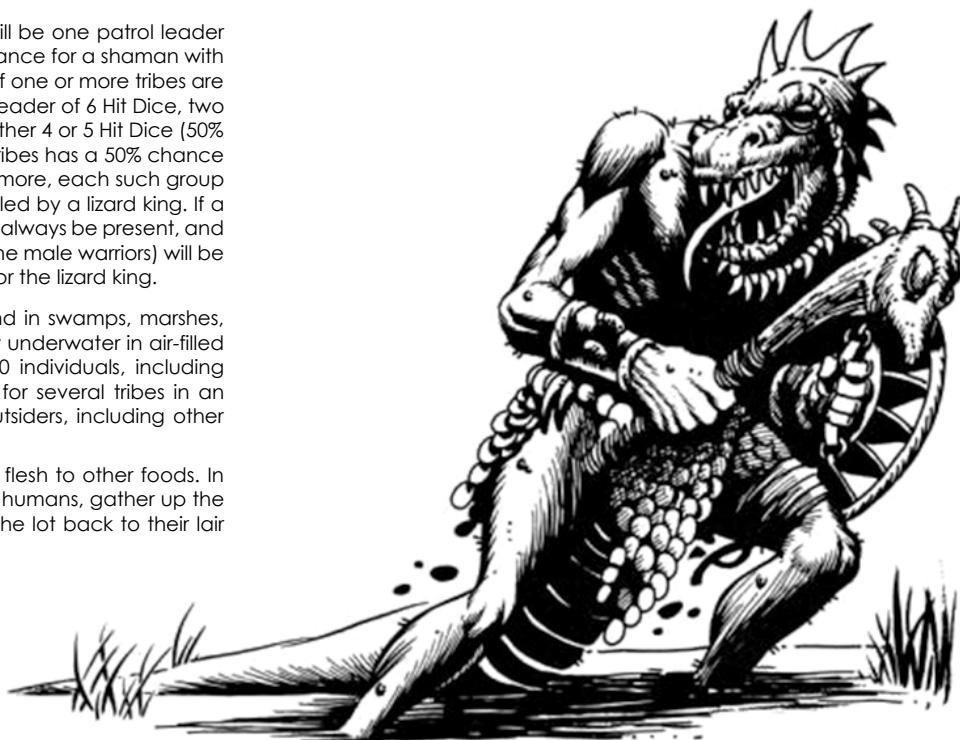
About 1 tribe in 10 has evolved to a higher state. These lizard men dwell in crude huts, use shields (thus Armor Class 16 or 17) and hurl barbed darts (20' base range, 1d4 points damage) or javelins (30' base range, 1d4 points damage) before closing with the enemy. These lizard men use clubs (treat as morning stars, 1d8 points damage), and the leaders may use captured swords or other weaponry. The chance of these advanced lizard men having a lizard king is doubled, i.e., 20% cumulative chance per tribe.



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. The lizard king is most often armed with a great trident, which it wields with great skill and ferocity. In the hands of the lizard king, the weapon inflicts 3d6+2 piercing damage.

A lizard king usually demands two humans each week. If no humans are available, demihumans and other humanoids will be sought. If none are available, two of the lizard king's bodyguards will be killed and eaten instead.



LOCATHAH

CLIMATE/TERRAIN:	Tropical and subtropical/Coastal waters
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	A
ALIGNMENT:	Neutral
NO. APPEARING:	20d10
ARMOR CLASS:	14
MOVEMENT:	5, Sw 60
HIT DICE:	2 (10 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'+ tall)
MORALE:	Average (9-12)
XP VALUE:	35
Guards or assistants:	65
Leader:	120
Chieftain:	175

The locathah are a humanoid race of aquatic nomads that roams warm coastal waters.

A typical locathah stands 5 to 6 feet tall and weighs 150 to 200 pounds. The skin is covered in fine but tough scales. The scales vary in color from an ivory yellow on the stomach and neck to a pale yellow on the rest of the body. The fins of their ears and spine are ocher. The ear fins enhance hearing while the large eyes are designed to enhance underwater vision. The only way to distinguish males from females is a vertical ocher stripe marking the egg sac. On the surface, locathah have a typically fish-like smell. They speak their own language; 10% also speak Merman, Koalinth, or other aquatic languages.



Combat: The intelligent locathah have developed tactics that enable them to beat their deadlier rivals. They always operate in teams, the larger the better. Furthermore, when away from their homes they ride giant eels that act as both mounts and allies.

A typical locathah force is armed as follows: lance (20%), crossbow (30%), trident (30%), and short sword (20%).

Since a locathah lacks claws or teeth, it can only kick or punch for 1 point of damage if it is disarmed. If unarmed it will either Grapple a foe (if armed locathah are present), look for weapons, or flee. Locathah only battle to the death if cornered or if their home is threatened.

Habitat/Society: Locathah have developed a society similar to that of surface humans. They have a well-developed hunter-gatherer society and a strong sense of territory. Locathah make their lairs in rocks carved into castle-like strongholds. These aquatic castles are very similar to their surface counterparts. Openings are protected by stout doors, shutters, or coral bars. Often 4d4 moray eels are used as guardbeasts. There is a 50% chance that Portuguese man-o-war jellyfish may be used as traps. A herd of giant eels is kept at the edge of each stronghold.

Locathah have a communal society organized in tribes of 20 to several hundred. Each band of forty locathah has a leader (4 Hit Dice, 20 hit points) and four assistants (3 Hit Dice, 15 hit points). Clans of more than 120 locathah are led by a female chieftain (5 Hit Dice, 25 hit points)

accompanied by 12 guards (3 Hit Dice, 15 hit points).

Clan chieftains are prolific egg layers. Eggs are gathered into well-guarded nurseries where they hatch after five to six months. Hatchlings are raised communally but each is assigned a "parent", a nonwarrior adult that takes personal responsibility for that hatchling.

Locathah shamans are clerics of up to the 3rd level.

Ecology: Locathah are omnivorous. They have both aquatic farmers and hunter-gatherers that provide a varied diet for their clan brethren. The locathah's stone-age technology is limited to manufacturing weapons, tools, and ornaments from available materials. More advanced or magical items are scavenged from sunken wrecks, invaders, and drowning victims. Although they defend their territories against hostile invaders, locathah cooperate with nonhostile visitors, especially traders. Locathah coral carvings and jewelry are highly valued by art collectors and are traded for forged metals, ceramics, and durable magical items. Locathah can be hired to assist travelers in their realm. They also collect tolls from fishermen using locathah territorial waters.

Locathah never voluntarily leave the water. They are almost helpless on land. They are limited to slow crawls because they are unused to supporting their own weight. The use of magic to fly or levitate will negate this helplessness. They risk swift suffocation as their gills dry out; after ten turns, a surfaced locathah suffers 1 point of damage each round. If the locathah immerses itself in water, the damage is halted.

Locathah always try to recover captive locathah or their bodies. If such are detected aboard a ship, other locathah might first demand the return of their kin or simply sink the boat by carving into its bottom.

LURKER

	Lurker	Trapper
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Non- (0)	Highly (13-14)
TREASURE:	C, Y	G
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1 (1d4)	1
ARMOR CLASS:	14	17
MOVEMENT:	5, Fl 45 (B)	15
HIT DICE:	10 (50 hit points)	12 (60 hit points)
NO. OF ATTACKS:	1, see below	1, see below
DAMAGE/ATTACK:	1d6 B	1d8 B
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	H (20' diam.)	H (20'-30' diam.)
MORALE:	Steady (13-15)	Steady (13-15)
XP VALUE:	2,000	3,000

	Trapper, Forest
CLIMATE/TERRAIN:	Forest
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	G
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	16
MOVEMENT:	15, Br 30
HIT DICE:	10 (50 hit points)
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (20' diam.)
MORALE:	Steady (13-15)
XP VALUE:	3,000

Lurker

The lurker, also known as a lurker above, is a carnivorous scavenger found only in subterranean settings. It resembles a large manta ray; its grayish belly is textured like stone. The lurker typically attaches itself to a ceiling, where it is very difficult to detect (DC 19 Perception skill check) unless actually prodded.

Combat: Lurkers are slow-moving creatures that must wait for their prey to come into range. Lurkers wait on the ceiling, then drop and wrap themselves around their prey. The constriction causes 1d6 points of bludgeoning damage per round to all caught beneath it (it can trap up to 4 Medium-sized creatures). This damage is automatic each round unless the victim breaks free or the lurker dies. Lurkers do not stop attacking until dead. Prey can only fight with light weapons (see Weapon Sizes, PHB 44) that were in hand when the lurker attacked. Those beneath also face suffocation (DMG 34).

Habitat/Society: Lurkers are solitary creatures. The females lays eggs in a glutinous clutch near the ceiling. The hatchlings fall to the ground and feed on vermin until they become large enough to fly. Young resemble rectangular patches of moss.

Ecology: Lurkers are opportunistic feeders that make do with whatever wanders by. The lurker flies by means of gases generated into sacs. These gases may be used in the preparation of a *potion of levitation*. Lurker eggs or hatchlings may be sold as living defenses for those who want them. Lurker, trapper, and miner eggs can all be sold for 900 gp, hatchlings for 1,100 gp.

Trapper

The subterranean trapper is found only in caves and other dark places. It can alter its shape and color to resemble the local floor and to form a protuberance in the center that resembles a box. A trapper is difficult to detect (DC 20 Perception skill check) once it has settled into a disguise. When prey wanders into the trapper's center, the creature's edges rise up and wrap around the victims (it can trap 4 to 6 Medium-sized creatures, depending upon its size). The victims suffer 1d8 points of constriction (bludgeoning) damage per round. The constriction prevents breathing; victims within also face suffocation (DMG 34). Prey can only fight with light weapons (see Weapon Sizes, PHB 44) that were in hand when the trapper attacked. A trapper does not release victims unless it is reduced to 1 hit point or killed.

Trappers are immune to fire and cold damage. Trappers remain wrapped in a ball for 1d8 hours while digesting victims. The remains of their victims are excreted below and form the trappers' treasure troves. A typical trapper can cover about 400 square feet, while large ones can cover up to 600 square feet.

Eggs are laid in a pebble-like mass. Hatchlings



resemble flat rocks. Trapper skin may be used to make exceptional leather armor that is resistant to cold and fire damage (+5 to Item Saving Throws versus such attacks).

Forest Trapper (Miner)

The forest trapper, or miner, resembles a tailless manta ray mottled brown or green-brown. Its frontal and dorsal ridges are hard bone.

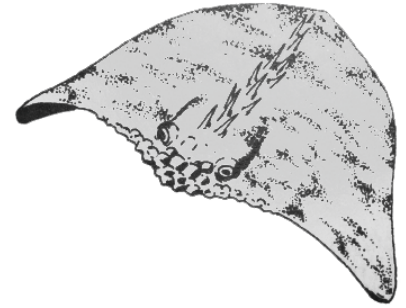
It preys primarily on small forest animals but traps larger creatures by burrowing beneath paths or roads (DC 18 Perception skill check to spot it), then extending the 1d20+5 poisonous, twig-like barbs on its back through the surface. Passers-by that do not notice it have a 75% chance of unknowingly stepping on one of these barbs. If spotted, a DC 16 Nature skill check will identify the barbs.

Those stepping in the barbs take 1d3 points of piercing damage and must make a DC 15 CON Saving Throws or be paralyzed for 5d8 minutes. A miner will not surface until all surface movement stops. Then it attacks in the same manner as a subterranean trapper.

Miners travel slowly on the surface by rippling like a snake. Burrowing is faster but travel is limited to soil, sand, and gravel.

Because a miner is always underground unless attacking, it is rarely attacked. The miner's toxin is located in sacs at the base of the barbs. The toxic barbs can be used in a blowgun or as a hand weapon provided the grip is wrapped.

Eggs are laid in a clutch several feet below the surface. The young feed on burrowing animals for their first year.



LYCANTHROPE, GENERAL

Lycanthropes are humans who can transform themselves to resemble normal animals or monsters. The term "lycanthrope" is actually a misnomer, coming from the roots *lycos* (wolf), and *anthropos* (man). A more correct term is "therianthrope," from *therios* (animal) and *anthropos*. However, since werewolves are the most common therianthropes, the term lycanthrope has gained much more popularity, and more common usage.

To further confuse the issue, there are creatures like the wolfwere and jackalwere, animals which can assume human form. These creatures ("antherions" for lack of a better term) pass on their condition genetically (that is, by having offspring), not by biting and infecting other creatures. Other differences between the two classes of creature include their vulnerabilities: antherions can be struck by cold iron, lycanthropes by silver or mithral (true silver). Antherions hate lycanthropes, and always attack their counterparts (wolfweres attack werewolves, etc.). Likewise, most lycanthropes feel enmity for antherions, and attack on sight as well.

In addition, there are many subspecies of some lycanthropes, beyond the differences in animal type. For instance, there are three distinct subspecies of werewolf, differing in their secondary form: one has fangs, a furred body, a tail, wolf-like legs, and lupine features (but without the snout); another has a very wolf-like face and body, with human hands, and is easily mistaken for a wolf when down on all fours; and the third secondary form is that of a huge wolf, as big as a bear.

The condition of being a lycanthrope, often referred to as a curse, is called lycanthropy. A distinction must be made between true lycanthropes and infected lycanthropes. True lycanthropes are those to whom lycanthropy is a genetic trait; they breed with other lycanthropes and produce lycanthropes offspring. Only true lycanthropes can infect others with lycanthropy. Infected lycanthropes are those whose lycanthropy results from being wounded by a true lycanthrope.

There are also creatures known by some as "induced lycanthropes," whose shape changes are effected by magical items; these creatures



cannot infect others with lycanthropy, though the magical items can be transferred to new owners. Some of the items are cursed, so that once they are worn, they cannot be removed without the application of a remove curse spell. Induced lycanthropes include swanmays and anyone using a *cloak of the manta ray*. Finally, there are "cursed lycanthropes" created by a certain spell, *Curse of Lycanthropy* (see shaded text).

True lycanthropes and induced lycanthropes seldom hate their "curse." They see themselves as being like any other creature, with the same right to survival. Those bitten and infected, or those affected by the curse of lycanthropy spell, are generally unhappy with their fate. These unfortunates seek cures and occasionally try to hunt down the lycanthrope who infected them (or the magic-user who cursed them).

Description: Most lycanthropes have three forms; some have only two. See the individual descriptions for more details. The first form is always the natural humanoid form, which over time becomes more and more reminiscent of the lycanthrope's animal form. The second form is a hybrid, combining both animal and humanoid features; the size of this hybrid tends to lie between the humanoid size and the size of the creature replicated. The third form of the lycanthrope is externally identical to that of a normal creature of the replicated species; the only visual clue is that the eyes may glow in the dark. A slain lycanthrope always reverts to its natural humanoid form within one round of being killed.

Curse of Lycanthropy

Necromancy, Alteration

Level: Magic-user 6
 Components: V, S, M
 Casting Time: 1 action
 Range: Touch
 Target: Creature touched
 Duration: Special
 Saving Throw: Wisdom negates
 Magic Resistance: Yes

This spell causes a temporary case of lycanthropy in the victim touched by the caster. A normal attack roll is required for the magic-user to touch the victim, who must then roll a Saving Throw. Failure indicates that the victim is affected by lycanthropy. Every month, the victim's condition manifests with the full moon; after each such change the victim can make another Saving Throw to see if the spell's effects wear off (see below).

Almost any type of standard lycanthropy can be induced with this spell. By using the blood of a normal animal as a spell component, the magic-user can cause the victim to assume that were-form.

Lycanthropy manifests the night of the full moon, as well as the night immediately before, and the night immediately after, the full moon. During those nights, the character gains no benefits from sleep or normal healing and loses all memory of events which happen while in animal form. In all respects, the character gains the abilities, immunities, defenses, and bloodlust of an infected lycanthrope; it cannot transmit lycanthropy. When the three-night attack is over, the victim can make another Saving Throw to throw off the spell's effects. If time this Saving Throw is made, its DC increases by 1.

A Remove Curse allows the character to roll another Saving Throw; success means the curse is broken. A Wish or Break Enchantment also dispels the curse. No other spells can remove the curse.

Contracting Lycanthropy: Of all the afflictions that can strike a character, one of the most feared is lycanthropy. While often considered a disease, lycanthropy can more properly be described as a curse.

Although the forms of attack vary with each species, all true lycanthropes can transmit their dreadful affliction. Some lycanthropes transmit their affliction only through their bite, others through any natural attack, and some even through the weapons they use.

Any humanoid creature injured by a lycanthrope but not actually killed (and presumably eaten) has a chance to contract lycanthropy. After combat, each creature wounded by the lycanthrope must make a Constitution Saving Throw. The DC of this Saving Throw equal to ½ of the damage taken or 10, whichever is greater. See page 70 of the Dungeon Master's Guide for more information on lycanthropy.

If the character eats belladonna within an hour of the attack, he may make another Constitution Saving Throw in order to fight off the cure. Eating belladonna, however, also sickens those who eat it. Sickened characters suffer a -2 penalty to all Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by ½.

The only other way to lift the affliction is to cast an Exorcise, Remove Curse, or Break Enchantment on the character, on the night of a full moon, or the night immediately preceding or following the full moon. After Exorcise, Remove Curse, or Break Enchantment is cast, the curse is broken if the character makes a successful Wisdom Saving Throw. Otherwise the changes take place and the spell has no effect. Cure Disease and other healing spells and abilities have no effect against lycanthropy.

Only infected lycanthropes can be cured. To a true lycanthrope, lycanthropy is as natural as breathing, and the condition cannot be altered. True lycanthropes have complete control over their physical states; they are not affected by darkness, phases of the moon, or any of the other situations which traditionally affect infected lycanthropes.

Cursed characters suffer uncontrollable change on the night of a full moon and the nights immediately preceding and following it.

Combat: In human form, the lycanthrope uses weapons to attack. They tend to use natural attack abilities in other forms.

In lycanthrope form, the monster can be struck only by silver, mithral "truesilver," or magical weapons. Wounds from any other weapon heal too quickly to cause actual damage. Damage from spells, acid, fire, and other special effects apply normally. Because of their vulnerability to silver and mithral, some lycanthropes have a psychological aversion to those metals and refuse to handle them; in some cases, the psychosomatic effect is so great that touching silver or mithral actually burns the lycanthrope.

Habitat/Society: True lycanthropes can change shape at will, regardless of the time of day or phase of the moon. Infected lycanthropes are usually humanoid during the day.

When darkness falls on the night of a full moon, or on the night immediately preceding or immediately following a full moon, the infected lycanthrope unwillingly changes shape and is overcome by bloodlust. The change begins when the moon rises and ends when it sets. During this time the character is controlled by the DM, not the player. Often, the character discovers that he has done terrible things while changed and under the DM's control. While transformed the character will not be identifiable to his friends and companions unless they are familiar with his curse or can recognize him by some personal effect.

During the change, the character's Armor Class, attacks, movement, and immunities are identical to the type of lycanthrope that wounded him. The intelligence and alignment of the character are overwhelmed by an uncontrollable bloodlust. The player character must hunt and kill and generally chooses people he knows in his daily life as his victims. The stronger the emotion toward the person (either love or hate), the greater the likelihood the character will attempt to stalk and slay that person.

At the end of each change, the character returns to his normal form (perhaps to his embarrassment). At the same time, he heals 2d8 points of damage. While the character may know or suspect that he has done something terrible, he does not have clear memories of the preceding night. Good characters will be tormented at the thought of what they may have done, and paladins will find they have, at least temporarily, fallen from grace.

Each type of lycanthrope has its own language as well as its humanoid language; some may be able to speak the languages used by the animals they imitate.

True lycanthropes tend to avoid human society unless attacking or on an errand. Lycanthropes travel alone or in packs. The packs are usually of similar lycanthropes but may also include normal animals or monsters whom the lycanthropes resemble. Some lycanthropes have the ability to summon such creatures.

Ecology: Lycanthropes fit a variety of roles, depending on the type of creatures they become, scavengers act as scavengers, predators as predators. See individual descriptions for more details.

Designing New Types of Lycanthrope

Described here is a process for creating variant lycanthropes, either as true lycanthropes, one-shot opponents, or for the results of a curse of lycanthropy.

Animal Type: Virtually any predator between the size of a cat and a large bear can be the basis for a type of lycanthrope. Most (but not all) true lycanthropes are mammals; most (but not all) are carnivores. An animal type used by the DM to create a race of true lycanthropes should be a carnivorous mammal with animal Intelligence (1), or rarely, a reptile, bird, or even fish with animal Intelligence. There has never been a reliable report of a were-amphibian of any type.

Induced lycanthropes, by spell or item, can be created using a wide variety of animal types, and even monstrous creatures.

Appearance: In humanoid form, the lycanthrope has subtle indications of the curse, ranging from hair color like that of the animal, to general facial type, to voice and actions. In animal form, the lycanthrope resembles a large version of the normal animal (but not so large as to be immediately noticeable). On close inspection, the animal form's eyes show a faint spark of unnatural intelligence, and often glow red in the dark.

The lycanthrope may also have a third form, part human and part animal. This form is usually humanoid in general shape, and the body has the same covering as the animal (usually fur, sometimes scales or feathers). Facial features and body shape change somewhat, gaining more characteristics of the animal (fangs, whiskers, claws, animal leg structure, etc.).

Statistics and Attributes: To determine the new lycanthrope's statistics, extrapolate from those of the base animal and from existing lycanthrope types. If the base animal is more powerful than a wolf, the new lycanthrope should have more Hit Dice than a werewolf; if the base animal is similar to a giant rat, the new wererecreature should have about the same Hit Dice as a wererat. In almost every case, the new lycanthrope should have at least 1-2 Hit Dice more than the base animal.

The lycanthrope gets the same attack forms as the base animal type, such as claws, bite, tail slap, head butt, or whatever. The damage should be very similar to that caused by the base animal. Many lycanthropes associate with animals of their base type, and the werebeast should be able to dominate such a group.

Armor Class depends on the base animal's natural toughness, speed, and dexterity. The lycanthrope should have a slightly better AC than the base animal, perhaps by 1 or 2 places.

Movement Rate should be the same as that of the base animal, as should diet and habitat. Morale should be about one category better than that of the base animal.

The creature's alignment tends to be an extrapolated version of the base animal's alignment. Since most base animals are neutral, the DM must look at the animal's tendencies. If the animal is a vicious predator and a strong fighter, the lycanthropic version is probably evil; it tries to stay out of the way of other creatures, it may be good or neutral. If the animal is very independent, the lycanthrope should be chaotic; if the animal is very methodical and has regular habits, the lycanthrope is probably lawful.

Vulnerability: True lycanthropes share a vulnerability to silver and mithral weapons, possibly because of the metals' mystical relationship with the moon, or the inherent qualities or powers of those metals. Extremely rare variants might have no such vulnerability, but instead may have developed a weakness for another precious metal (gold and copper being the most likely), or perhaps for bronze, obsidian, or even wood.

Special Abilities: In addition to their abilities of shapeshifting, calling normal animals to their aid, and so forth, some lycanthropes have other special powers. These should not be rolled randomly for a new lycanthrope type but chosen to fit with the attitude and style of the base animal. A few samples are listed below.

- Bonuses to Perception, Stealth, Acrobatics, and/or other skills
- Charm Person by gaze or voice
- Regeneration (except for damage from silver or mithral weapons)

- Magic-user spells (caster level 1-6)
- Cause Fear
- Psionicist abilities (psionicist level 1-6)
- Cast Sleep, once per day
- Poison

LYCANTHROPE, SEAWOLF

	Lesser	Greater
CLIMATE/TERRAIN:	Saltwater	Saltwater
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (9-10)	Low to high (6-15)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral evil	Chaotic evil
NO. APPEARING:	3d6	4d4
ARMOR CLASS:	14	15
MOVEMENT:	60, Sw 60	60, Sw 120
HIT DICE:	2+2 (12 hp)	9+9 (54 hp)
NO. OF ATTACKS:	1 or 3	1 or 2
DAMAGE/ATTACK:	2d4 or 1d2 S x2/1d4 P	3d4 S or 1d4 P and by weapon
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Hit only by silver, cold iron, mithral, or +1 weapons
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6'-7')	L (12'-15' long) or M
MORALE:	Steady (13-15)	Elite (16-17)
XP VALUE:	120	1,400

Lesser Seawolves

The seawolves are humans who can assume a form combining aspects of a seal and a wolf. Their packs roam the seas in search of ships to attack.

The monstrous form of the lesser seawolf has the 6 to 7-foot-long body of a seal. The head and shoulders are those of a wolf. In human form the lesser seawolves stand 5 to 6 feet tall. All are thickly muscled and have tiny ears and long hair that covers their head and shoulders like a mane. The lesser seawolf has a hybrid form of a wolfman, a humanoid shape that retains the seawolf's teeth, claws, and fur; statistics for this form are given in parentheses above.

Combat: Lesser seawolves approach a ship in seawolf form, then change into the hybrid form and climb aboard. There they use their teeth and claws to kill their opponents. If the ship looks well defended, the seawolves may gnaw holes in the hull in order to sink the ship.

Unlike most other lycanthropes, lesser seawolves have no special protection against normal weapons. Dead seawolves revert to their human form in a single round.

Habitat/Society: Most seawolves were formerly fishermen or sailors; as such, they also tend to be male and human. They travel in packs with those of their own kind. Their fierce hatred of their former coworkers drives them to seek to kill them or pass on the lycanthropic curse. Victims who acquire the disease become seawolves in 2-5 days. Once night falls, the new seawolf slips into the water and goes off in search of a pack.

Seawolves are nomads constantly roaming the cooler sections of the seas. They neither build lairs nor keep treasure. During the day, they sleep on beaches or in caves or appropriated houses. If surprised on a beach, they pretend to be shipwreck victims, then kill the intruders and take their clothing. If at sea, the seawolves are still able to sleep during the day by floating on their backs; in this case they may be mistaken for a cluster of drowning victims. If a ship moves close to investigate, the seawolves wait for the best opportunity to attack and take over the ship.

Seawolves breathe air. They can remain submerged for 15 minutes, plus a number of minutes equal to the Constitution modifier. Failure to surface after that time puts them at risk of suffocation (DMG 34).

Female seawolves give birth to single cubs. These may appear to be human infants during the day or baby seals at night. Seawolves lack parental feelings and abandon the cubs. Although the cubs are able

to swim and hunt from birth, they have difficulty keeping up with adults and often drown during the day if they are at sea. Only 5% of cubs reach adulthood. The offspring of a seawolf and a human are good swimmers (+4 to all Athletics skill checks made to swim) who feel mysteriously drawn to the sea, but few (25%) become seawolves upon reaching adolescence.

Seawolves may ally themselves with other evil aquatic lycanthropes. They hate selkies, whom they consider allies of the humanoids. Lesser seawolves attack selkies on sight.

Their diet includes a variety of foods, such as shellfish, fish, seabirds, sea mammals, and anyone they can sink their teeth into. Occasionally, packs may wander into a town and take over a tavern for a round of drinking and wenching.

Seawolf personalities are a twisted version of their original, human personalities. It is as if the seawolf persona is a savage, magnified version of all the original person's bad traits. Seawolves periodically return to their original home port. This may be a subconscious longing for their old life or a means to renew their hatred of those still humanoid. If a seawolf spots his old self's mate or child, he may attempt to make contact.



Ecology: Seawolves are the sworn enemies of any humanoid who makes his living in the sea. They live to destroy shipping, spread terror, and spread their curse further.

Greater Seawolves

The monstrous form of the greater seawolf has a 12 to 15-foot-long body but is otherwise identical to the lesser seawolf. In human form, greater seawolves stand 6 to 7 feet tall.

Combat: Greater seawolves assume their human forms to get close to their opponents. The typical plan is to bite or strangle one or two deckhands, take their weapons, and begin a general assault.

In seawolf form, greater seawolves can be harmed only by silver, mithral, cold iron, or magical weapons of +1 or better. Steel weapons have no effect. Dead seawolves revert to their human form in one round.

LYCANTHROPE, WEREBAT

CLIMATE/TERRAIN:	Temperate woodlands
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Average (9-10)
TREASURE:	B
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d4
ARMOR CLASS:	15
MOVEMENT:	60, Fl 75 (D)
HIT DICE:	4+4 (24 hit points)
NO. OF ATTACKS:	1, or 1, or 3
DAMAGE/ATTACK:	By weapon, or 1 P, or 1d4 S x2 plus 2d4 P
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (13-15)
XP VALUE:	420

Like the other species of lycanthrope found, two varieties of werewolf exist - natural (or true) and infected. True werewolves are those creatures who have been born to werewolf parents. The parents may be either true or infected werewolves themselves, but the offspring of any two werewolves is a true werewolf. In those rare cases when a child is born with one werewolf and one human parent, there is a 50% chance that it will be a true werewolf, a 25% chance that it will be an infected werewolf, and a 25% chance that it will be a normal human.

True werewolves have three forms: normal human, vampire bat, or hybrid. In the first form, it is marked by bat-like features and traits (an aversion to bright lights, keen night vision, a taste for blood or raw meat, etc.). In its vampire bat form, it looks just like a common vampire bat. By far the most feared of its forms, however, is that of the hybrid. In this form, it retains its humanoid shape but takes on the added features of a bat. The arms extend to become willowy and leather wings form under them, the teeth sharpen into deadly fangs, and the snout protrudes from the face. The nails stretch into deadly claws and the eyes spawn an inner glow when light hits them.



Infected werewolves have only two of the three forms listed above. Most (75%) have a human and hybrid form, while the rest have only a human and true bat form.

Combat: The type of attacks employed by a werewolf depend upon its form. In human form, it will depend upon weapons to inflict damage, for its bare hands inflict but 1 point per attack. If possible, the creature will avoid combat in this form.

In bat form, they attack just as if they were bats. Each round, they may attack once and inflict a single point of damage with any successful strike. The bitten victim, of course, stands a chance of contracting lycanthropy (see page 220), even from this meager wound. Opponents of a werewolf in this form will find that it is unusually resilient, for it has its full human-form hit points.

In hybrid form, the werewolf does not have the manual dexterity to employ weapons effectively. However, its deadly sharp claws and needle-like teeth make it far from helpless. In each round it may strike twice with its claws (inflicting 1d4 points of damage each). If both of these attacks hits, it may follow with a vicious bite that does 2d4 points of damage. Werewolves can fly in their hybrid form and often use this ability to their advantage in combat.

Werewolves can be harmed only by silver, mithral, or +1 or better magical weapons. Any wound inflicted by another type of weapon knits as quickly as it is inflicted, hinting at the creature's true nature.

Habitat/Society: Werewolves favor caves in lightly wooded, temperate regions as their homes. From here, they can fly out and seek prey from which they can draw the blood necessary to satisfy their thirst.

Werewolf caves are commonly home to only one family of werewolves (two parents and 1d4 young). The young remain in true bat form until they reach 3 years of age. At this time, they mature into adults and, within a single year, become fully grown. This time of transformation brings out a great hunger in the creature, which forces it to spend most of its time hunting and feeding. Human villages near a werewolf cave will certainly lose many citizens to the feasting of the ravenous creature at this time.

In addition to the werewolf family, each cave will contain 20d10 common bats and 1d10 giant bats. These are under the command of the adult werewolves and will act as their sentinels and companions.

Ecology: Although werewolves favor humans and demihumans as prey, they have been known to feed on the blood of other mammals (like cattle and horses) when preferred prey is not available. Interestingly, such animals seem to be immune to the lycanthropy that these dark creatures spread.

While werewolves do look upon humans and demihumans as animals to be devoured, they are not cruel or evil in their attacks. They simply regard such beings as having a lower place in the food chain. Werewolves will, typically, refer to themselves as "predators of the night."

LYCANTHROPE, WEREBEAR

CLIMATE/TERRAIN:	Cold or temperate regions
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	R, T, X
ALIGNMENT:	Chaotic good
NO. APPEARING:	1d4
ARMOR CLASS:	17
MOVEMENT:	60
HIT DICE:	7+7 (42 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3 S x2/2d4 P
SPECIAL ATTACKS:	Hug for 2d8 B
SPECIAL DEFENSES:	Hit only by silver, mithral, or +1 weapons
MAGIC RESISTANCE:	Nil
SIZE:	L (6'-9')
MORALE:	Elite (16-17)
XP VALUE:	1,400



Werewolves are humans who can transform themselves into large brown bears. They are the best known good-aligned lycanthropes. The ursine form most often resembles a brown bear. Some have blond, reddish, black, or ivory fur (the latter is common in frozen regions).

In human form they are large, stout, well-muscled, and hairy. Their brown hair is thick; males usually wear beards. Some have reddish, blond, ivory, or black hair; this matches the color of the ursine form. They dress in simple cloth and leather garments that are easily removed, repaired, or replaced.

Combat: In human form, the werewolf uses available weapons, preferring axes, and knives, since these have practical applications suitable for woodland life. If attacked in daylight, the werewolf usually remains human unless death is likely. The shapechange renders the werewolf helpless for a round. In ursine form, the werewolf attacks

with two swiping claws and a bite. If both claws hit, during the next round the werewolf can hug for an additional 2d8 points of damage. This subsequent damage continues automatically each round thereafter, unless the target breaks free (DC 19 Athletics skill check). Like those of other lycanthropes, the werewolf's defenses function only in the bear form. Weapons used against the werewolf must be silver, mithral, or magical weapons of +1 or better. Werewolves can summon 1d6 brown bears within 1d4x30 minutes, provided such animals are within one mile. Werewolves heal at three times the normal human rate and can Cure Disease in another creature once per month, if they so desire.

If a werewolf dies, he reverts to his human form in one round.

Habitat/Society: Werewolves are normally solitary creatures. As humans, they build cabins far from settled areas, preferably in a deep forest near well-stocked waters. Werewolves do not marry although they may have preferred mates they meet on a very irregular basis. Females bear 1-2 children in human form. Such children are very stout and grow quickly. Within eight years they gain adolescence and the ability to change into werewolves. Shortly after, the mother drives the children out and seeks a mate to start the cycle anew. The newly independent young are discreetly guided and assisted by older werewolves. Despite their apparent isolationism and rugged individualism, werewolves have a sense of community. They never attack each other and aid any werewolf threatened by another lycanthrope species.

Werewolves are closest to forest-dwelling classes like rangers, druids, and wildlife-oriented clerics. They rarely enter villages and never enter cities except in dire emergencies or to help other good-aligned people, especially those threatened by evil lycanthropes. Werewolves hate wererats and werewolves.

The average werewolf claims a territory 1 to 4 square miles in size. Fishing areas are open to all werewolves. A werewolf feels a close bond to its home region, acting as a game warden to protect its territory and the animals therein from the ravages of intruders.

Werewolves do not travel a great deal. Only the rare individual (usually young) can be coaxed into joining a band of adventurers. Werewolves may join an adventuring group as guides, provided the money is right and the job is agreeable.

Treasure is usually limited to small, valuable commodities like gold, platinum, gems, and jewelry. Werewolves rarely carry any treasure and instead hide it near their homes. They also collect scrolls, potions, and other magical items, often as fees or rewards for past services. Werewolves destroy any magical items that specifically affect lycanthropes or bears, since such items might be used against themselves.

Ecology: Werewolves are omnivorous, preferring fish, small mammals, and a honey-rich mead. This mead is extremely intoxicating to normal humans. Werewolves have few natural enemies. Their closest enemies are the werewolves who share their preferred wilderness regions.

LYCANTHROPE, WEREBEAR

CLIMATE/TERRAIN:	Any dry land
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	B, S
ALIGNMENT:	Neutral
NO. APPEARING:	2d4
ARMOR CLASS:	16
MOVEMENT:	60
HIT DICE:	5+5 (30 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 P + 1d6 S or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Hit only by silver, mithral, or +1 weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Elite (16-17), see below
XP VALUE:	650



Wereboars are humans who can transform themselves into a form combining human and boar features. Their tempers are as ugly as their features.

In human form wereboars tend to be stocky, muscular people of average height. Their hair is short and stiff. They dress in simple garments that are easy to remove, repair, or replace.

The boar form stands slightly taller than the human form, but the hunchbacked posture thrusts the head forward. The head is identical to a boar's head, complete with short tusks. The torso's diameter is doubled, the neck shortened, and the feet become hoof-like. Stiff, black hair like wire bristles covers the skin.

Combat: The wereboar combines his hands and tusks for deadly effect. The wereboar seizes a target and pulls it toward his head. He stabs his tusks into the victim, then pulls his victim to one side while swinging his head in the other direction, which tears the wound further. He then tosses the victim aside and attacks someone else. A wereboar will gladly wade into the center of a group of opponents and then fight his way out.

In human form the wereboar attacks with whatever weapon he has. Wereboars prefer bludgeoning or chopping weapons, such as axes and maces, rather than stabbing or missile weapons such as swords, spears, or bows.

In either form the wereboar is immune to damage from weapons that are not magical or made from either silver or mithral. Such wounds are little more than scratches that quickly heal.

Habitat/Society: Wereboars are ill-tempered, easily angered, and almost as prone to attack their few friends as they are to attack an enemy. As humans they are rude, crude, and vulgar. However, they are invaluable allies in a fight. A wereboar does not give his friendship easily, but when he does it is a special bond he will not break. The problem is, due to the wereboar's peculiar personality, it is difficult to tell whether he is being friendly or hostile.

Wereboars prefer dense woodlands, ideally far from towns and cities. Like werebears, they live in caves or build cabins for their homes. Their homes tend to be ill-kept and slovenly. Wereboars don't repair things, they replace them.

Despite their personalities, wereboars have close-knit families. Females give birth to litters of 1d4+2 offspring. Newborns are very small by human standards but are strong and able to crawl hours after birth. The offspring mature quickly. When they reach adolescence at eight years, they gain the ability to become wereboars themselves. A wereboar father appears to be distant and aloof, but a staunch protector who will attack any foe who threatens his family, no matter

how uneven the odds. Females are aggressive when defending their young (+2 bonus to their attack rolls). Neither males nor females check morale when defending their young.

The diet is a mixture of small game, vegetables, and fungi. Their favorite food is the subterranean fungus called truffles; even in human form they can detect the truffles growing several feet underground. Wereboars aren't very good gardeners. A typical garden is a cleared field strewn with a variety of seeds and bulbs in the hope that something edible will grow. Wereboar cuisine is equally haphazard; it can be summed up as burned meat and stews.

Wereboars avoid normal hogs and boars. They are suspicious of strangers. Wereboars assume everyone is hostile. In human form they may wait for the first attack, but when in boar form, they usually (75% chance) chase the intruders away and attack any who defend themselves.

Ecology: Wereboars produce little of value, whether trade goods or services. Their main desire is simply to stay away from everyone else. In the wild, they defend their territories against any intruders. Wereboars fit into orcish society as well as they do into human society and might sometimes assist or ally themselves with orcish forces. Wereboars can tolerate half-orcs.

LYCANTHROPE, WEREOFX (FOXWOMAN)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Average to Exceptional (9-17)
TREASURE:	E, Q (x5), S
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 (see below)
ARMOR CLASS:	14
MOVEMENT:	75 or 120
HIT DICE:	8+8 (48 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon or 2d6 P or 1d2 P
SPECIAL ATTACKS:	Charms, spells
SPECIAL DEFENSES:	Silver or +1 weapons to hit
MAGIC RESISTANCE:	Special (see below)
SIZE:	M
MORALE:	Elite (16-17)
XP VALUE:	2,000

A foxwoman is a woman of elvish appearance who can transform herself into a silver fox form or a silver-furred humanoid (vixen) form with a fox's head. They are extremely self-centered.

The female elven form of the foxwoman is extremely beautiful. She has silver or silver-streaked hair, including a widow's peak. She dresses attractively in loose garments. A pouch holds valuables and spell components.

The vixen form is a hybrid of elven and fox-like features. The body and limbs are those of the elven form but covered with silvery fur. The head and tail are vulpine. The vixen may wear elven clothing.

The silver fox form appears to be a normal, large fox. It moves extremely fast (120' MR), can Pass without Trace at will, and gets a +10 bonus to all Stealth skill checks while in undergrowth.



Combat: The silver fox's bite inflicts 1d2 points of damage but is otherwise harmless. The vixen's more savage bite causes 2d6 points of damage. Human or elven women who are bitten by a vixen may become infected (see Contracting Lycanthropy on page 220) and become foxwomen within three days unless both a Cure Disease and a Remove Curse spell are cast upon the victim by a cleric of at least 12th level.

In elven form, the foxwoman relies on weapons; gaining a +1 bonus with bows, long swords, and short swords. Her best weapon is her ability to use Charm Person at will (DC 14 CHA save to resist). In elven form, the foxwoman has magic use as a 1st to 4th level magic-user. She is immune to Sleep and Charm spells, as well as ghoul's paralysis.

In any form, the foxwoman is able to see by Darkvision (60-foot range). They can only be harmed by silver, mithral, or +1 or better magical weapons. Scars from nonfatal wounds vanish within a month.

Habitat/Society: Foxwomen dwell in lonely woodlands far from humanoid communities. Their homes may be hidden cottages or comfortably furnished cave complexes; in either case their homes are filled with typical human comforts. Foxwomen are solitary regarding their own kind. They are self-serving, vain, and hedonistic. Foxwomen serve their vanity by enslaving others to be their servants and companions. Wererats usually they nonhuman or non-elven captives as soon as the opportunity arises.

Each foxwoman is always accompanied by 1d4+1 charmed humans or demihumans. At least one of these is a fighter (70%) or ranger (30%) of level 1d4+1. There is a 50% chance that any one of the others is also a fighter of level 1d4. There is a 10% chance that one of the remaining slaves is a cleric (10%), druid (45%), magic-user (10%), thief (25%), or some other class (10%) of level 1d4. Of her elven or half-elven companions, 25% are multi-class characters. All captives who do not fit into any of the above categories are 0-level fighters and elves or half-elves of 1 Hit Die. The males may use such magical items as they possessed prior to being charmed into the foxwoman's service.

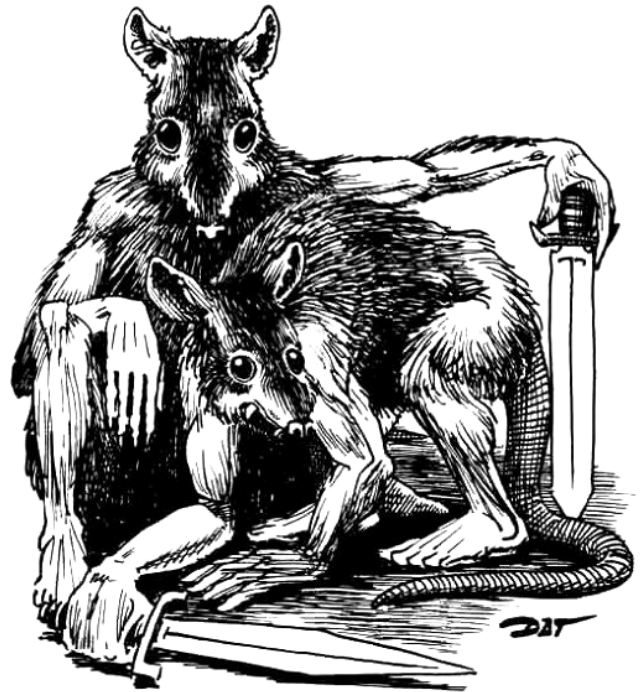
Foxwomen are barren. They must kidnap or adopt their children. There is a 10% chance that a foxwoman has a "daughter." The foxwoman has stolen an elven girl, infected her with lycanthropy, and is raising her as a foxwoman. Such a child is between 1d8+5 years old. If she is 12-13, she is treated the same as a normal foxwoman; otherwise she is a noncombatant.

Non-elven women who are afflicted with lycanthropy undergo a slow transformation that alters their normal form. Over a period of one to two years, such women turn into elven women; only their faces and odd marks (tattoos, birthmarks) provide faint proof of their old identities.

Ecology: Foxwomen are unique among the lycanthropes. They have no major goals or desires aside from pampering themselves and feeding their vanity. They have little contact with other foxwomen (whom they see as rivals), real foxes (irrelevant beasts), or other lycanthropes (crude, unattractive, and uncharmable).

LYCANTHROPE, WERERAT

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Nocturnal
DIET:	Scavenger
INTELLIGENCE:	Very (11-12)
TREASURE:	C
ALIGNMENT:	Lawful evil
NO. APPEARING:	4d6
ARMOR CLASS:	14
MOVEMENT:	60
HIT DICE:	3+3 (18 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Hit only by silver, mithral, or +1 weapons
MAGIC RESISTANCE:	Nil
SIZE:	S-M (3'-6')
MORALE:	Steady (13-15)
XP VALUE:	270



Wererats, also called ratmen, are humans who can transform themselves into three forms - human, human-sized ratman, and giant rat. They are sly and evil, and usually inhabit tunnel complexes beneath cities.

The wererat's human form tends to be a thin, wiry individual of shorter than average height. His eyes constantly dart around, and his nose and mouth may twitch if he is excited. Males often have thin, ragged moustaches.

The ratman form is somewhat shorter than the human form. The head, torso, and tail are identical to those of a rat, but the limbs remain human.

The third form is that of a giant rat 2 feet from nose to rump. This form is identical to that of the giant rat (q.v.). This is the preferred form for travel and spying on potential victims.

Wererats are often followed by 1d6 mice or rats that are instinctively drawn to them but are not controlled by them.

Combat: In all three forms, wererats rely on weapons for their attacks, preferring shortswords and daggers. Anyone who is injured by a true wererat may become infected (see Contracting Lycanthropy on page 220) with lycanthropy. In their ratman and giant rat forms, wererats can be hurt only by silver, mithral, or magical weapons.

Wererats prefer to attack from ambush (+6 to Stealth skill checks). A favorite tactic is to assume human shape and lure unsuspecting victims into a trap. This is the only time wererats are voluntarily alone. Victims are then robbed, held for ransom, or eaten.

Each wererat can summon and control 2d6 giant rats.

Habitat/Society: Wererats live in packs, regardless of form, never being alone if they can help it. Solitary wererats are either sole survivors or engaged in mischief. They do not form interpersonal bonds like love or marriage. In fact, wererats rarely mate with their own kind. Offspring of a wererat and a human are human, although they are small, like their wererat parent.

Wererats prefer subterranean lairs hidden among the sewers and catacombs beneath cities. Nothing can pass through the sewers and escape their attention. Unfortunately for the wererat, the sewer's stains and smells do not vanish when it assumes human form. This effectively limits wererats to the less savory sections of town as well as reducing the number of humans who might unknowingly mate with a wererat.

Wererats see cities as their hunting grounds. They delight in matching their superior intellects and meager physical skills against the more powerful and numerous humans. But they are no fools; they will not

attack unless they are sure they can win. If a battle is going against them, wererats will scatter, transform to rat form, and head for the sanctuary of the sewers. They won't even defend their own lairs. Their attitude is that since they had stolen most of their belongings in the first place, they can always replace them.

Wererats are greedy and collect anything they think might have worth. The resulting trove usually has more junk than treasure, but a thorough search may reveal a wide variety of valuables.

Wererats frequent sleazy taverns, both for the cheap alcohol and to follow drunks into the streets to drag them away for the next day's meal.

Ecology: Wererats are parasites. They recognize that they are physically weaker than most species that dominate the surface. They have found and exploited the one niche where they have a chance to dominate, the world beneath the cities. They feed on humans and steal their riches. Humans unknowingly protect the wererats from both surface dwelling creatures and those who might burrow up from far below. Besides, the humans pay for the upkeep of the wererat's sewer realm.

Psychologically, wererats remind humans that no matter how strongly defended they think they are, monsters can still get in. Mothers describe wererats as bogeymen to scare unruly children.

LYCANTHROPE, WERERAVEN

CLIMATE/TERRAIN:	Temperate Woodlands
FREQUENCY:	Uncommon
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Genius (18-19)
TREASURE:	Qx10
ALIGNMENT:	Neutral good
NO. APPEARING:	2d4
ARMOR CLASS:	14
MOVEMENT:	60 or 5, Fl 135 (C)
HIT DICE:	4+4 (24 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6 P
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Hit only by silver, mithral, or +1 weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Elite (16-17)
XP VALUE:	420

Wereravens are a race of wise and good-aligned shapechangers who seem to have migrated to Ravenloft from another realm (probably Greyhawk) centuries ago.

Natural wereravens have three forms, that of a normal human, a huge raven, and a hybrid of the two. Infected wereravens can assume only two of the above forms. While all infected wereravens can take the human form, roughly half are able to turn into hybrids while the others can transform into huge ravens.

The hybrid form of these creatures looks much like that of a werebat. The arms grow long and thin, sprouting feathers and transforming into wings. The mouth hardens and projects into a straight, pecking beak, and the eyes turn jet black. A coat of feathers replaces the normal body hair of the human form.

Combat: Wereravens are deadly opponents in close combat, although they seldom engage in it. Because they can be hit only by silver or mithral weapons, or by those with a +1 or better magical bonus, these creatures do not fear most armed parties.

When in human form, a wereraven retains its natural immunities to certain weapons, but has no real attack of its own. If forced to fight unarmed, it inflicts a mere 1 point of bludgeoning damage. For this reason, wereravens in human form often employ weapons, doing damage appropriate to the arms they wield.

In raven form, the wereraven attacks as if it were a common example of that creature. Thus, it inflicts only 1d2 points of damage but, on a natural 20, blinds an opponent in one eye (DC 12 CON save to avoid

the loss of an eye). Half-blinded persons (those who have lost 1 eye) suffer a -2 on all attack rolls with ranged attacks.

In hybrid form, the wereraven's arms have grown into wings, making them almost useless in combat. However, the muscles in their mouths/beaks strengthen, giving them a savage bite. Each attack made with the creature's beak inflicts 2d6 points of damage.

Anyone bitten or pecked by the wereraven has a chance of becoming an infected wereraven (see Contracting Lycanthropy on page 220).

Wereravens are strong flyers and often use this ability to their advantage in combat.



Habitat/Society: A wereraven family will be found only at the heart of a dense forest. A wereraven flock will generally have no more than 2d4 adults in it. Of course, such groups have young with them (1d4 per 2 adults), but these are seldom encountered for they remain in a true raven state until they are old enough to fend for themselves. In addition, a typical wereraven lair will draw 10d10 common ravens to nest in the trees about it. These wise birds will serve the wereravens, doing their bidding and striving to protect them from harm.

Ecology: Wereravens are omnivores who prefer to maintain a vegetarian diet. They enjoy berries and nuts but will eat carrion or kill for fresh meat from time to time in order to maintain good health.

LYCANTHROPE, WERETIGER

CLIMATE/TERRAIN:	Any wilderness
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	D, Q (x5)
ALIGNMENT:	Neutral
NO. APPEARING:	1d6
ARMOR CLASS:	16
MOVEMENT:	75
HIT DICE:	6+6 (36 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4 B x2/1d12 P or 1d4+1 x2/1d12 P or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Hit only by silver, mithral, or +1 weapons
MAGIC RESISTANCE:	Standard
SIZE:	M or L (6'-9')
MORALE:	Elite (16-17)
XP VALUE:	975

Weretigers are humans that can transform into tigerlike forms. They have a strong affinity for all felines.

The human form tends to be sleekly muscular, taller than average, and very agile. The voices of weretigers are husky and they tend to roll their r's.

The weretiger form is a hybrid between a human and a tiger. It is about 25% larger than the human form and is covered by tiger-striped hide. A 3-foot tail extends from the spine. The legs are more feline than human; this form walks on its toes. The head is also a mixture of features. The ears, nose, muzzle, and teeth are tiger-like, but the eyes and overall shape are human. If the human form's hair is long, it is still present. The fingernails grow into claws. Despite the changes, the hybrid form can pass for human at a distance if properly disguised.

The third form is that of a fully grown tiger without any trace of human features.

Weretigers speak the languages of all feline breeds, so normal felines, including the great cats, are usually friendly toward a weretiger. Even feline monsters are not likely to attack weretigers. However, weretigers are rarely found in the company of real tigers, being only 5% likely to be accompanied by them.

Combat: In either tiger form, the weretiger attacks with a variety of punches, raking claws, and bites. The weretiger's punches are so strong that they cause 1d4 points of damage. Otherwise the claws can be raked across an opponent, causing 1d4+1 points of damage. The teeth are the most dreadful weapon. They can tear a victim apart or crush a windpipe. Weretigers usually bite only in their full tiger form.

In human form, the weretiger uses a wide variety of weapons with which it is adept. A weretiger is also good at unarmed combat; it retains its deadly punch in this form, as well as an enhanced sense of smell and night vision.

Habitat/Society: Weretigers travel alone or in small prides. They do not marry but have preferred mates, which may be either humans or tigers. Weretigers give birth to one or two cubs. The cubs are the hybrid form; they look like fuzzy human babies with tails. Cubs mature quickly. They can crawl within days, walk within a month, and hunt within a year. Their physical size matches that of a human child of three times the same age. At age six, they reach adolescence and gain the ability to transform into a fully human form. At age 12, they gain the ability to assume a full-tiger form; this is considered the mark of adulthood.

If a male weretiger mates with either a real tigress or human woman, the offspring initially has the same appearance as the mother. Lycanthropic transformations do not begin until the hybrid reaches adolescence.

Weretigers are omnivorous. In the wild they roam a territory of 7-10 (1d4+6) square miles. Their homes are usually near human settlements. These tend to be well kept cabins with small herb and vegetable gardens. The only livestock will be a variety of cats and some poultry.

Weretigers rarely live in confined settings such as cities or large towns because their lycanthropic nature would be hard to conceal. If found in such a setting, one or two weretigers in human form will be on an errand, such as a mission, a revel, or a simple shopping trip. In any form, weretigers are very confident and not prone to attack unless provoked.

Treasure varies widely, acquired as payment for past services, plunder from past adventures, or scavenged from the remains of past opponents. Weretigers have an affinity for gems and often keep a small cache hidden somewhere near their homes.

Ecology: Weretigers are the most adaptable of the lycanthropes. They are equally at home in human, feline, or monster company.



LYCANTHROPE, WEREWOLF

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	B
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3d6
ARMOR CLASS:	15
MOVEMENT:	75
HIT DICE:	4+4 (24 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4 P
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Hit only by silver, mithral, or +1 weapons
MAGIC RESISTANCE:	Standard
SIZE:	M (6' tall)
MORALE:	Steady (13-15)
XP VALUE:	420



Werewolves are the most feared of the lycanthropes, men who can transform into wolflike beasts. They should not be confused with wolfweres (a.v.) - wolves who turn into men. Great enmity exists between werewolves and wolfweres.

The human forms of werewolves have no distinguishing traits. The werewolf form is equally varied. Many have a bipedal form that is a hybrid of human and lupine features. These creatures are about 1-foot taller and stronger than their human forms. The bodies are fur-covered and have short tails, wolflike legs, and heads that are combinations in varying degrees of human and lupine features.

A second form of hybrid is more lupine and may be mistaken for a large wolf when it runs on all four legs. This hybrid can also walk erect and has humanlike hands.

Another type of werewolf (about 20%) looks exactly like a large wolf about the size of a bear. This creature has no human features, although the eyes may glow red in the dark.

Combat: In their human forms, werewolves attack with a variety of weapons, generally those common to their human identity and class. In the werewolf or wolflike forms, the creature attacks with its fearsome teeth. If the form has hands, the werewolf may grab its prey for a better bite.

In the wolf form, the werewolf can be harmed only by silver, mithral, or magical weapons of +1 or better value. Wounds from other weapons

heal too quickly to actually injure the werewolf.

Werewolves attack in packs; packs including females and young drive the adults to hit harder. If the female is attacked, the male fights at +2 to hit and damage with each blow. If the young are attacked, the female attacks at +2 to hit and damage. Adolescent cubs have 3+3 Hit Dice and deal 1d6 damage with their bite.

Habitat/Society: Werewolf packs roam the wilderness in search of human or other prey. True werewolves tend to be nomadic, although infected werewolves often continue to live the life to which they were accustomed. Werewolves retreat to their dens during the winter months or the years when the females are raising the helpless cubs. As humans, werewolves do not build homes, although they may take over existing dwellings, sometimes the home of past victims. Caves and burrows are the dens most commonly used in the wild. These sparsely furnished retreats are used mostly as a sleeping area and a place to store their human possessions. Many werewolf families roam the countryside in wagons, much like gypsies. In fact, this has caused many gypsies to be accused of being werewolves.

Werewolves live in packs, generally related by bloodlines. Werewolf packs of five to eight individuals are single family groups consisting of a male, female, and three to six cubs, six to nine years old. Cubs under

six years old are kept in secluded dens and never encountered by hostile humans.

When pregnant, the female retreats with her mate and an older female who will act as midwife. In a very secluded area, they prepare a special den that will be home for the mother and her cubs for the next six years. The female gives birth to a litter of 5-10 cubs. The cubs are born in the hybrid form; they resemble fuzzy human babies with lupine faces. Infant mortality is high; 2-4 cubs of each litter never reach adolescence. Cubs grow at twice the rate of humans, reaching adolescence by age 7 or 8 and maturity by age 10 or 11.

If a werewolf mates with a human, the offspring is completely human. The temperament reflects the lupine lineage; such children are violent, combative, and prone to mental illness. There is a 10% chance each year from the onset of adolescence that such a child will spontaneously transform into a true werewolf.

Ecology: Werewolves are a peculiar hybrid of human and lupine personalities. They are savage killers, yet they are devoted to their close-knit families. Werewolves are hostile toward lycanthropes who oppose them, especially werebears.



MAMMAL

Mammal	#AP	AC	MV	HD	# of Att	Dmg/Att	Morale	XP Value
Ape, Carnivorous	2d4	14	60, 45 in trees	5 (25 hp)	3	1d4 B x2/1d8 P	Steady (13-15)	175
Baboon, Wild	10d4	13	60, 60 in trees	1+1 (6 hp)	1	1d4 B	Unsteady (6-8)	35
Badger	1d4+1	16	30, Br 5	1+2 (7 hp)	3	1d2 S x2/1d3 P	Average (9-12)	35
Banderlog	4d6	14	30, 60 in trees	4 (20 hp)	1	1d4+1 B, see below	Average (9-12)	120
Bhaergala	1	14	75	4+4 (24 hp)	3	1d6 S x2/1d8 P	Elite (16-17)	650
Boar, Wild	1d12	13	75	3+3 (18 hp)	1	3d4 P	Average (9-12)	175
Dakon	6d10	15	45, 30 in trees	1+1 (6 hp)	2	1d10 B x2	Champion (18)	65
Debbi	1d8	13	75, Cl 30	1+1 (6 hp)	1	1d4 P	Unsteady (6-8)	65
Goat	5d4	13	75	1+2 (7 hp)	1	1d3 B	Average (9-12)	35
Gorilla	1d4	14	60	4+4 (24 hp)	3	1d3 B x2/1d6 P	Average (9-12)	175
Hsing-sing	5d4	14	30, Sw 45	2+2 (12 hp)	1	1d6 (or weapon)	Average (9-12)	65
Hyena	2d6	13	60	3 (15 hp)	1	2d4 P	Unsteady (6-8)	65
Jackal	1d6	13	60	½ (3 hp)	1	1d2 P	Unreliable (3-5)	7
Losel	3d10	13	45, 45 in trees	2 (10 hp)	3	1d3 B x2/1d4 P	Unsteady (6-8)	120
Monkey Spider	2d3x10	14	90, Cl 90	¼ (1 hp)	1	1 P	Fanatic (19)	1
Porcupine, Black	1d2	14	45, Cl 15	½ (3 hp)	1	1d3 P	Unreliable (3-5)	15
Porcupine, Brown	1d2	14	45, Cl 15	½ (3 hp)	1	1d4 P	Unreliable (3-5)	15
Rothé	2d10	13	45	2 (20 hp)	3	1d3 B x2/1d8 P	Elite (16-17)	35
Skunk	1d6	12	60	¼ (1 hp)	1	1 P	Unsteady (6-8)	35
Sleek	1d10	17	180	2+2 (12 hp)	3	1d4 S x2/2d6 P	Steady (13-15)	65
Stag, Wild	1d4	13	120	3 (15 hp)	1 or 2	1d3 B x2 or 2d4 P	Unsteady (6-8)	65
Stench Kow	15d4	18	75	3+3 (18 hp)	1	2d4 B	Average (9-12)	175
Taer	10d4	16	90	3+6 (21 hp)	3	1d4 B x2/1d6 P	Steady (13-15)	270
Warthog	1d6	13	60	3 (15 hp)	1	2d8 P	Average (9-12)	120
Weasel	1d2	14	75	¼ (1 hp)	1	1 S	Steady (13-15)	7
Wolverine	1	15	60	3 (15 hp)	3	1d4 S x2/1d4+1 P	Steady (13-15)	120

Mammals are the most common of the vertebrate. Generally born alive, mammals possess hair. Warm-blooded, mammals maintain a single body temperature, regulated by an internal thermostat. Most mammals are harmless to humanoids and they are often trained to perform a specific function.

Ape, Carnivorous: Carnivorous apes have a +5 to all Stealth skill checks. They eat anything they can kill.

Baboon, Wild: Wild baboons are large, herbivorous primates that are characterized by long arms and legs, large dog-like muzzles, and sharp canine teeth.

Badger: Badgers are vicious little creatures that prefer to run from danger than fight. If cornered, the badger will fight, attempting to bite the tender throat of its opponent.

Banderlog: Banderlogs resemble baboons with green skin and brown fur. They throw retch plant fruit or coconuts at enemies. Coconuts cause 1d4+1 points damage while retch plant fruit splash a 5-foot radius area with nauseating fluids. Those caught in the splash, retch for three rounds (and may take no other action) and are sickened (DMG 242) for the next hour (DC 14 CON Saving Throw to resist).

Bhaergala: A bhaergala resembles a cross between a lion and a wolf and is unbelievably agile. It is an evil creature that exists only to kill. Though it does this for food, its main motivation for killing is music. It is obsessed with sounds and melodies; going to great lengths to obtain musical instruments.

It attacks victims by jumping on them from a great height (they can survive falls of up to 60 feet), causing double damage plus 1d6 for every 10 feet dropped.

It then both eats them and takes any musical instruments which they might have. Many a bhaergala lair in the deep jungle will be lavished with instruments and noisemakers. Bhaergalas also can deflect spells (see Spell Turning) up to four times per day. They can be lulled into immobilization, or even persuaded to become an ally, by a talented musician. Bhaergala get a +3 bonus to all Saving Throws against poison and heal 1 hit point per hour.



Bhaergalas, being experts on sound and music, are capable of speaking Common. A few learn to speak other languages.

Boar, Wild: Wild boar continue to attack until they are reduced to -7 hit points. The giant boar (see Giant Mammals below) is often called an alothere.

Dakon: Dakons are intelligent apes with a reasonable grasp of the Common tongue. When attacking it gains a +2 bonus on its attack rolls. Dakons most commonly appear in the Amedio Jungle of the World of Greyhawk setting.

Debbi: This desert scavenger, a baboon-hyena crossbreed, can cause fear (as the Cause Fear spell, DC 12) by stamping its feet in a slow, rhythm and calling forth magical power that makes its fur crackle and spark. This fear lasts for two rounds.

Goat: When a goat charges, it gains a +2 attack bonus and does double damage.

Gorilla: The gorilla is non-aggressive and shy but fights fiercely when threatened or cornered.

Hsing-sing: The hsing-sing are a race of reclusive ape-like humanoids. Many scholars consider the hsing-sing to personify the principles of pacifism and harmony with nature.

Hsing-sing have bulky bodies covered with thick white fur. As they age, their fur darkens to rich, golden tones. Their long arms extend nearly to the ground. When swimming, their large, flat feet propel them through the water with ease. Their hairless faces look almost human, with bright blue or brown eyes, small noses, and smooth skin. However, their teeth are much longer and sharper than human teeth, resembling the fangs of carnivorous apes.

Their long fur offers natural protection against the elements, and hsing-sing do not wear clothing. However, tribal leaders sometimes wear armbands made of intricately woven vines as a symbol of authority. Females sometimes weave wildflowers into the fur of their arms and legs.

Hsing-sing speak the regional language of humans and the language



of their own race.

Hsing-sing are normally passive, friendly creatures, preferring flight to confrontation. But once a year, usually at the onset of spring, adult males instinctively complete a "war season". This season lasts for 6-16 (2d6 + 4) days. During that time, male hsing-sing become extremely savage and aggressive. They organize raiding bands of 5-20 (5d4) members, and attack human and humanoid settlements on the edge of their territories. Such attacks are impartial; the hsing-sing pillage good and evil creatures alike. To maximize the advantage of surprise, the hsing-sing seldom attack the same settlements two years in a row.

A raiding band of hsing-sing are armed with blowguns (50%), spears (30%), and parangs (20%). Additionally, 50% of the band carries specially constructed wicker shields. Hsing-sing are quite adept at using poison, and their blowgun darts are always dipped in noxious concoctions. They have two principal poisons. The first type of poison causes death in 2-5 rounds if DC 11 CON save fails. If the save is successful, the poison still deals 1d8 hit points of damage. The second type of poison is a strong muscle relaxant. If the victim fails a DC 11 CON save, the poison paralyzes him for 2d12 minutes. If the saving throw is successful, the poison slows him (as per the Slow spell) for 1d6 minutes.

A hsing-sing tribe consists of 2d10 males, an equal number of females, and a number of children equal to 50% of the total number of adults. Females have 2 Hit Dice and fight from the branches, hurling clubs and other ranged weapons at attackers. Children have 1-4 hit points and cannot make attacks. The oldest male member of the tribe serves as its leader.

Hyena: Often confused as a canine, the hyena taunts enemies with its nervous, high-pitched howl.

Jackal: Jackals are timid scavengers that run from the threat of other predators. When attacking, the jackal darts in to bite its victim and quickly retreats to a safe distance. If more than one jackal is trying to down an animal, they attack in a haphazard fashion with little or no coordination of effort.

Losel: An arboreal orc/baboon cross, losel resemble primitive humans in many respects. They can throw stones for 1d4 points bludgeoning damage (base range of 20').

For the most part, Losels are primitive hunter-gatherers who have little interest in anything but their own survival and stay away from all other races. If a family group is threatened, however, they can be highly aggressive, tossing stones and spears while moving in to pummel with their long, muscular arms. Losels are most common in the plane of Arborea.

Losels communicate in a series of grunts, snorts, brays, and woops.

They are neutral in alignment.

Monkey Spider: Measuring 1-inch in length, monkey spiders fight creatures their own size, avoiding combat with larger creatures. If forced to battle such creatures, the monkeys jump and bite. Monkey spiders can jump 10 feet down or 5 feet forward and can climb anything a typical spider can.

Porcupine: Porcupines are covered with long barbed quills. The creature is unable to throw its quills. Generally, a predator who chases the fleeing creature gets a mouthful of quills which causes the damage cited above.

Rothé: The rothé (pronounced "roth-AY") is a musk ox-like creature with an aversion to light. It prefers to live underground near lichen and moss.

In the Forgotten Realms campaign setting, they are one of the primary livestock of humans of Faerûn's northern areas and of the drow of the Underdark below. They resemble musk oxen, and have three different sub-species:



Surface rothé, deep rothé (which communicate with magical flashing lights in their Underdark home), and ghost rothé (large white rothé with magical abilities: the Jump spell and Silence 15' Radius).

Rothé are blind animals commonly used for their meat, skin, and milk, used to make cheese.

Skunk: Anyone within a skunk's 10x10x10-foot cloud of musk must make a DC 11 CON save or be sickened (DMG 242) for 1d4 rounds.

Sleek: This ermine-like mammal gets a +4 to all Stealth skill checks. On an attack roll of a natural 20, the sleek opens a major vein. Every round thereafter, the victim suffers 1d6 more points damage until the wound is bound (DC 11 Medicine skill check) or receives magical healing.

Stag, Wild: Wild stags are the aggressive males of the deer herds. Normally docile and passive, they defend their herds against all but the most fearsome opponents.

Stench Kow: Stench Kine are the cattle of the lower planes. They are immune to all forms of cold, fire, and poison. In close quarters, their breath and bodies are so foul, a DC 12 CON save must be made or the character is affected as if struck by a Stinking Cloud spell. The save must be made every three rounds of exposure.

Taer: A taer resembles a muscular gorilla with a vertically elongated head, and gritty white fur (the creature is similar in appearance to a yeti).

Taers live in cold mountain caves, far away from civilization. The taer absolutely despises company and kills anything that comes near it. It attacks first by throwing bone spears at intruders, and then, if the spear misses or does not kill the victim, it closes to pummel and tear the victim apart. It uses the remains to make more bone spears. They also fight with crude wooden clubs and cudgels.

Taers are typically neutral evil.

Warthog: The warthog is so aggressive that it continues to attack until reduced to -7 hit points.

Weasel: Weasels, related to minks and stoats, are common predators, though they are hunted for their pelts, or for pets.

Wolverine: When engaged in battle, the wolverine becomes a most fearsome adversary, giving it a +4 bonus to its attack rolls.

Minimal Mammals

Minimals are half-sized breeds of otherwise normal animals. They have the same physical and behavioral traits of their full-sized relatives, although most are not dangerous. Minimals generally have one-half the number of Hit Dice and a -2 Morale Rating penalty. The damage caused by a minimal is one-half that of the full-sized relative.

Giant Mammals

Giant mammals are double-sized breeds of otherwise normal animals. They have the same physical and behavioral traits of their full-sized relatives. These giants generally have double the number of Hit Dice and a +2 Morale Rating bonus. The damage caused by the attacks of a giant mammal is twice that of the full-sized relative.



MAMMAL, HERD

	Camel	Cattle	Buffalo	Antelope or Giraffe	Sheep
CLIMATE/TERRAIN:	Any land	Any land	Tropical and temperate plains	Tropical and temperate plains	Any land
FREQUENCY:	Common	Common	Uncommon	Common	Common
ORGANIZATION:	Herd	Herd	Herd	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal to Semi (1-5)	Semi- (3-5)	Semi- (3-5)	Animal (1-2)	Animal (1-2)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Neutral	Nil	Nil	Nil
NO. APPEARING:	1d12	20d10	4d6	4d6	10d10
ARMOR CLASS:	13	13	13	13	13
MOVEMENT:	105	75	75	120	60
HIT DICE:	3 (15 hp)	1 to 4 (5 to 20 hp)	5 (25 hp)	2 (10 hp)	2 (10 hp)
NO. OF ATTACKS:	1	1	2	1	1
DAMAGE/ATTACK:	1d4 B	1d4 B	1d8 P x2	1d4 B	1d4 B
SPECIAL ATTACKS:	Spitting	Stampede	Charge	Stampede	Charge
SPECIAL DEFENSES:	Nil	Nil	Head is AC 17	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	L (8' tall)	L (8' long)	L (5' at shoulder)	M (5' tall)	M (5' long)
MORALE:	Unreliable (3-5)	Unreliable (3-5)	Average (9-12)	Unreliable (3-5)	Unreliable (3-5)
XP VALUE:	65	15-120	175	35	35

Herd animals live in all climates and terrain, from freezing tundra (bactrian camel) to temperate hills (wild cattle) to tropical plains (antelope). Though normally passive, herd animals can be dangerous when angered or frightened.

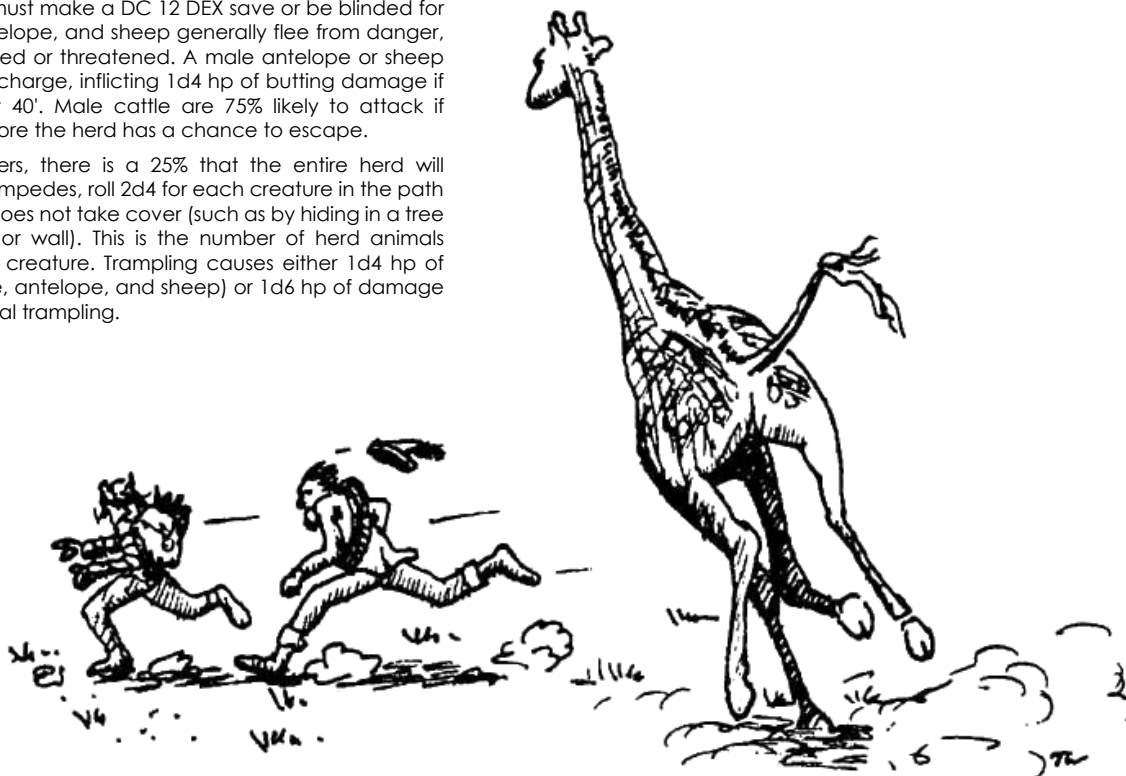
Herd animals are four-legged hooved mammals covered with hair - thick fur for buffalo, curly wool for sheep, and short, coarse hair for camels, antelope, and sheep. Male cattle, buffalo, antelope, and sheep have sharp horns. A camel's humps (one hump for dromedaries, two for bactrian) enable it to go without food or water for up to two weeks.

Combat: Most herd animals attack by biting. Buffalo defend themselves with their horns, usually attacking if approached too closely (6' or less); if charging from a distance of at least 40', a buffalo does double damage (2d8 B) plus 1d4 hp of trampling (bludgeoning) damage. Nasty-tempered camels have a 50% chance of spitting at persons attempting to ride them or use them for pack animals; the victim of a spit attack must make a DC 12 DEX save or be blinded for 1d3 rounds. Cattle, antelope, and sheep generally flee from danger, but will attack if cornered or threatened. A male antelope or sheep defending his herd will charge, inflicting 1d4 hp of butting damage if charging from at least 40'. Male cattle are 75% likely to attack if intruders approach before the herd has a chance to escape.

If frightened by intruders, there is a 25% that the entire herd will stampede. If a herd stampedes, roll 2d4 for each creature in the path of the stampede who does not take cover (such as by hiding in a tree or behind a rock pile or wall). This is the number of herd animals trampling the exposed creature. Trampling causes either 1d4 hp of damage (camel, cattle, antelope, and sheep) or 1d6 hp of damage (buffalo) per herd animal trampling.

Habitat/Society: Herd animals graze on open terrain, migrating to a new territory when the food supply of the old has been depleted. Herd size varies from a family of four buffalo to a commercial flock of 1,000 sheep. The largest and oldest male usually serves as the leader, directing the movement his herd and watching for predators. Herd animals do not collect treasure.

Ecology: Herd animals eat grass, grains, and shrubbery. They are the favored prey of carnivores, including lions, tigers, and dragons. Man often domesticates herd animals for their meat, milk, fur (blankets and clothing), and skin (shoes and tents). Dried droppings of herd animals can be burned for fuel.



MAMMAL, SMALL

Mammal	HD	AC	# App.	# Attacks	Damage/Attack	Mv	XP Value	Notes
Beaver	½ (3 hp)	11	1d4	1	1 P	20, Sw 60	7	
Chipmunk	¼ (1 hp)	13	1d6	1	1 P	60, Br 5	0	
Ermine	1 (5 hp)	14	1d2	1	1 P	75	15	
Ferret	1 (5 hp)	14	1d2	1	1 P	75	15	
Fox	1 (5 hp)	13	1d2	1	1d3 P	75	15	
Gopher	¼ (2 hp)	12	1d20	1	1 P	60, Br 5	27	
Hedgehog	¼ (1 hp)	12	1d2	nil	nil	20	7	
Mink	1 (5 hp)	14	1d2	1	1 P	75, Br 5	15	
Mole	¼ (1 hp)	10	1	nil	nil	5, Br 5	0	
Monkey	1+1 (6 hp)	12	1d50	1	1 P	45	35	
Mouse	¼ (1 hp)	13	1d100	nil	nil	75, Br 5	0	
Muskrat	½ (3 hp)	10	1d2	1	1 P	20	7	
Opossum	½ (3 hp)	10	1d8	1	1 P	20	7	
Otter	1-1 (4 hp)	15	1d4	1	1d2 P	60, Sw 90	7	
(Sea)	1+1 (6 hp)	15	1d4	1	1d3 P	60, Sw 90	35	
(Giant)	5 (25 hp)	15	1d4+1	1	3d6 P	45, Sw 90	175	
Pig (domestic)	2 (10 hp)	10	1d20	1	1d4 P or B	60	35	
Pig (wild)	2 (10 hp)	11	1d8	1	1d4 P or B	75	35	
Rabbit	¼ (1 hp)	14	1d12	1	1 P	90	7	
Raccoon	1-1 (4 hp)	11	1d4	1	1d2 P	30, Cl 20	7	
Squirrel	¼ (1 hp)	12	1d6	1	1 P	60	0	
(Flying)	¼ (1 hp)	12	1d6	1	1 P	60, Fl 75 (E)	0	Gliding
(Giant black)	1+1 (6 hp)	14	1d12	1	1d4 P	60	35	
Woodchuck	1-1 (4 hp)	11	1d2	1	1 P	30, Br 5	7	

CLIMATE/TERRAIN: Various
FREQUENCY: Common
INTELLIGENCE: Animal (1-2)
ALIGNMENT: Neutral
MAGIC RESISTANCE: Nil
MORALE: Unreliable to Average (4-12)

Most small mammals are harmless to humans. Some have useful traits or abilities. Most animals have only rudimentary languages that humanoids cannot use except with the aid of magical spells.

Beavers quickly chew trees and construct homes in ponds. Adult pelts are worth two gp.

Chipmunks have excellent hearing and eyesight.

Ermines are related to weasels. The white, spotted pelt is worth four gp.

Ferrets are related to weasels. If captured as cubs or raised domestically, ferrets may be trained to perform simple tricks, retrieve objects, or hunt small burrowing game.

Foxes have superb vision, hearing, and noses. Their pelts are worth three to five gp.

Gophers live in large colonies burrowed into the soil of the plains. They have acute senses of hearing and smell. For each gopher encountered, another 1d10 are hiding in the burrows nearby.

Hedgehogs are covered with sharp but harmless quills.

Moles have an excellent ability to detect tastes and vibrations, but very poor vision.

Monkey refers to a variety of small, non-hostile species (rhesus, spider, tamarin, lemurs, and others).

Mice infest virtually any human structure.

Minks are related to weasels. The pelt is worth three gp.

Muskrats have a moderately valuable pelt worth five sp.

Opossum are woodland marsupials with good hearing.

Otters are fast runners and swimmers. They are friendly and only attack if cornered or if their young are threatened. Pelts are worth two to three gp. Giant otters are identical except for their size (10'-15' long). Pelts are worth 1,000-4,000 gp.

Pigs may bite or attempt to stun, then crush a victim by butting. Domestic pigs are normally harmless unless angered or magically controlled. Wild pigs are domestic pigs that have escaped to the wild.

They are smaller (2 feet long) and nonaggressive unless provoked.

Rabbits are difficult to surprise or catch due to their sensitive eyesight, hearing, nose, and natural paranoia (+3 to all Perception skill checks).

Raccoons only attack if cornered or rabid (10% chance). The pelts are worth one gp.

Squirrels have good vision and hearing. Flying squirrels have furry membranes that enable them to glide five feet for each one foot they drop. Giant black squirrels are 2-foot-long residents of evil-dominated forests. They steal loose, small valuables (rings, gems, vials) to decorate their nests.

Woodchucks are capable of quickly gnawing through trees or wood. The pelts are worth 1 gp.



MANSCORPION

CLIMATE/TERRAIN:	Tropical or subtropical desert or caves
FREQUENCY:	Rare
ORGANIZATION:	Squad, swarm, and city
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low to genius (6-19)
TREASURE:	J, K, M, Q (F, Ux10)
ALIGNMENT:	Neutral evil
NO. APPEARING:	8 or more
ARMOR CLASS:	15
MOVEMENT:	60
HIT DICE:	8 to 12 (40 to 60 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4+1 Sx2/1d4 P or by weapon/1d4+1 P/1d4 P
SPECIAL ATTACKS:	Poison, possible spell use
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	4
SIZE:	L (6' tall, 4' long plus 10' tail)
MORALE:	Champion to fanatic (18-19)
XP VALUE:	4,000
9 HD squad leader:	5,000 (+1,000 for spellcaster)
10 HD swarm leader:	6,000 (+2,000 for spellcaster)
11 HD noble:	7,000 (+2,000 for spellcaster)
12 HD king or queen:	8,000 (+2,000 for high cleric)

These horrors, sometimes called tlincallis, are part human and part scorpion. A manscorpion has a dark-skinned human torso, its abdomen is protected by bony plates, and its ribs and backbone protrude from the body. Their hands have two thick fingers and a long thumb; the hands are often mistaken for scorpion-like claws. The creatures are hairless, and their faces are handsome and noble, except for the red, glowing eyes which have no pupils.

The creature's torso sits atop a 4' long, bony-plated, arachnoid body which is supported by six legs. Bony plate completely covers the strong legs. The protruding spine continues along the abdomen and forms a tail 10' long. The lower body, legs, and tail are usually sand-colored, and blend easily with the desert. Observers rarely see anything but the muscular human torso until the manscorpions are close.

The origins of these creatures is thought to lie in an ancient curse placed on evil humans. They speak their own language, and 20% also speak some locally spoken tongue.

Combat: Most manscorpions have low to average intelligence; they patrol their territory in squads of six warriors. A squad leader and a spellcaster, each with 9 HD and greater intelligence, are also present. The spellcaster has the abilities of a 4th level cleric or magic-user. Fully 50% of them carry obsidian-studded clubs (treat as a battle axe) and bolas or javelins. The rest use only their natural weapons.

When directed by the squad leader, manscorpions attack in an organized manner. They use long-range attacks before closing for melee. In close combat, they attack with weapon, claw, and tail, or with tail and two claws. The tail can strike anywhere nearby, including in front of the creature. When not being used for attack, the tail sweeps the area behind the manscorpion, checking for obstacles and assailants. Anyone struck by the tail's spur must make a DC 14 CON Saving Throw or die in 2d4 rounds. Victims suffer weakness for one round (Strength is halved), start to shake in the next round (both Strength and Dexterity are halved), and then convulse (rendering them helpless) until they die.

When reduced to 1 or 2 hit points, common manscorpions go into a stinging frenzy, making two tail attacks per round, but no other attacks.

Patrols are more common near the manscorpion lair, which is guarded by a swarm consisting of three squads. A swarm leader and a spellcaster, each with 10 Hit Dice, accompany a swarm. The spellcaster is the equivalent of a 7th level cleric or magic-user. These leaders stay out of combat, directing the action and casting spells. Swarms are sent on patrol in times of trouble. Common manscorpions lose organization and their morale is reduced without a leader.

For every two swarms, there is a noble and a sorcerer. They stay near the lair unless an army of manscorpions is marching, then they will lead two swarms. These leaders have 11 HD, and sorcerers cast spells as a 9th level magic-user.

Finally, every lair has a king or queen, or both, with 12 Hit Dice. A high cleric, also with 12 HD, aids these rulers with the abilities of an 11th level cleric. They always remain in the lair and will only fight if directly threatened.

Habitat/Society: Manscorpions live under the desert sands in burrows connected by tunnels, all situated above underground cities of 40-400 individuals. These often mirror great human cities, with pits instead of buildings, and great chasms like inverted pyramids.

Manscorpions often hold humans and dwarves as slaves, using them to mine and create weaponry. A manscorpion's fingers are not very dexterous, but they are fine sculptors with hammer and chisel, and many sculptures decorate their cities.

Ecology: Manscorpions eat practically any meat, including carrion. No normal creatures prey on them.





MANTICORE

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	E
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d4
ARMOR CLASS:	16
MOVEMENT:	60, Fl 90 (E)
HIT DICE:	6+6 (36 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3 S x2/1d8 P
SPECIAL ATTACKS:	Tail spikes
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (15')
MORALE:	Elite (16-17)
XP VALUE:	975

The manticore is a true monster, with a leonine torso and legs, bat-like wings, a man's head, a tail tipped with iron spikes, and an appetite for human flesh. The manticore stands 6 feet tall at the shoulder and measures 15 feet in length. It has a 25-foot wingspan. Each section of the manticore closely resembles the creature it imitates. The leonine torso has a tawny hide, the mane is a lion's brown-black color, and the bat-like wings are a dark brown with sparse hair. All manticores have heads that resemble human males; the mane resembles a heavy beard and long hair.

Combat: The manticore first fires a volley of 1d6 tail spikes (80 foot base range). Each spike causes 1d6 points of piercing damage. The manticore can fire four such volleys each day (the spikes regrow quickly). Next, the manticore closes with its prey and attacks with its front claws and sharp teeth. In an outdoor setting, the manticore tries to stay in the air to minimize its chance of being attacked. It is a clumsy flier, however, and cannot use its teeth in the air.

Habitat/Society: Manticores are found in any climate but prefer warm lands to cool ones. This reflects the wide climate range of their favorite

food, humans. A manticore's territory may cover 20 or more square miles and includes at least one human settlement. Such territories usually overlap with those of other manticores and other man-eating predators like dragons.

Manticores mate for life. The male remains with the female during gestation and hunts for her. Manticores bear one or two cubs which grow rapidly to adulthood in five years. Cubs are born with 1 Hit Die and gain an additional one each year. In their first year, cubs lack flying ability, but they are still small enough for an adult to grasp in its forelegs. There is a 20% chance a she-manticore's lair holds cubs under one year old. Cubs up to two years inflict one point of damage per front paw and 1-2 points with their bite. Cubs 3-4 years old inflict 1-2, 1-2, and 1-6 points of damage.

Manticore cubs can be caught and trained to assist evil humans. Such training is difficult and dangerous, especially since domesticated adults have an 80% chance of reverting to a wild state. Manticores will not allow themselves to be used as mounts. Wild adults may voluntarily ally themselves with evil humans, provided such allies can provide them with a steady, ample food supply.

Manticores normally eat their prey where they kill it. Males sometimes haul slain prey back to their mates or drag still-living prey to their lairs for the cubs to practice killing.

Manticores collect their victims' valuables for a variety of reasons, including curiosity, emulation of other monsters who collect treasure, the man-scent on the things, or because they know humans value the things and therefore might come looking for them. Their lack of real hands prevents most manticores from using what magical items fall into their possession. However, manticores that have allied with evil humans may possess magical items designed specifically for their use. Examples include magical collars or bracelets that are, in effect, oversized magical rings.

Ecology: Manticores are wide-ranging carnivores that have successfully survived in every region inhabited by humans, whether in the wilderness or underground. They are nightmarish opponents but invaluable allies if conditions are right. A manticore's pelt is a mark of the most powerful hunters and warriors. An intact, cured manticore hide complete with wings is worth 10,000 gp.

MEDUSA

	Medusa	Greater Medusa
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Very (11-12)
TREASURE:	P, Q(x10), X, Y	P, Q(x10), X, Y
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	1d3	1d3
ARMOR CLASS:	15	17
MOVEMENT:	60	60
HIT DICE:	6 (30 hit points)	8 (40 hit points)
NO. OF ATTACKS:	1	1 + weapon
DAMAGE/ATTACK:	1d4 P or by weapon	1d4 P, by weapon
SPECIAL ATTACKS:	Petrification, poison	Petrification, poison
SPECIAL DEFENSES:	Nil	Poisonous blood
MAGIC RESISTANCE:	Nil	4
SIZE:	M (6'-7')	M (6'-7')
MORALE:	Elite (16-17)	Champion (18)
LEVEL/XP VALUE:	2,000	4,000

Medusa

Medusae are female humanoids with hair of swarming snakes. They are hateful creatures that can petrify any creature that meets their gaze.

The typical medusa has a pale-skinned, very shapely woman's form. It stands 5 to 6 feet tall with the snakes adding up to another foot. At distances farther than 30 feet, the medusa is easily confused with a normal woman. Its red-glowing eyes are visible up to 30 feet. At distances of 20 feet or closer, the medusa's true nature is revealed. Its face is horrible - the snakes writhe constantly, especially if the medusa is excited.

Medusae wear human clothing such as loose dresses or robes. They seldom wear armor and cannot easily wear helmets. Medusae may carry a knife, dagger, or short bow. Medusae speak their own tongue and the common one.

Combat: The medusa tries to get close to a victim before it reveals its true nature. It will use its attractive body to lure males nearer while staying in the shadows. Once the medusa is within 30 feet, it strikes, trying to get its victim to look into its eyes. Any creature within 30 feet must make a DC 13 Wisdom Saving Throw or turn instantly to lifeless stone. If an opponent averts his eyes, the medusa rushes up so that its serpentine growths can attack. The victim must make a DC 13 Constitution save against versus poison or die.

The medusa is able to see creatures in the Ethereal and Astral Planes, and its petrifying gaze is equally as effective against creatures there. It retains its petrifying gaze after death. Creatures looking at a freshly-dead medusa's head make a Saving Throw at +1. The Saving Throw increases +1 each day the head decays.

If the medusa cannot easily use its normal tactics, it may resort to normal weapons such as knives and shortbows.

Habitat/Society: Medusae dwell in dark caves or the lower regions of large abandoned buildings. They arrange the lighting such that their homes are filled with flickering shadows.

The presence of petrified victims is a sure indicator of the occupant's



true nature. For this, aesthetic, and other reasons, the medusa usually removes most of its victims. Those that resemble interesting statues may be retained; the rest are often broken into unrecognizable (and unrevivable) chunks.

The one form of treasure never found in a medusa's lair is a mirror. If a medusa sees its own reflection in a mirror, it turns to stone itself. Reflection in nonmetallic reflectors such as water or polished stone have no such effect. Medusae are immune to the petrifying effect of another medusa.

Medusae are infrequently driven to mate with humanoid males. The act always ends in the male's death, usually by petrification when the medusa reveals its previously hidden visage. Two to six eggs are laid one month later and hatch eight months after that. The female hatchlings appear as baby girls with stubby green tendrils. The hatchlings are revolting to look at but cannot petrify. Medusae grow at the same rate as humans. At about age two the serpentine hair becomes alive and gains its poisonous bite. The medusa can petrify with the onset of adolescence.

Greater Medusa (Serpentine)

Rare medusae (10%) have serpentine bodies in place of the lower torso and legs. The entire body is covered with fine scales and measures 10 to 20 feet. The poison of these medusae is so deadly that Saving Throws are made at -1, and they are known to use bows and poisoned arrows. Their blood is so poisonous, in fact, that even after one has been killed, touching its body still requires a Saving Throw versus poison. They seldom venture far from their lairs, since they are immediately recognizable.

MEDUSA, MAEDAR

	Maedar	Glyptar
CLIMATE/TERRAIN:	Subterranean	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Not applicable
INTELLIGENCE:	Very (11-12)	Very (11-12)
TREASURE:	P, Q(x10), X, Y	See below
ALIGNMENT:	Lawful Evil	Lawful evil
NO. APPEARING:	1	1
ARMOR CLASS:	15	15
MOVEMENT:	60	Fl 45 (A)
HIT DICE:	6 (30 hp)	½ (3 hp)
THACO:	15	See below
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	2d4 B x2	1 hp or by animated weapon
SPECIAL ATTACKS:	See below	Nil
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5'-7')	T (under 6")
MORALE:	Elite (16-17)	Elite (16-17)
XP VALUE:	975	65



Maedar

Maedar are male counterparts to medusae, though they lack the petrifying gaze of the females.

The typical maedar is a muscular, hairless humanoid male, usually dressed in a kilt or tunic.

Combat: Maedar attack with powerful fists that each cause 2d4 points of damage. One every hour, the maedar can turn stone to flesh by touch. Maedar can pass through stone at their normal Movement Rate. They require one round of concentration before this; no other activity can be undertaken that round. Maedar struck by a Phase Door spell while passing through stone are killed instantly.

Maedar are immune to petrification and paralyzation (including related spells, such as Hold and Slow). They are immune to the poisonous bite of a medusa's serpentine hair. In addition, maedar can see into and extend their stone into flesh power into the Astral and Ethereal Planes.

Habitat/Society: Maedar are the little-known male version of the medusae. They are extremely rare, however (far rarer than the frequency would indicate), and few medusae ever find a maedar spouse. Most medusae typically mate with human males. When a medusa finds and mates with the extremely rare maedar, the eggs hatch into human infants, 25% male and 75% female. Only 1% of the males born of these matings are actually maedar; the remaining males and all the females are normal human infants who die at the sight of their mother.

The typical maedar is a monogamist who mates for life; he is fiercely devoted to his mate and will go to any length to assist or avenge her. A widowed maedar will pursue his mate's killer for years.

Because of the Maedar's rarity and natural reclusiveness, even most sages are unaware of their existence. Maedar are rarely seen; generally, they remain in the lair they share with a medusa mate. A maedar's magical power provides food for him and his mate. He smashes her petrified victims, then transforms them into meat.

Ecology: Maedar may cooperate with lawful evil creatures, such as kobolds and orcs, in exchange for security or reward. If forced to aid another creature, maedar seek revenge at the first opportunity.

Glyptar

Glyptars are rock crystals animated by the spirits of maedar. When a maedar has foreknowledge of his death, he can transfer his life force into the rocks. An extremely evil maedar retains his consciousness as it drifts through the ground. When such a life force encounters a gemstone, such as feldspar or amethyst, it is trapped within and cannot leave voluntarily. Eventually the maedar goes mad. (Note that once a maedar is trapped within a glyptar crystal, his life force cannot be trapped in a second crystal.)

If this glyptar is removed intact from the ground, the maedar's spirit is now able to animate the crystal and anything inorganic attached to it. Thus, if the glyptar is set in the eye of a stone statue, the maedar's life force animates it as a golem. This can affect a maximum of 1,000 pounds.

Similarly, if the glyptar is set in the pommel of a sword, the sword can be animated to strike as though it were wielded by the living maedar. The weapon gains a +2 bonus to its attack roll, strikes as if it were wielded by a 6th level fighter, and gains a +2 bonus to its damage roll. Note that the glyptar's *stone to flesh* power enables the weapon to sink harmlessly into stone as the glyptar uses its power.

The glyptar retains its other powers as well. The glyptar and its attachments may pass through stone at will at the normal Movement Rate. It is immune to Phase Door spells. Once every hour the glyptar can perform a *Stone to Flesh* attack against a target touched by the glyptar or its setting. Glyptars remain immune to paralyzation and petrification attacks of all sorts.

MERFOLK

CLIMATE/TERRAIN:	Temperate/Oceans
FREQUENCY:	Uncommon
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average-Very (8-12)
TREASURE:	C, R
ALIGNMENT:	Neutral
NO. APPEARING:	20d10
ARMOR CLASS:	13
MOVEMENT:	10, Sw 90
HIT DICE:	1+1 (6 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Grapple ship
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' long)
MORALE:	Average (10)
XP VALUE:	1 HD: 65
	2 HD: 120
	3 HD: 175
	4 HD: 270
	5 HD: 420
	6 HD: 650
	Shaman: 420



Mermen are marine-dwelling, amphibious humanoids with the upper torso of a human and the lower torso of a fish.

Mermen were once human but were transformed by unknown powers into their current forms. They live by herding fish, but during times of need they attack other sea-peoples or ocean-going vessels. They live underwater but surface to sun themselves on large rocks.

Adult mermen are 5 to 6 feet long (tall) and weigh between 150 and 225 pounds. Their skin tone is fair to tan, hair color is usually dark brown (occasionally fair), while their scale color ranges from green to silver. Females, also known as mermaids, are 6 inches shorter than the males and weigh between 100 to 150 pounds. Mermen adorn themselves with coral and shell decorations. Mermen speak their own language (with different dialects spoken by communities that are separated over wide distances), and 50% of all communities also speak Locathah.

Combat: Mermen communities are well-armed. The arms used by mermen are as follows:

- Trident, dagger (50%) *
- Crossbow, dagger (30%)
- Javelin, dagger (20%)

* 20% of all trident wielders are also armed with a hook and grappling line (50 feet long).

Mermen crossbows have a base range of 10 feet underwater. They use grapples to attack ships; the grapples can be thrown up to 50 feet. Each grapple held by 10 mermen slows a ship by 1. Once stopped, the ship is attacked and a hole is knocked in its hull in 4d4 minutes, after which the ship slowly sinks, to be looted by the mermen.

Merfolk are vulnerable to fire damage but resistant to cold damage.

Habitat/Society: For every 20 mermen encountered, there is a patrol leader (2-3 HD) and 1-3 barracuda (AC 14; Move 150; HD 3; #AT 1; Dmg 2d4 P). For every 40 mermen, there is a leader (4 HD). For every 120 mermen encountered, there is one chief (6 HD) and two guards (4 HD). For every ten mermen, there is a 10% chance of a shaman (3 HD, with the spells of a 3rd level cleric).

Mermeren have regular undersea communities, usually a reef or cliff honeycombed with passages. Rarely (10% of the time) they construct a village from seashells and coral. An average community has between 100 and 600 males. Females and sub-adults each equal 100% of the males in a village. The communities are usually guarded by 3d6 trained barracudas.

Mermeren society is heavily patriarchal. They prefer to be left to themselves and usually reject proposals of friendship or trade. They have strong territorial instincts and, while closely related to humans, they have no love for them. Males hunt and herd fish and protect their territory. Females raise children and tend to domestic affairs. Mermaids are also known for their creativity, and they produce works of art for the community (shell carvings, seaweed tapestries, and songs).

Ecology: Mermeren are omnivorous, but they prefer a diet of fish, lobster, crab, and shellfish. They do not cook these creatures but must fillet them before eating. They can survive out of water for one hour before they begin to dehydrate. When dehydrated, they lose 2 hit points per hour and will die when they reach zero; immersion in fresh or salt water immediately restores these lost hit points.

Mermeren have an average life expectancy of 150 years. Mermeren have many natural enemies but particularly hate the sahuagin and ixitxachitl. They often clash with tritons over territory.

MIMIC

	Common	Killer
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (9-10)	Semi- (3-5)
TREASURE:	Incidental	Incidental
ALIGNMENT:	Neutral	Neutral (evil)
NO. APPEARING:	1	1
ARMOR CLASS:	13	13
MOVEMENT:	15	15
HIT DICE:	7 to 8 (35 to 40 hp)	9 to 10 (45 to 50 hp)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3d4 B	3d4 B
SPECIAL ATTACKS:	Glue	Glue
SPECIAL DEFENSES:	Camouflage	Camouflage
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L	L
MORALE:	Champion (18)	Elite (16-17)
XP VALUE:	7 HD: 975 8 HD: 1,400	9 HD: 2,000 10 HD: 3,000

Mimics are magically-created creatures with a hard rock-like outer shell that protects their soft inner organs. Mimics can alter their form and their pigmentation; they use this talent to lure victims into close range, where they attempt to feed on them. They usually appear in the form of treasure chests. There are two varieties, the smaller, more intelligent common mimic, and the larger, less intelligent killer mimic.

Mimics are large. Common mimics occupy about 150 cubic feet (a 3' x 6' x 8' chest,



or a large door frame). Killer mimics occupy about 200 cubic feet. Mimics' natural color is a speckled grey that resembles granite. Mimics can alter their pigmentation to resemble varieties of stone (such as marble), wood grain, and various metals (gold, silver, copper); it takes one round to make the desired alteration. They cannot lose mass in this transformation (they must remain the same size, though they may radically alter their dimensions).

Common mimics have their own tongue (corruptions of the original language spoken by their wizard creators) and can also be taught to speak in Common and other languages. Killer mimics are incapable of speech.

Combat: A mimic can surprise its victims easily (DC 18 Perception skill check to spot a mimic for what it is). When a creature touches a mimic, it lashes out with a pseudopod that inflicts 3d4 points of damage. Furthermore, the mimic covers itself with a glue-like substance. Any creature or item that touches a mimic is held fast. Alcohol will weaken the glue in three rounds, enabling the character to break free, or the character may attempt to make a DC 18 Athletics skill check to break free. A mimic may neutralize its glue at any time that it desires; the glue dissolves five rounds after the mimic dies. The mimic is immune to acid attacks and is unaffected by molds, green slime, and various puddings.

Habitat/Society: Mimics live underground, where they can avoid sunlight. They are solitary creatures; this is to ensure that each mimic has a large grazing area. They have no culture; their primary concerns are survival and food. Common mimics are quite intelligent and will gladly offer information in exchange for food. Killer mimics attack regardless of attempts at communication. Mimics have no moral code and no interest in culture or religion. Wizards who use them as guardians have sometimes found them to be less than enthusiastic about obeying their commands.

Ecology: Mimics were originally created by wizards to protect themselves from treasure hunters. A good meal (one or two humans) can sustain them for weeks. They reproduce by fission and grow to full size in several years. Mimics pose as stonework, doors, statues, stairs, chests, or other common items made from stone, wood, and metal. Their skin is covered with optical sensors that are sensitive to heat and light in a 90-foot radius, even in pitch darkness. This even allows them to see invisible creatures. Any powerful light source can easily blind them, including direct sunlight. Along with glue, they can excrete a liquid that smells like rotting meat; this attracts smaller, more common prey (usually rats). Mimic ichor is useful in the creation of *potions of Polymorph*, and their glue and solvent sacs can be sold to alchemists. Other internal organs are useful in the manufacture of perfumes. The mimic's internal organs are considered tasty delicacies in some cultures.

MIND FLAYER (ILLITHID)

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Carnivore (brains)
INTELLIGENCE:	Genius (18-19)
TREASURE:	S, T, X (B)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d4
ARMOR CLASS:	15
MOVEMENT:	60
HIT DICE:	8+8 (48 hit points)
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d2 S; see below
SPECIAL ATTACKS:	Mind blast, see below
SPECIAL DEFENSES:	Magical powers
MAGIC RESISTANCE:	18
SIZE:	M (6' tall)
MORALE:	Champion (18) + special
XP VALUE:	9,000 (7,000 for psionic version)

The illithid, or mind flayer, is an evil and feared creature of the Underdark; its powers are formidable, and it feeds on the brains of any creature it encounters. Using arcane powers, it enslaves or destroys its

foes, which include such powerful creatures as drow and kuo-toa.

Mind Flyers stand about 6 feet tall and have hideous mauve skin that glistens with slime. The head resembles an octopus, with white eyes (no pupils are evident) and four tentacles around its mouth, a round, many-toothed orifice like that of a lamprey. The creature has three reddish fingers and a thumb on each hand.



Illithids have 60' Darkvision. They can communicate with any creatures via innate telepathy; they have no spoken language, although they often accompany their thoughts with hissing, and the eager lashing of their tentacles. Mind flyers dress in flowing robes, often with high, stiff collars, adorned with symbols of death and despair.

Combat: A mind flyer's preferred method of attack is the mind blast, projected in a cone 30 feet long, 5 feet wide at the mind flyer, and 30 feet wide at the opposite end. All within the cone must make a DC 15 Wisdom Saving Throw or be stunned for 1d3 rounds and suffer 1d8 points of psychic damage. A successful Wisdom save negates the stunning effect and halves the psychic damage taken. The illithid tries to grab one or two stunned victims (stunned creatures suffer a -2 penalty to their Armor Class and cannot act or move until they recover) and escape with them (via Plane Shift, Astral Spell, or Teleport).

The illithid keeps some victims as slaves and feeds on the brains of the others. When devouring the brain of a stunned victim, it lashes out with its tentacles in an attempt to hold them still. A tentacle that hits causes 1d2 points of slashing damage and automatically Grapples the victim (DMG 69). Tentacles deal no damage while grappling and the grappled opponent can break free with a DC 14 Athletics skill check (+2 to the DC if all four tentacles have latched on). Once all four tentacles have attached to the victim, the mind flyer has found a path to the brain and kills the victim in 1d4 rounds (unless the victim breaks the grapple, the mind flyer is slain, or the mind flyer retreats).

A mind flyer can also use its tentacles in combat; it does so only when surprised or when attacking a single, unarmed victim.

A mind flyer can also use the following arcane powers, one per round, as a 7th level mage: Suggestion (DC 16), Charm Person (DC 14), Charm Monster (DC 17), ESP (DC 15), Levitate, Astral Spell, and Plane Shift.

If an encounter is going against a mind flyer, it will immediately flee, seeking to save itself regardless of its treasure or its fellows.

Habitat/Society: Mind flyers hate sunlight and avoid it when possible. They live in underground cities of 200 to 2,000 illithids, plus at least two slaves per illithid. All the slaves are under the effects of a Charm Person or Charm Monster and obey their illithid masters without question.

The center of a community is its elder-brain, a pool of briny fluid that contains the brains of the city's dead mind flyers. Due to the mental powers of illithids, the elder-brain is still sentient, and the telepathic union of its brains rules the community. The elder-brain has a telepathic range of 2 to 5 miles, depending on its age and size. It does not attack, but telepathically warns the mind flyers of the presence of thinking creatures, so a mind flyer within its telepathic radius can be surprised only by non-intelligent creatures. The range of the elder-brain determines the territory claimed and defended by the community, though raiding parties are sent far beyond this limit.

Mind flyers have no family structure. Their social activities include eating, communicating with the elder-brain, and debating on the best tactics to conquer the Underdark. For amusement, they inflict pain on their captives and force slaves to fight in gladiatorial games.

Mind flyers are arrogant, viewing all other species only as cattle to be fed upon. They prefer to eat the brains of thinking creatures.

Ecology: Mind flyers live about 125 years. They are warm-blooded amphibians and spend the first 10 years of life as tadpoles, swimming in the elder-brain pool until they either die (which most do) or grow into adult illithids. On an irregular basis, adult illithids feed brains to the tadpoles, which do not molest the elder-brain. Illithids are hermaphroditic; each can produce one tadpole twice in its life.

Mind flyer ichor is an effective ingredient in a *potion of ESP*.

Psionic Illithids

Psionic flyers, considered the only true illithids by some (including themselves), have most of the same statistics and abilities as other mind flyers. Instead of magic-based abilities, however, theirs are purely psionic. Psionic mind flyers have a beak-like mouth and disdain the stiff-collared robes preferred by their cousins.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
10	4/5/15	All/All	16	1d%+250

Illithids use psionics for attack, mind control, and travel. All psionic illithids have at least the following powers:

Psychokinesis: Telekinesis, Levitation.

Psychometabolism: Body Control, Body Equilibrium

Psychportation: Astral Projection, Teleport.

Telepathy: Awe, Domination, ESP, Mindlink



MINOTAUR

CLIMATE/TERRAIN:	Temperate and subtropical labyrinths
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Carnivore (man-eater)
INTELLIGENCE:	Low (6-8)
TREASURE:	(C)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d8
ARMOR CLASS:	14
MOVEMENT:	60
HIT DICE:	6+6 (36 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d4 B or 1d4 P/by weapon type
SPECIAL ATTACKS:	Grapple, charge
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (7½' tall)
MORALE:	Champion (18)
XP VALUE:	1,400
Elder:	3,000

Minotaurs are either cursed humans or the offspring of minotaurs and humans. They usually dwell in underground labyrinths, for they are not confused in these places, which gives them an advantage over their prey.

Minotaurs are huge, well over 7 feet tall, and quite broad and

muscular. They have the head of a bull but the body of a human male. Their fur is brown to black while their body coloring varies as would a normal human's. Clothing is minimal, usually a loin cloth or skirt.



Combat: Minotaurs are very strong (equivalent human Strength of 18). Against man-sized opponents (minimum 6 feet tall) they may butt for 2d4 points of bludgeoning damage. Against smaller opponents, they bite for 1d4 points of piercing damage. If a minotaur is 30 feet or more from its opponent, it can lower its head and charge against any creature that is at least 6 feet tall. If successful, the charge causes double head-butt damage but subtracts 2 from the minotaur's Armor Class until its next round's action. In addition to these attacks, most minotaurs also carry weapons - a great axe (1d12+3 S damage) or great flail (1d10+3 B damage).

Minotaurs are not particularly intelligent but are extremely cunning and have excellent senses. They have a +7 to all Perception skill checks, have 60' Darkvision, and can track prey by scent (+7 to Survival skill checks made to track). They always pursue an unfamiliar scent. Minotaurs are immune to Maze spells. They attack any intruder without fear and will retreat only if the creature is obviously beyond their ability to defeat.

Habitat/Society: Minotaurs live in communities of up to eight members. If the community contains more than six minotaurs, one will be an elder minotaur with a 19 Strength and 8+8 Hit Dice. The minotaur elder is the clan leader; he remains in the center of the labyrinth and raises young minotaurs while others hunt. He is always encountered in the center of a labyrinth.

A minotaur's labyrinth is rarely natural. Often an evil wizard or a tyrant will construct a labyrinth and place the minotaur family there, feeding it prisoners and slaves on a regular basis.

Occasionally this tyrant will be killed and the minotaurs forced to fend for themselves; since creatures rarely enter a labyrinth on their own accord, these minotaurs will usually be ravenously hungry.

Minotaurs speak their own primitive language and are 25% likely to speak a halting form of Common. They have little culture; their lives resemble animals more than humans. Their culture venerates physical strength above all else and particularly strong human fighters have been known to earn their respect. They worship crude gods and have

weak clerics (maximum 3rd level). Rumors persist of more intelligent minotaurs with developed societies.

Ecology: The curse which creates minotaurs is unknown, but sages suspect it involves "crimes against the natural order." Minotaurs are always male. It is also said that the first minotaur was originally a great and ill-tempered human fighter; he wanted to be as strong as a bull and his wish was granted in the most hideous manner possible. Minotaurs breed with human females to produce offspring, which are male minotaurs. Minotaurs have a lifespan of 200 years. They can live without food for years at a time but are always hungry unless they are fed regularly. They are meat-eaters, but their curse causes them to prefer a diet of human flesh. Those transformed into minotaurs by curses may be restored to human form by a Wish, but those who were born as minotaurs cannot be made human. Gnolls are their natural enemies; they will kill each other on sight.

Minotaur components are sometimes used in spells and potions, and might be used in magical items involving strength, location, and misdirection.

MIST, CRIMSON DEATH

CLIMATE/TERRAIN:	Bogs, swamps
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Genius (18-19)
TREASURE:	Z
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	20 or 16, see below
MOVEMENT:	Fl 60 or 30 (B), see below
HIT DICE:	13 (65 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d10
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	19
SIZE:	M (6')
MORALE:	Champion (18)
XP VALUE:	9,000

The crimson death is a malevolent, vaporous creature that feeds on the bodily fluids of its victims.

The body of the crimson death is a humanoid-shaped cloud of pale color. It is difficult to distinguish if seen against fog and nearly invisible (DC 18 Perception skill check to spot). When the creature is fed, it develops a crimson flush that is easily visible. The cloud possesses humanoid features. The fingers elongate into tentacles when it is feeding. Because of its behavior, sages believe that a Crimson Death Mist is the result of the actual death of a vampire.

The crimson death's language is a barely audible series of whispers. It can communicate with other vaporous beings such as air elementals. It communicates with humanoids only if it is their captive.

Combat: The monster attacks only to feed or defend itself. It surrounds its victim with vaporous tentacles. Whenever it hits, the tentacles drain bodily fluids and cause 3d10 points of damage against living creatures.

The creature is normally immaterial (AC 20) and can be struck only by magical weapons of +2 or better. After feeding, the creature attains solidity (AC 16) for 1 hour. During this time the creature turns red, moves more slowly (Fl 30), and can be struck by magical weapons of +1 or better.

When a crimson death dies, it immediately dissipates into the air while its undigested fluids fall to the ground in a grotesque shower.

The crimson death can carry loads by levitating anything surrounded by its vaporous mass. Despite its vaporous nature, the crimson death possesses strength equal to a normal human. It can carry a passive weight equal to an adult human. If it attempts to pick up a struggling victim, it must win an opposed Athletics skill check against its target (it gains a +7 to its skill check). Failure means fails to lift its target or, if already aloft, drop its victim to the ground.

Habitat/Society: The crimson death dwells in the bogs and marshes where chill and damp prevail. The creature is nearly invisible in its native habitat.

The crimson death is a secretive creature. It prefers to feed on solitary beings, since these are easy to sneak up on and have no allies to lend them support. If several people are present, the crimson death tries to pick off the guard while the others sleep; it then feeds on the others at its leisure. In order to conceal its presence, the crimson death disposes of corpses in its lair or a deep bog.

It maintains a lair in a thicket, undercut bank, or a hollow space under a windfall. There the monster stores the valuables it collects from its victims. These can be used as bribes for humanoid allies or bait for intended victims. The lair may also contain the remains of past victims.

The crimson death prefers to feed on humanoids. It normally requires one victim per week. If more people are available, the monster may feed continuously until destroyed or driven off.

Legends tell of a connection between crimson deaths and vampires. One tale suggests that, when an undead vampire is destroyed, its spirit is transformed into a crimson death. Another tale suggests that, when a vampire is created, the monster's lost soul is reborn elsewhere as a crimson death. This legend also suggests that a vampire may be restored to normal life if it is rejoined by its crimson death counterpart. A third legend says that extremely evil air elementals are condemned and cast out into the Prime Material Plane in the forms of crimson deaths.

Ecology: The crimson death is a dangerous predator that roams the swamps like a living ghost. A crimson death can be collected and imprisoned in an airtight container. This does not harm it. A crimson death in such a container may be mistaken for, or mislabeled as, a bottled djinn or magical vapor. If someone releases the crimson death, the starving creature immediately attacks its unwitting rescuer.

Crimson deaths are aware of the advantages of alliances. They may agree to cooperate with evil humanoids who can provide them with a steady supply of victims. They make excellent allies for those dwelling in or near their lairs.



when sated. Vampiric mists speak no language, but they communicate through a limited form of telepathy. These creatures reek of old blood and are often smelled before seen.

Combat: Vampiric mists automatically sense the presence of any warm-blooded creature within 50 feet. Hungry mists take the shortest route possible to the victim, navigating by touch, flowing easily over water or through narrow cracks. Their path can be blocked by nonporous obstacles, but vampiric mists are intelligent and if any reasonable path exists they will find it.

All vampiric mists have maximum hit points (8 per die) when full, but they are almost never encountered in this state. For each 12 hours a mist goes unfed, it loses 1 hit point. Vampiric mists whose hit point totals reach 0 due to starvation die. To regain hit points, vampiric mists must drain fresh blood from living victims (hence the mist's name). For each 2 hit points of blood drained, the mist regains 1 hit point.

A vampiric mist may attack one victim per round by reaching out with a gaseous tendril. Targets of a vampiric mist must make an DC 12 Dexterity Saving Throw to avoid this attack. The touch of a vampiric mist drains 1d8 points of blood. If a victim rolls a natural 1 on its Saving Throw it is enveloped by the mist. Enveloped victims are automatically hit each round until either the mist dies, finishes feeding, or retreats. Attacks by other characters against an enveloping vampiric mist divide their damage evenly - half against the mist, half against the victim. Only the enveloped victim may attack the mist without harm to himself. However, because of the disorienting effect of rapid blood loss, enveloped victims must make a DC 15 Concentration Check in order to cast spells or use magical devices that require concentration.

While blood draining is mainly used to feed, the ability can also be used in defense by sated vampiric mists. Extra blood is simply dumped upon the ground.

Normally, a vampiric mist is damaged only by magical weapons or by spells that deal lightning or force damage

However, immediately after reaching maximum hit points a vampiric mist takes on substance. This substantial stage lasts 1d6x10 minutes. During this time the mist's Movement Rate slows to 30', its AC drops to 12, and it may be hit by normal weapons.

Blood draining is not a form of regeneration; a mist that loses hit points in combat must heal those points normally. Keep track of a mist's current hit points and its maximum possible for that combat (this total starts at 24 and goes down with damage caused to the mist). Each time the mist is wounded, reduce both the current hit points and the maximum. If the current hit point total ever reaches 0, the mist dies. Hit points gained by draining blood are added to the current hit points, which cannot exceed the maximum total (24 minus damage to the mist). Hit points lost due to starvation are subtracted from the current hit points only. The current hit points may never exceed the mist's maximum hit point total. (After the current battle is over, the maximum hit point totals for any surviving mists return to 24.)

Habitat/Society: These dread monsters inhabit both swamps, where they creep along mixing in with morning and night fog, and subterranean caverns, where they stalk prey in absolute darkness. Vampiric mists attack at night or early morning, flowing over the ground in search of warm-blooded victims. They prefer lone victims, but hungry mists sometimes raid towns at night, slaying livestock and draining victims in their sleep, before slipping out at dawn.

Ecology: First thought to be immature forms of crimson death, it is now known that these fiends were deliberately created by a powerful vampire wizard.

Vampiric mists reproduce by division. A mist is 10% likely to divide during its substantial stage immediately after feeding. The two mists created have 3 Hit Dice each, but only 4 hit points per die (thus they are born ravenously hungry).

Vampiric mists prey on all warm-blooded creatures. No animals hunt vampiric mist deliberately, though stirges, leeches, and other bloodsuckers are sometimes drawn (fatally) to their smell. Vampiric mists have no known life span. They live until they starve, are slain, or reproduce.

MIST, VAMPIRIC

CLIMATE/TERRAIN:	Non-arctic/Swamps and subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Average (9-10)
TREASURE:	(D)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-3
ARMOR CLASS:	18 or 12, see below
MOVEMENT:	Fl 60 or 30 (B), see below
HIT DICE:	3 (15 hit points), see below
NO. OF ATTACKS:	1, see below
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5'-8' tall)
MORALE:	Elite (16-17)
XP VALUE:	270

These gaseous monsters prey on all living creatures, enveloping them with their gaseous tendrils, then draining their blood for food.

Vampiric mists appear as thick, billowing clouds, 5 to 8 feet in diameter. Color ranges from pale pink when hungry to crimson red

MODRON

	Monodrone	Duodrone	Tridrone	Quadrone	Pentadrone
CLIMATE/TERRAIN:	Mechanus	Mechanus	Mechanus	Mechanus	Mechanus
FREQUENCY:	Common	Common	Uncommon	Common	Common
ORGANIZATION:	Hierarchy	Hierarchy	Hierarchy	Hierarchy	Hierarchy
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Special	Special	Special	Special	Special
INTELLIGENCE:	Semi (3-5)	Low (6-8)	Average (9-10)	Very (11-12)	Very (11-12)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Lawful neutral	Lawful neutral	Lawful neutral	Lawful neutral	Lawful neutral
NO. APPEARING:	12d12	1d12	1d4	1d4	1
ARMOR CLASS:	13	14	15	16	17
MOVEMENT:	30, Fl 90 (D)	45, Fl 45 (D)	60	75, Fl 75 (D)	90
HIT DICE:	1+1 (6 hp)	2+2 (12 hp)	3+3 (18 hp)	4+4 (24 hp)	5+5 (30 hp)
NO. OF ATTACKS:	1	2	3	4 or 2	5
DAMAGE/ATTACK:	1d4 B or by weapon	1d4+1 B x2 or by weapon	1d4+1 B x3	1d4+3 B x4 or by weapon	1d4+4 B x5
SPECIAL ATTACKS:	Nil	Nil	Nil	+4 attack roll bonus	Paralysis gas
SPECIAL DEFENSES:	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	S	S	M	M	M
MORALE:	Unwavering (20)	Unwavering (20)	Unwavering (20)	Unwavering (20)	Unwavering (20)
XP VALUE:	120	175	270	650	2,000

	Decaton	Nonaton	Octon	Septon	Hexton
CLIMATE/TERRAIN:	Mechanus	Mechanus	Mechanus	Mechanus	Mechanus
FREQUENCY:	Rare	Rare	Rare	Very rare	Very rare
ORGANIZATION:	Hierarchy	Hierarchy	Hierarchy	Hierarchy	Hierarchy
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Special	Special	Special	Special	Special
INTELLIGENCE:	High (13-15)	High (13-15)	Exceptional (16-17)	Exceptional (16-17)	Genius (18-19)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Lawful neutral	Lawful neutral	Lawful neutral	Lawful neutral	Lawful neutral
NO. APPEARING:	1 (of 100)	1 (of 81)	1 (of 64)	1 (of 49)	1 (of 36)
ARMOR CLASS:	18	20	19	21	22
MOVEMENT:	75, Fl 15 (E)	90	45, Fl 45 (B)	45	60, Fl 60 (C)
HIT DICE:	10+10 (60 hp)	11+11 (66 hp)	12+12 (72 hp)	13+13 (78 hp)	14+14 (84 hp)
NO. OF ATTACKS:	10	9	8	7	56
DAMAGE/ATTACK:	1d4 B x10	1d6 B x9	1d8 B x8	1d10 B x7	1d12 B x6
SPECIAL ATTACKS:	Spells	Spells	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	2	4	6	8	10
SIZE:	M	L	L	M	L
MORALE:	Unwavering (20)	Unwavering (20)	Unwavering (20)	Unwavering (20)	Unwavering (20)
XP VALUE:	9,000	10,000	12,000	13,000	14,000

	Quinton	Quarton	Tertian	Secundus	Primus
CLIMATE/TERRAIN:	Mechanus	Mechanus	Mechanus	Mechanus	Mechanus
FREQUENCY:	Very rare	Very rare	Very rare	Very rare	Unique
ORGANIZATION:	Hierarchy	Hierarchy	Hierarchy	Hierarchy	Hierarchy
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Special	Special	Special	Special	Special
INTELLIGENCE:	Genius (18-19)	Supra-genius (20)	Supra-genius (20)	Godlike (21+)	Godlike (21+)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Lawful neutral	Lawful neutral	Lawful neutral	Lawful neutral	Lawful neutral
NO. APPEARING:	1 (of 25)	1 (of 16)	1 (of 9)	1 (of 4)	1
ARMOR CLASS:	23	24	25	26	30
MOVEMENT:	30, Fl 30 (C)	60, Fl 120 (B)	60	90, Fl 90 (B)	120, Fl 120 (A)
HIT DICE:	15+15 (90 hp)	16+16 (96 hp)	17+17 (102 hp)	18+18 (108 hp)	36+36 (216 hp)
NO. OF ATTACKS:	5	4	3	2	1
DAMAGE/ATTACK:	2d8+1 B x5	2d12+2 B x4	5d8 B x3	6d12 B x2	20d8 B, see below
SPECIAL ATTACKS:	Nil	Nil	Nil	+4 attack roll bonus	Paralysis gas
SPECIAL DEFENSES:	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	12	14	16	18	20
SIZE:	L	L	L	L	L
MORALE:	Unwavering (20)	Unwavering (20)	Unwavering (20)	Unwavering (20)	Unwavering (20)
XP VALUE:	15,000	16,000	18,000	19,000	30,000

What's a mortal to make of the modrons, those strange creatures of absolute order who whirl and click on the plane of Mechanus? Theirs are not like other lives - even the infinitely subtle baatezu are more comprehensible than these thronging drones. To an outsider it appears the modrons have no existence other than as a whole. Indeed, there is a saying: "To look at one modron is to look at all of them."

It is only logical, as it is with all things modron, that they are native to the orderly plane of Mechanus. The two, plane and modrons, probably would not exist without each other - modron society defines the plane, just as the plane shapes them. To understand the modrons, a being must stop thinking like a person, like an individual. Only then can anyone hope to comprehend the patterns of modron life.

Modrons are strictly divided into fourteen castes. Castes are hardly unique, but the modron approach to them is. Not only does each rank have its own functions, but each also has its own body shape, so the rank of any modron can be readily identified by the creature's appearance.

Ruling over the castes is Primus, the One and the Prime. It and the plane are one in thought and deed; as Primus turns, so do the wheels of Mechanus.

Combat, General: Regardless of rank, all modrons possess certain abilities and immunities, but because of rank, certain modrons - the hierarchs - possess additional abilities. Whether any of these immunities and powers exist as properties of their race or from association with the plane of Mechanus, no one knows. Most scholars think these powers are natural to the race, as none are lost by modrons operating off the plane of Mechanus.

All modrons are unaffected by any illusions or magic that affects the mind, such as beguilement, Charm, Domination, Hold, Hypnotic Pattern, and Sleep. Fear and other emotion spells are similarly ineffective against a modron, as are attacks drawing upon the Positive and Negative Energy Planes (including life-draining powers). All modrons have resistance to fire and cold damage.

Modron hierarchs get a +4 bonus to Perception skill checks (which is added to their Proficiency Bonus) and a +2 bonus to Initiative roll. They often take the Ready action (DMG 65) in order to act at the most effective moment; such as just before the swordsman's blade arcs through the air or the wizard utters the final word of a spell, and so on.

The elite modrons also can perform the following spell-like abilities, once per round: Clairaudience, Clairvoyance, Command, Dimension Door, Teleport without Error, and Wall of Force. They also are capable of traveling on the Astral and Ethereal Planes but will never do so unless ordered by Primus.

All hierarchs can communicate telepathically, and the range of this power is as follows:

Rank	Miles	Rank	Miles
Decaton	8	Quinton	343
Nonaton	27	Quarton	512
Octon	64	Tertian	729
Septon	125	Secundi	1,000
Hexton	216	Primus	All Mechanus

Habitat/Society: To understand modron society, one must abandon all understanding of the self. In such forgetting comes knowledge, so with the surrender victory is gained. Should the scholar retain the slightest glimmer of who he is, his words are tainted and his observations lies. It is said that those able to strip their souls so bare become modrons, themselves, and their spirits become different from their shells.

It is a fundamental property of the modrons that each rank can only comprehend the existence of the rank directly above and below it. For example, the monodrones obey the will of the duodrones, but they cannot even conceive of the existence of the tridrones. When a monodrone sees a tridrone, it does not see a modron, and it could not even say what it sees.

Some aphasia apparently breaks the link between the sight of the higher modron and what it actually is. This blindness leads to an interesting conclusion, as each rank believes that those immediately above it are the highest form of life and the fountainhead of supreme logic. Thus, Primus's lordship is secret from all modrons but the four secundi, who pass his edicts on to the nine tertians, who in turn pass these to the quartons (who have no knowledge or understanding of

either the secundi or Primus), and so on.

There is an awareness of all ranks below a modron's station, yet communication is exclusively limited to adjacent ranks. It would seem that the monodrone is almost as alien to the tridrone as the tridrone is to the monodrone. This is not the result of elitism. Rather, the strict order observed by the race completely negates the slightest necessity for communication beyond immediate inferiors and superiors.

A modron's perception of its immediate superiors should not be mistaken for deification, either. What others might call a god, the modrons cannot imagine, for they are unable to conceive of such an individual existence. Instead, all life and direction spring from a pool of logical action - all that is right happens because it must inescapably be, and all that is wrong is that which must not be. These mental limitations make dealings with modrons a challenge. Within each rank there is no individuality, either in form or thought. All modrons call themselves "we", and a character has no way of knowing if the pentadron he spoke to today is the same as the one who held the same post yesterday. This would be minor if the modrons weren't so bureaucratically driven, requiring strangers to appear and reappear before clerks, courts, and boards. Some travelers solve the problem with a brush and paint, marking modrons with runes simply to tell them apart. Unless instructed to remove these marks, a modron may wear a splash of color or a strange sigil for the rest of its life, for they don't seem to notice the markings themselves.

Even the size of modron society is rigidly fixed. In each rank there are only a set number of modrons. Should a modron of any rank die, an available candidate from the next lowest rank is promoted, and then the gap in the lower rank is filled by promoting from the still lower rank. This continues until the rank of monodrone is reached. With no lower ranks, the creatures at this level reproduce by fission, as one of their members mysteriously divides into two. (Given this, the claim that all modrons are one might be truer than it first seems.)

Promotion occurs seemingly by accident. As soon as a vacancy occurs, the nearest modron of the next lowest rank is recruited to ascend. Since they have no individuality, there's no point in trying to promote the "best and the brightest"; all modrons of a given rank are deemed equal. Promotion is traumatic - not only does the chosen modron undergo a wrenching change of shape to the new rank's form, but it suddenly gains an understanding of a world previously veiled to it: the existence of a yet superior rank. Imagine the shock of a duodrone, who knew only of monodrones, duodrones, and tridrones, when it suddenly discovers those inexplicable creatures around it are quadrones and members of its own race! On the other hand, the newly promoted modron seems to adapt to its new form instantly, and it is the humanoid observer who is often most shaken by the experience.

From greatest to least, the castes of the modrons are listed below. Numbers are not given for the modrons, since no scholar has yet produced the definitive organization chart of these creatures. After each name is a brief description of that rank's duties in their realm of Mechanus.

Modron Duties
 Primus: Absolute ruler of all modrons

Hierarch Modrons

Secundi: Viceroys of the four quarters
 Tertians: Judges
 Quartons: Rulers of the four regions of the four quarters
 Quintons: Bureau chiefs and records keepers
 Hextons: Generals of the armies of modrons
 Septons: Inspectors
 Octons: Governors of the 4 sectors of the 4 regions of the 4 quarters
 Nonatons: Police supervision
 Decatons: Physical welfare of base modrons

Base Modrons

Pentadrones: Lesser police, law enforcement
 Quadrones: Multiple complex tasks, supervision
 Tridrones: Multiple tasks, minor supervision
 Duodrones: Complex tasks
 Monodrones: General laborers

The realm of the modrons occupies 64 of Mechanus's cog-like wheels, called sectors, and each is governed by an octon. The sectors in turn

are grouped into four sector regions, overseen by the 16 quartons, and each group of four regions, called quarters, is supervised by one of the four secundi. And, of course, all of it is ruled by Primus.

Born through parthenogenesis, modrons have no family, tribe, or clan. Instead they live in rigid numerical units called, for lack of a better word, battalions. This makes them sound more warlike than they really are, although modrons have standing armies that are not to be trifled with.

Although some less-informed scholars state that no modron acts except by the orders of a superior, this is not perfectly accurate. In general, a modron can act and react to a situation on its own, provided the situation falls within the range of its purpose. Thus, monodrones, who can only fulfill a single task at any given time, are rightly seen as incapable of reacting. As one moves higher through the ranks, the range of choices and reactions available to any given modron increases. Even so, modrons are notorious for their predictable and rigid reactions to events.

It should be no surprise that the goal and purpose of every modron is to organize Mechanus in the most orderly fashion possible, but their goal is not limited to only their 64 wheels or even Mechanus itself. Given the opportunity, they would spread their rigid pattern of organization over the entire multiverse. Fortunately for the rest of the planes, order is constantly challenged by chaos, even in the clockwork vastness of Mechanus. Since even the slightest imperfection to order is enough to disturb the harmony modrons ask, they seldom find the time or resources to carry their crusade to other realms or planes.

Modrones speak their own precise, mathematical language, but those of duodrone or greater can manage at least some of the trade tongue found throughout the planes.

Ecology: Modrons fulfill many roles within Mechanus. They maintain parts of the sphere and are maintained by it. They make war with their enemies and trade with their neighbors. Together, they are one living social entity. Those few that venture outside their plane (on orders from their superiors) will always attempt to bring order out of chaos, sense out of nonsense.

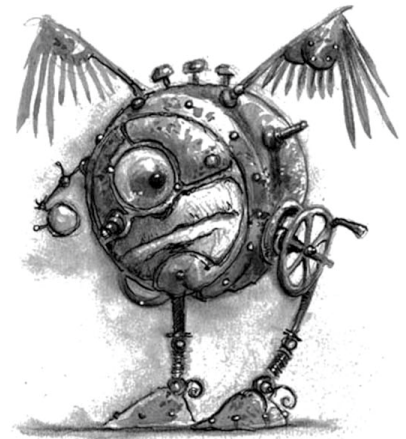
Modrons are not completely without their uses to the rest of the multiverse. Their single-minded pursuit of order has a certain usefulness in some fields. On rare occasions, non-modrons can hire members of this race for particular tasks. The process is never simple, since the potential employee can never make the decision itself - all requests must be approved by its superiors. Usually the request must pass through several ranks before an answer is given.

If permission is granted, some wizards find modrons to be amazingly useful as librarians, and merchants may retain them as bookkeepers, although such modrons must always be watched for overzealousness. Sometimes their understanding of order, far deeper than that of most other beings, defies human understanding. In one library, all the books might be arranged by subject, in another by the first letter of the first word, and in yet a third by the page where the last diagram appears. All three might be vital keys in the overall order of the modron universe. Order, after all, does not necessarily need to be understandable.

The bodies of modrons slain anywhere immediately disintegrate. It is suspected that whatever energies were trapped within the creature's mortal form find their way back to Mechanus and merge with the energy field of the plane. This field is what sustains the modron race. Although modrons eat physical food, it is not the substance that sustains



them, but the energy essence contained therein. So long as the modrons are able to draw upon this essence, they can continue to split and perpetuate their kind. In fact, it is speculated that the only means to truly crush this race is to cut it off from this energy pool. Given the impossibility of this feat, it is fortunate that modrons are not a particularly aggressive race. Who, after all, could withstand a single-minded army that constantly regenerated itself?



Monodrone (Base Modron)

These creatures make up the bulk of Mechanus's population. They are small spheres with a single eye, wings, and two arm/legs. Monodrones are single-function modrons, assigned to simple labor or service in the regiments of the modron army. Thousands of the spherical monodrones, armed with spears, fouchards, and crossbows are impressive when marshaled against a foe with their unswerving, single-minded performance. They exist only for their work.

Monodrones are barely intelligent. They are unable to speak or read but can understand commands spoken in the tongue of their race (although they will heed only a duodrone).

Monodrones are capable of just one action at a time. Tell them to attack and they do so until slain, even if that means attacking each other after the enemy has been obliterated. Order them to guard and they guard without food or sleep. It is fortunate that they feed on the very substance of air around them; otherwise, it would be necessary to order them to eat every day.

Duodrone (Base Modron)

Duodrones are bifunctional modrons that supervise 12 units of monodrones or perform complex tasks beyond the abilities of the monodrones. They are blocky, rectangular creatures of great strength. Like all modrons, they are absolutely loyal to the commands of their immediate superiors.

Capable of interpreting two commands at once, duodrones serve in the forces of the modron army as corporals and sergeants, or as special shock troops armed with thrusting and crushing weapons. Typically, they are given only a single command at a time, allowing them the limited ability to react. If ordered to attack, for example, they will do so until the enemy is slain and then seek out a new enemy, rather than attacking each other. Duodrones have limited conversational ability, but they can report their operations and observations clearly and completely. Duodrones have 90-foot Darkvision.

Tridrone (Base Modron)

Tridrones appear as three-sided pyramids with spidery arms and legs. They supervise squads of 12 duodrones, who in turn pass their orders to the monodrones. Tridrones can carry out multiple-task projects on their own. Typically, they receive a general order, which they divide into smaller tasks to be fulfilled by the duodrones. In the modron army, tridrones serve in special companies, equipped with three javelins per being, which they hurl before entering melee.

Tridrones are capable of reporting actions and observations and actually planning limited objectives on the battlefield. They speak their own language and the trade tongue of the multiverse.

Quadrone (Base Modron)

The cubic quadrones comprise the upper level of worker modrons. They serve as field officers, and each battalion has a special "dozen-unit", containing nothing but quadrone warriors. With their four arms, they are capable of wielding two bows at the same time. Some quadrones are winged (the wings replace one set of arms and negate the use of one bow) which are used for special missions or for aerial

combat. As four-function creatures, quadrones can report actions and observations, make plans, react to unexpected occurrences, and act to remedy them.

All quadrones have a +6 to all Perception skill checks and possess both Twilight Vision and Darkvision to a range of 180 feet. Equipped with sensory organs on all six sides of their cubic bodies, quadrones are rarely surprised under normal circumstances. Flanking foes, or those attacking from the rear of the quadrone, gain no bonus to their attack rolls.

Pentadrone (Base Modron)

The highest of base modrons, pentadrones serve as the police of the base population and as intermediaries between the base modrons and the godlike (in their view) decaton hierarchs. The pentadrones receive instructions passed down by the rules of Mechanus and see that they are implemented by the quadrones, policing them as necessary.

As five-function beings, these creatures can communicate, operate, monitor, plan, and manage. They can also react to unplanned situations. In the armies of the modrons, a dozen of them are always assigned to each regimental headquarters as an elite unit, while others actually command the regiment.

These five-armed creatures resemble starfish on thin, stiltlike legs. In addition to powerful arm attacks and an effective 19 Strength score, pentadrones have a paralysis gas which they emit in a stream 2 feet in diameter and 5 feet in length. Any creature caught within this stream must make a DC 13 Strength Saving Throw or remain immobile for five rounds. Pentadrones can use this gas stream no more than once every five minutes (30 rounds), with a maximum of five uses per day. Alternately, the pentadrones can use this gas to levitate (as the Levitate spell, PHB 133, caster level 5).

Pentadrones can survive virtually any environment, withstanding temperature extremes from 210 degrees to -100°F without discomfort. They are resistant to fire, cold, and acid damage. They are immune to illusion and mind-affecting magic, and only weapons of +1 or better enchantment will harm them.

Pentadrones have a +7 to all Perception skill checks and possess both Twilight Vision and Darkvision to a range of 180 feet.

Decaton (Hierarch Modron)

The decatons are the lowest order of officials found in modron society. These creatures appear as 10-tentacled spheroid on stumpy legs. They are the overseers of the physical welfare of the base modrons, the voice of the great power to the working class. One decaton is assigned to each sector of the realm, while the remaining 36 serve on the staffs of the 36 legions of the modron army.

Decatons have spell ability equal to that of a 10th level cleric, but they lack the ability to turn undead. They also have the following spell-like powers, which apply only to other modrons: cure 1 point of damage for all modrons within 100 feet, Cure Disease in a 10 foot radius, Heal (by touch) up to 10 modrons per round, and Remove Paralysis (by touch) on up to 10 modrons per round. These powers are usable one at a time, at will, once per round. Curiously, as are most things modron, the powers affect all modrons whether the decaton recognizes the rank or not.

The spherical decatons fly by generating a light gas within their bodies, rendering them lighter than air. Generally, they only rise into the air in order to get an overview of the situation when commanding modron armies.

Nonaton (Hierarch Modron)

There are at least 81 nonaton posts identified in modron society, and there may be more. These cylindrical modrons act as commissars and chief inspectors of the modron universe. Nine nonatons carry the orders of the octons, 64 regulate the actions of the decatons on the 64 wheels of the realm, and eight monitor the loyalties of the decatons of the army. Each nonaton has ten decaton lieutenants, who in turn have five pentatons to serve them.

Nonatons have the spell powers of 11th level clerics, plus the following spell-like abilities, usable at will, once per round: ESP, Mirror Image, Slow, Web, Detect Good/Evil, Detect Lie, and Detect Magic. They may use Power Word, Stun once per day.

Nonatons usually head investigations of rogue modron units and handle small-party invasions from other planes. In the latter case, they first attempt to detect the invaders' intentions, then act accordingly.

Octon (Hierarch Modron)

There are at least 64 octons, one in charge of each sector of the plane in the modron realm. These creatures govern the wheels and can command any armies stationed there. The lesser modrons of each cogwheel are considered wards of the octons, who guard their sectors quite rigidly and see that regulations are obeyed, routine is observed, and reports are invariably correct.

An octon moves through air and water by means of a circular collar at shoulder level which is part of the octon's body. It forces air or liquid through the collar, giving the creature lift, propulsion, and a high amount of maneuverability. Eight tentacle-arms are attached to the outside of this collar.

Octons use spells as 12th level clerics. They can also employ the following spell-like abilities at will, once per round, one at a time: Water Walk, Haste, Detect Good/Evil, and Telekinesis (350 lb. weight maximum). They are immune to psionics.

Each octon has a personal staff of one nonaton, who in turn commands one decaton, who controls five pentadrones, then 16 quadrones, 81 tridrones, 256 duodrones, and 1,728 monodrones through the chain of command. These forces maintain towers which are smaller versions of the towers of the quartons, the secundi, and Primus, although they do not understand who built those structures.

Septon (Hierarch Modron)

Septons are officials who maintain order and see that all regulations have been obeyed. Seven of them serve each hexton assigned to the quintons. The septons travel from place to place as inspectors and examiners of work and records, and they are charged with transferral of information from outlying areas to the towers of the regions, quarters, and the capitol tower itself.

Septons appear as humanoids with large bald heads. They have shoulder collars similar to those of octons, although they are smaller and, while insufficient to propel them through the air, they provide excellent transport underwater.

In order to assure the proper performance of their duties, each septon has seven senses which operate continuously: hearing, sight, smell, taste, touch, ESP (30-foot range), and Detect Magic. They also are powerful spellcasters, having the abilities of a 12th level cleric and magic-user.

Septons, as with all hierarchs that do not have psionic ability, are completely immune to psionic attacks and combat.

Hexton (Hierarch Modron)

The hextons fulfill several roles in modron life. First, they are the generals of the 36 modron armies. Second, six are attached to each of the wheels of the realm, where they maintain the chain of command in modron life. Another six serve at the tower of Primus, although they are not aware of his existence. There are undoubtedly more hextons, although no one has ever logged all their posts.

Hextons appear as humanoids with six arms - two large human arms with six fingers and four tentacles tipped with sharp claws below. They have thin, fanlike folded wings, joined at the shoulders.

Hextons use spells as 14th level clerics but have no special spell-like abilities other than those noted for all hierarch modrons. They are immune to all psionic attacks.

There is a 75% chance that any hexton will be accompanied by its personal guard: a staff of one septon, two octons, three nonatons, five decatons, and 25 pentadrones, all fanatic in their dedication to their orders.

Quinton (Hierarch Modron)

Quintons are the major bureau chiefs and records keepers of Mechanus. Each has a sexton assistant, seven septons, and one octon as its staff. There are bureaus in each of the sectors and quarter towers, five main bureaus in Primus's tower at the capitol, and each of these bureaus is headed by a quinton.

Quintons look like tall, stocky humanoids with four flexible arms jutting

out from the shoulders. Prehensile tails serve as the creatures' fifth arms. They have fanlike wings similar to those of the hextons. As a symbol of rank, the quintons have a diamond inscribed in their foreheads.

Quintons are capable of casting Legend Lore as if the questioned object or person were at hand (1d4 rounds). They may Detect Good/Evil at will and may cast spells as 15th level cleric.

Quarton (Hierarch Modron)

Quartons administer the 16 sectors of the modron realm and oversee the operation of the bureau, sector governors, and army units attached to their regions. Each quarton has a personal staff of those hierarchs assigned to his command, plus 36 pentadrones that act as a guard unit. (These pentadrones can only be told to guard the object resembling the quarton, without ever understanding its role or purpose in their lives.)

Quartons are 12-foot-tall humanoids with four jointed arms and fanlike wings. They cast spells as 16th level clerics.

Tertian (Hierarch Modron)

Trial, judgment, and sentencing of all creatures in the modron realm is the province of the nine tertians. They supervise the quartons and hear all crimes brought against the rigid orthodoxy of the realm.

For the bulk of the modron population, the tertians are alien and unfamiliar, the ultimate impartial judges. If presented with a case against a duodrone, the base modron can only imagine (if it can imagine at all) the tertian to be some incomprehensible manifestation of the supreme logic - a "super-tridrone" so to speak.

Most judgments deal with modron rogues, i.e., any modron who strays from the proper order. In addition, the tertians pass on the orders of the secundi, to whom they all report.

Tertians look fairly human, except for their 12-foot height, the horns jutting from the sides of their bald heads, and their long prehensile tails that end in a mace-like ball. Anyone struck by this ball must make a DC 18 Strength Saving Throw or be paralyzed until the tertian releases them. In addition, tertians may cast spells as 17th level clerics and 20th level magic-users. As with other hierarchs, they cannot use psionics, but are also immune to them.

Secundus (Hierarch Modron)

The four secundi, viceroys of the quarters, are the virtual rulers of Mechanus, reporting only to Primus. Each secundus has a staff of two tertians, who in turn command other hierarchs.

The secundi appear as incredibly thin and tall humanoids with long, narrow faces and deep-set eyes. They cast spells as 18th level clerics and 20th level magic-users.

If a secundus's attack roll exceeds the number needed to hit by 5 or more, the victim is stunned until the secundus releases him (no Saving Throw allowed), unless the victim is of demigod or higher status.

The secundi live in great towered cities near the centers of their quarters. They always live in harmony with one another, except during those extremely rare times when a new Primus must be chosen (see below).

Primus (The One and the Prime)

Primus is the ruler of all the modron realm. It and it alone understands the whole structure of the modron race, since it sits at its pinnacle. From there it decrees what is order, writes the laws, and establishes the rules and regulations. All other modrons exist to carry out the plans and obey the rules of Primus. Failure to meet this powerful creature's standards will result in a modron being declared rogue and sentenced accordingly.

Primus is a huge being who rises from an energy pool in the central part of its great tower at the center of the plane (although Primus also may appear as a normal androgynous human). In giant form Primus's hands are unseen, for the right one is swathed in bright rainbow hues and the left is covered with inky dark clouds.

Within Mechanus, Primus has the status of a greater power, except it is possible for Primus to die, albeit only under near-impossible conditions. Its sole concern is for the modrons. It does not send avatars to other planes or even take part in the normal bickering and wars of the

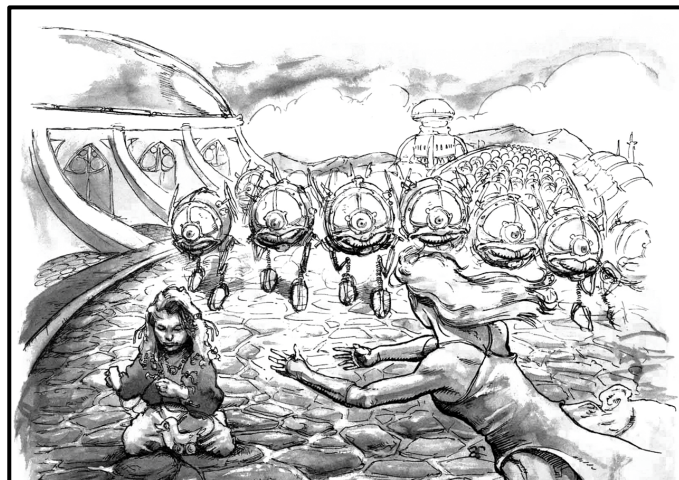
planar powers. All modrons with divine spells gain their spells directly from it.

The death of Primus does not break the link in modron society, for like all gaps, the vacancy is filled by promotion of the one of the secundi. However, the process usually creates turmoil since, without a Primus, chaos is allowed to enter into the perfection of modron society. Some scholars have mistakenly interpreted this chaos as civil war within this orderly race. The first act of the new Primus is to return order to its race, a process which can take some time.

Rogue Units

Even in the perfect modron world there is disorder, and sometimes this disorder strikes at the very fabric of the modron society. When this happens, a modron may go rogue. This is most common in the base modrons, although there are cases of a few hierarchs being affected this way (but certainly never any hierarch of quarton status or higher!). Rogue modrons do not act in accordance with Primus's wishes and directives, but break laws, disobey orders, and sometime become violent. These rogues are hunted down, usually by the pentadrones under the command of the nonatons.

Once captured, the rogue is tried and sentenced according to the laws of Primus. For a lowly base modron, this is a bewildering series of events, as strange beings (hierarch modrons) describe the crimes committed and the punishment that is due. It can only seem like the judgment of angels upon a hapless mortal, and many sages would dearly love to know just what modron theology makes of the whole thing.



The Armies of the Modrons

There are 36 great armies in the realm of the modrons, each a powerful fighting force. Each of the 16 regions of the plane has its own army, and the secundi have two armies each, in addition to their regional forces. The tertians have three to aid in law enforcement and punishment. The final nine armies are stationed outside of Primus's tower and serve as a reserve force, should they be needed.

Each army is commanded by a sexton and is comprised of four corps. Each corps is led by 40 pentadrones in a telepathic hook-up with the hexton general. Each corps has two divisions commanded by 20 pentadrones, and each division has four brigades led by 10 pentadrones. Each brigade has four regiments, each one being the standard tactical unit, led by five pentadrones. There are 70 officers, 192 NCOs, 252 messengers, and 2,628 line troops in a brigade, for a total of 3,142.

A regiment consists of two "battles" plus a squad of winged monodrone messengers and a special squad of 12 pentadrones. Each battle is led by four quadrones and consists of six companies of monodrones, two companies of duodrones, a special company of tridrones, a squad of quadrants, and another squad of messengers. The eight regular companies are each divided into two wings plus a headquarters unit. Each company consists of 12 squads and three officers. A squad numbers 12 troops and will contain an NCO of the same type as the troops. Special units of messengers, "shock troops" and the like may be attached to the headquarters' units of brigades, divisions, and corps.

MOLD

	Brown	Russet	Yellow
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY	Very rare	Very rare	Uncommon
ORGANIZATION:	Patch	Patch	Patch
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Heat	Moisture	Mental Energy
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1 patch	1 patch	1 patch
ARMOR CLASS:	11	11	11
MOVEMENT:	0	0	0
HIT DICE:	N/A	N/A	N/A
THACO:	N/A	N/A	N/A
NO. OF ATTACKS:	0	0	1
DAMAGE/ATTACK:	N/A	N/A	N/A
SPECIAL ATTACKS:	Freezing	Spores	Poison spores
SPECIAL DEFENSES:	Absorb heat	Immune to weapons, cold, fire	Affected only by fire
MAGIC RESISTANCE:	Nil	Nil	20%
SIZE:	S-L	S-L	S-L
MORALE:	N/A	N/A	N/A
XP VALUE:	15	35	65



Molds are a variety of spore-producing fungi that form in decaying food or in warm, moist places. These fungi usually have a woolly or furry texture. While most molds are harmless, there are (at least) three varieties of monstrous molds that pose a deadly threat to adventurers: brown, russet, and yellow mold.

Brown Mold

Brown mold is found in damp subterranean areas, such as caverns and caves. It is light to golden brown in color. Brown mold feeds by absorbing heat, even body heat; where brown mold grows, the temperature is below average. Direct sunlight or ultraviolet light kills it.

If a warm-blooded creature comes within 5 feet of a brown mold, the mold drains heat and deals 4d8 points of cold damage to its victim each round. A *ring of warmth* provides complete protection against this attack. Brown mold grows instantly from heat. If a torch is used in its vicinity, it doubles in size; if flaming oil is used, it quadruples, and Fireball-type spells cause it to grow eight-fold.

Brown mold is not fed by cold light sources (e.g., Light, Faerie Fire). The only magic that affects it are Disintegrate (which destroys it), plant-affecting magic, and cold spells. Ice Storms or Walls of Ice cause it to go dormant for 1d3 hours. A *wand of frost*, white dragon breath, or a Cone of Cold kills it. Brown mold does not affect cold-using creatures such as white dragons, winter wolves, ice toads, etc.

Russet Mold

Russet mold is golden-brown to rust red in color. It has a lumpy texture similar to cold porridge; it is covered by short, hair-like growths that stand upright and wave as if they were in a cold breeze. It resembles rust at distances beyond 30 feet (DC 15 Perception check to spot the difference). It is immune to weapons and most spells; it is affected only by alcohol, acid, and salt, which kill it; a Cure Disease or a Continual Light spell also destroys it. Light spells render it harmless while the mold within its radius of bright light.

Russet mold continuously emits a cloud of spores in a three-foot radius. All creatures in this cloud suffer 5d4 points of poison damage (per round in the cloud) and must roll a successful Constitution Saving Throw (DC 12) or become infected with spore sickness. Victims of spore sickness are instantly paralyzed and die in 5d4 minutes unless a Cure Disease spell is cast on them.

Anyone who dies from spore sickness undergoes a transformation and begins to sprout russet mold growths; when completely covered in mold (1d4+20 hours), he becomes a mold man or vegepygmy (see below). A Hold Plant spell will halt the growth of the mold for the

duration of the spell, while a Cure Disease spell destroys it within an hour after death; after that, a Wish is necessary to destroy it.

Yellow Mold

This mold is pale yellow to golden orange in color. If touched roughly, it may (50% chance) emit a cloud of spores in a 10-foot radius. Any creature caught in this cloud must roll a DC 12 Constitution Saving Throw or die. A Cure Disease spell within 24 hours are necessary if the body is to be restored to life with a Raise Dead or Resurrection spell.

Fire of any sort destroys yellow mold. A continual light spell renders it dormant for 2d6 turns.

Yellow mold colonies of over 300 square feet are sometimes sentient (1 in 6 chance). These molds sense creatures within 60 feet and may project their spores that distance. Twice per day, they may use a Suggestion (DC 12 Charisma Saving Throw to resist) on someone within that radius. On a failed save, the victim advances toward the yellow mold with the goal of lying down upon it. Those who fall prey to this suggestion permanently lose 1 point of Intelligence (it is devoured by the mold).

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
1	1/1/3	II/Nil	11	1d10 x5

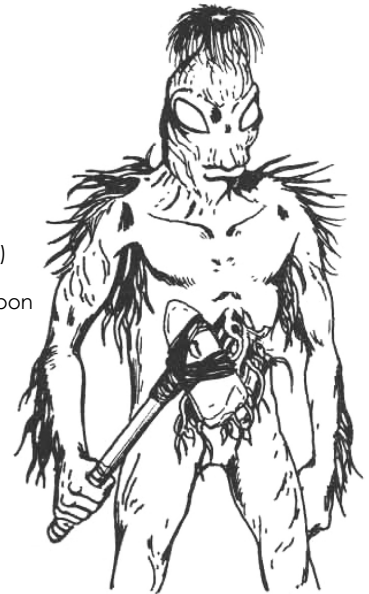
Telepathy: Life Detection

Clairensience: Psionic Sense

Only sentient yellow molds (1 in 6 chance) have psionic powers. Such creatures are also immune to psionic attacks unless the creature is being aided by one who can communicate with plants.

MOLD MAN (VEGEPYGMY)

CLIMATE/TERRAIN:	Tropical or subtropical moist forests and caverns
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	O, P
ALIGNMENT:	Neutral
NO. APPEARING:	6d4 or 30d10
ARMOR CLASS:	16
MOVEMENT:	60
HIT DICE:	1 to 6 (5 to 30 hp)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 B or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S-M (2' - 4 1/2')
MORALE:	Average (9-12)
XP VALUE:	1 HD: 120 2 HD: 175 3 HD: 270 4 HD: 420 5 HD: 650 6 HD: 2,000



Mold men, sometimes derogatorily called vegepygmies or even moldies, are short, 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 a vegepygmy's head.

The coloration of mold men matches their surroundings; forest mold men have brown skin and green tendrils, while those found underground might have gray skin and black tendrils. Mold men are 1 1/2 feet tall, plus 1/2-foot per Hit Die.

Although they do not have a spoken language, vegepygmies are capable of vocalized cries. They normally communicate by tapping on their chests and on trees or stones.

Combat: Parties of mold men hunt near their lairs. In their home territory, mold men blend into their surroundings, so they have a +4 to all Stealth skill checks in areas with vegetation of any sort.

Mold men will attack any form of animal life for food. Though capable

of using their natural camouflage for ambush, they seldom use other tricks or traps, preferring direct assault.

Half of the mold men in a group have 1 HD, while 25% have 2 HD. The rest are 3 or 4 HD (equal chances). For every 50 mold men, there is a subchief with 5 HD and 1d4+1 bodyguards with 3 HD each. Each tribe of mold men is led by a chief with 6 HD and 2d4 bodyguards with 4 HD each.

Half of the mold men encountered carry spears, while the others use clubs or go without weapons (equal chances).

Chiefs also attack with spores; victims must make a DC 12 Constitution Saving Throw 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 mold men with 4 HD. These individuals generally become the chief's bodyguards.

Attacks from piercing weapons cause only 1 point of damage to mold men. They are immune to lightning damage, as well as all Enchantment/Charm spells except those which affect plants. Mold men always receive Saving Throws against Enchantment/Charm spells, even if one is not normally allowed.

About half of all of their hunting parties are accompanied by a pack of thornies as well. Mold men settlements always hold 1d4 packs of thornies (see thorny, under Plant, Dangerous).

Habitat/Society: Mold men form primitive, settled tribes. Their lairs are usually found in warm underground areas, though some tribes have lairs in the underbrush of deep, dark forests and jungles. Tribes are very territorial.

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

New mold men are created by russet mold, by their leaders' spore attacks, or by budding. The latter occurs only if food is plentiful. Russet molds produce 5 HD mold men, while leaders create 4 HD mold men, and normal budding produces 1 HD mold men.

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

Ecology: Mold men 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 mold men, or even myconids, though they seldom attack members of their own or an allied tribe.

MONGRELMAN

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low to Average (6-10)
TREASURE:	(C)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1d100
ARMOR CLASS:	15
MOVEMENT:	45
HIT DICE:	1 to 4 (5 to 20 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3+1 per Hit Die or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Camouflage, Mimicry
MAGIC RESISTANCE:	Nil
SIZE:	M (5' to 7' tall)
MORALE:	Steady (12)
XP VALUE:	1 HD: 35 2 HD: 65 3 HD: 120 4 HD: 175 Leader: 270

Mongrelmen are a mixture of the blood of many species: humans, orcs, gnolls, ogres, dwarves, hobgoblins, elves, bugbears, bullywugs, and many others. Their appearance varies greatly, combining the

worst features of their parent stocks. They are usually clad in dirty rags; they are ashamed of their appearance and try keep their bodies concealed, especially among strangers. They have no distinct tongue of their own, but speak a debased Common, mixed with grunts, whistles, growls, and gestures. Their names often mimic animal noises.

Combat: Mongrelmen have three special abilities that help them to survive: mimicry, pickpocketing, and camouflage.

Mimicry enables them to imitate the sounds made by any monster or creature they have encountered except for special attack forms (groaning spirits' death wail, for instance), which they cannot imitate. It takes a DC 16 Perception skill check to distinguish the sounds they are mimicking from the real thing.

Pickpocketing enables them to acquire items that they could not otherwise obtain (they have a +6 to all Sleight of Hand skill checks).

Camouflage enables them to hide themselves and their items with great skill. They get a +6 to all Stealth and Survival skill checks made to camouflage themselves and their items. Hidden items are usually not noticed unless they are moved or touched (or move themselves, in the case of creatures). Camouflaged buildings are usually unnoticeable or unrecognizable at ranges greater than 60 feet (this varies with size and type of structure).

Mongrelmen normally fight with clubs and swords, but 5% of the members of any group encountered are armed with blowguns and poison or paralyzing darts.

Habitat/Society: For every 10 mongrelmen encountered, there is at least one with 2 Hit Dice; for every 30, there is one with 3 Hit Dice; and for every 40, there is one with 4 Hit Dice. In a community where they are not held as thralls, there are usually a leader (AC 16, Move 60, HD 5, Dmg 1d3+5) and five bodyguards (HD 4).

Because of their appearance, mongrelmen are seldom welcome in any lawful or good society and are usually enslaved or abused by evil or chaotic groups. Thus, mongrelmen are found as either slaves or serfs, working long hours for evil humans or humanoids in a dismal community, or as refugees living in abandoned ruins. Enslaved mongrelmen are not willing to rebel but wait patiently for their masters to be destroyed by outside forces. They prefer to live an orderly day-to-day existence.

A mongrelman prides itself in the ability to survive; they consider the title "The Survivor" to be more esteemed than "The Great." For them, patience is a greater virtue than being good at the arts of war. A mongrelman performs acts of violence only in self-defense or (in the case of slaves) on the orders of their masters; free mongrelmen do not hesitate to kill anyone they believe threatens their community. They prefer to avoid contact with other creatures except in times of great need, when they try to steal what they require (food, tools, etc.).

Free mongrelmen raise domestic game and grow fruits and vegetables. They have a long tradition of art, music, and literature. Their songs are a bizarre cacophony of animal songs mixed with mournful dirges and wails; a few sages consider them to be beautiful, but most disagree.

Ecology: Mongrelmen are omnivorous, but their teeth are most efficient at eating meat. The life span of a free mongrelman is between 25 and 35 years; the average slave lives only 15 to 20 years. Their infant mortality rate is very high. Their major enemies are tribes of wandering humanoids that hunt them for sport.



MORKOTH

CLIMATE/TERRAIN:	Any aquatic
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Exceptional (16-17)
TREASURE:	(G)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	17
MOVEMENT:	Sw 90
HIT DICE:	7 (35 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10 P
SPECIAL ATTACKS:	Hypnosis
SPECIAL DEFENSES:	Spell reflection
MAGIC RESISTANCE:	Nil
SIZE:	M (6' long)
MORALE:	Elite (16-17)
XP VALUE:	1,400



Of all the creatures that inhabit the deep, only the kraken exceeds the morkoth in malice and cruelty. Also known as the "wraith of the deep", the morkoth lurks in tunnels hoping to lure its victims into a trap from which they cannot escape.

The descriptions given by those who have encountered morkoths contain considerable variation, so no one is certain what they really look like. They are usually said to resemble an intelligent fish with an octopus's beak. They are most frequently described as being between 5 to 6 feet long, inky black in color, with faint luminescent silver patches. They may have fins for arms and legs that vaguely resemble those of humans, and a number of fins for navigation and propulsion in the depths. Morkoths have Darkvision with a 90-foot range. They speak their own language.

Combat: A morkoth attacks by snapping with its squid-like beak, which inflicts 1d10 points of damage. A morkoth lives at the center of six spiraling tunnels, each of which leads to a central chamber. These tunnels are narrow (forcing Medium-sized creatures to squeeze through them, one at a time in single-file). As a victim passes over a

tunnel, he is drawn in by a hypnotic pattern, which leads him toward the central chamber. As the victim is drawn into the central chamber, he approaches the morkoth without realizing it and must roll a successful, DC 18, Wisdom Saving Throw or be hypnotized. Hypnotized victims continue to walk forward and, when attacked by the morkoth, do not defend themselves. Hypnotized victims may make another Saving Throw each round they are attacked by the morkoth. If the morkoth doesn't hypnotize the victim before he comes within 60 feet, the hypnotic effect of the tunnels is broken.

A morkoth is highly resistant to magic. It reflects any spell that is cast at it back to the caster. This functions as the Spell Turning spell, except that all spells are turned, including spells with an area of effect. If a Dispel Magic is simultaneously cast with a spell, there is a 50% chance the morkoth will be unable to reflect it, though it is entitled to a Saving Throw against the Dispel Magic spell.

Habitat/Society: Morkoths are normally solitary creatures. They sometimes make alliances with kraken, offering their help in exchange for an occasional slave. If approached by evil sea humanoids for assistance, morkoths may strike a bargain but often betray their "allies" at the most opportune moment.

Morkoths rarely leave their tunnels. The tunnels were originally natural but were slowly carved over the course of centuries by the morkoths so that the central chamber grows larger. Morkoths sometimes build their tunnels near hot air vents, so the water in morkoth lairs may be warmer than normal.

Morkoths realize that other intelligent creatures like treasure, so they collect belongings from the creatures they kill to use in bargaining with other creatures. They place no value on gold or gems or even magical items. Morkoths enjoy deception above all else. They do not enslave their victims, if only because their appetites are so fierce that slaves would not survive long.

Ecology: According to the most popular theories, morkoths are a species of fish with human and squid influences. Sages are unsure if this species occurred by chance or design. Morkoths are carnivorous and will eat nearly any sea creature. Their usual diet is deep-water creatures such as sharks, octopi, kuo-toans, and sahuagin. The life spans of male morkoths are about 80 to 100 years, while females die after egg-laying.

Once every ten years, a morkoth leaves its tunnels and wanders the seas searching for a mate, leaving a distinctive odor trail that is easy for morkoths to identify and follow. After mating, the male morkoth returns to its tunnels and the female lays a clutch of about 25 eggs, which she buries in the ocean floor. She then dies. The eggs hatch in two months, and the immature morkoths struggle to survive, instinctively searching for vacant tunnels. Most hatchlings die on this journey.

After six months, a young morkoth is mature enough to survive (it now has 2 Hit Dice and 10 hit points). It grows into a full-sized, exceptionally intelligent morkoth adult by its fifth year.

MUCKDWELLER

CLIMATE/TERRAIN:	Temperate or tropical/Swamp
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average
TREASURE:	Q, (J, K, L, M, N)
ALIGNMENT:	Lawful evil
NO. APPEARING:	5d4
ARMOR CLASS:	14
MOVEMENT:	15, Sw 60
HIT DICE:	½ (3 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2 S
SPECIAL ATTACKS:	Water jet
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1' high)
MORALE:	Average (9-12)
XP VALUE:	15

Muckdwellers are a species of small intelligent bipedal amphibians that lurks in swamps, marshes, or still, mud-bottomed waters. They have been known to serve lizard men and kuo-toa.

Muckdwellers are only 1-foot tall and resemble upright lizard with large, partially webbed rear feet. Their forepaws are prehensile, but very small and weak. Their backs are colored a mottled gray and brown, and their underbellies are yellow. They have short tails that are used for swimming and keeping their balance on land. They speak their own hissing language and possibly (50% chance) the lizard man tongue.



Combat: Muckdwellers use ambush techniques. Packs of muckdwellers wait for a victim; when one arrives, several squirt water (at up to a ten-yard range) into the victim's eyes, which temporarily blinds it for 1d3 rounds (a successful, DC 11, Dexterity Saving Throw negates this).

Furthermore, if the muckdwellers lure the victim into knee-deep muddy waters, the victim loses all Dexterity bonuses, moves a $\frac{1}{4}$ of its normal Movement Rate and fights with a -1 penalty to its attack roll, due to unsteady ground. If the water is waist-high, the Movement Rate is halved and the attack penalty increases to -2; if the water is chest-high, the attack roll penalty is -3. A *ring of free action* or equivalent magic negates these penalties. These disadvantages do not apply to the amphibious muckdwellers. Usually, a muckdweller fights only if it is cornered or if it is certain it can score an easy kill.

Habitat/Society: The lair of these creatures is underwater, but they always have a muddy, above-water area for resting, sunning themselves, and eating. There are 5d4 muckdwellers in each lair. They keep shiny-things (gold, gems, etc.) in hoards in their above ground lairs. If 16 or more monsters are encountered in this lair, they have double the given type Q treasure.

Muckdwellers are an intelligent species, but they have very little culture. They have a very primitive nature worship that emphasizes the supremacy of water over land. They like shiny things because they gleam like the sea. Due to the weakness of their hands, they do not use or produce tools and use their back paws for burrowing and their teeth for cutting. They occasionally build tiny rafts of cut reeds and mud to float on the surface of the water and propel themselves quickly with their hind legs. They infrequently build crude shelters of reeds, twigs, and mud. These shelters are designed to protect them from predators, not to shelter them, as weather doesn't bother them very much.

Because of the size difference between muckdwellers and lizard men, muckdwellers consider lizard men to be a superior species and occasionally serve them. Muckdwellers believe in the "survival of the fittest" and have no room for love, mercy, or compassion. Scoring the deathbite on a much larger creature gives the individual elite status in the community, while being killed by a bigger creature is a mark of shame, for it demonstrates poor hunting ability.

Ecology: Omnivorous muckdwellers will eat plants, insects, and aquatic animals, but fresh, warm-blooded meat is their preferred diet.

Muckdwellers are amphibians that spend their larval stage in the water but their adult stage on land. Their average life span is 9 to 12 years. It takes three years to grow to full-size. Muckdwellers in temperate climates hibernate during the winter months. Their natural enemies are snakes and certain giant carnivorous fishes. A muckdweller community has a hunting range of about two miles' radius.

MUDMAN

CLIMATE/TERRAIN:	Any pool
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Dweomer
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2d6
ARMOR CLASS:	10
MOVEMENT:	15
HIT DICE:	2 (10 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Mud-throwing, suffocation
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (4' high)
MORALE:	Special
XP VALUE:	175

Mudmen are formed in pools of mud where enchanted rivers (even mildly enchanted ones, such as a stream eroding a magical structure) collect and evaporate and concentrate the dweomer. Because they are creatures of magic, mudmen are also called dweomerlings.

Mudmen are unintelligent life forces with but one goal - to protect their pools against intruders.

When aroused into a physical form, mudmen take on the appearance of animated mud in a stocky humanoid shape, about 4 feet tall. Their coloration varies between a dirty brown and tar black. They have four thick fingers on each hand. Their legs stay submerged within the pool and are not usually visible. Their eyes are pools of jet black shadow.

Mudmen speak no languages and are incapable of communicating with any living creature.

Combat: In their dormant state, mudmen wait beneath the surface of the pool, spread on the bottom, feeding on the dweomer. In this state they are immune to all weapons, even magical ones. Spells that normally harm a mudmen will still affect it, although damage is divided evenly among all the mudmen in the pool (the entire group counts as one creature for these effects, and fractions are rounded down). When a creature enters the pool the mudmen immediately sense its presence and take but a single round to draw their substance together and rise to the surface, ready to attack on the following round. Once fully formed and standing, a mudmen can be harmed by magical weapons.

Mudmen attack by hurling mud at their opponents, who are considered AC 10 (modified by Dexterity and magical bonuses to AC) for the purpose of determining hits. Mud hardens on impact and slows the creature's Movement Rate by 5' if it hits. While hurling mud, a mudman will also advance on its victim at its full Movement Rate. Once within 10 feet, it will hurl itself (literally) at the victim. A successful hit means the death of the mudman but slows the victim's movement by 20 feet. A miss means the mudman must spend the next round reforming in order to attack again.

Once a victim's movement is brought to 0, he becomes immobilized, encased in thick mud, and suffocating (DMG 34). The victim will die of suffocation unless rescued or unless he can break free (DC 20 Athletics skill check). Hardened mud can be cleared from a character's nose and mouth in one round. Movement can be restored at a rate of 5' per minute of clearing mud.



If the creature flees the pool, the mudmen will not pursue, as their senses do not extend beyond the pool. Instead, they sink into the depths, return to their dormant state, and wait until the next time someone enters the pool.

Mudmen are affected by all spells that cause damage to living creatures (e.g., Cause Light Wounds, Magic Missile, Fireball, Flame Strike). Dispel Magic and Dig act as a Fireball spell cast at the same caster level.

Transmute Mud to Rock kills all mudmen within its area of effect, with no Saving Throw allowed.

Mudmen are immune to all poisons, natural and magical, and are unaffected by spells that affect the mind (e.g., Hold, Charm, and Sleep).

Habitat/Society: Mudmen have two states: rest and activity, the latter of which solely involves killing intruders. A mudman's pool varies in size between 20 and 200 feet in diameter. Such pools are often found near waterfalls.

Ecology: Mudmen are not natural creatures and not part of the ecosystem. They try to kill all natural creatures that encounter them and have no natural enemies. Over a long period of time they absorb flesh, wood, and bone, extracting whatever dweomer they can get from it, so they rarely possess any treasure - only if they were attacked within the last month by someone who was bearing treasure. Though no uses have been recorded for a mudman's mud, it is logical that magic-users would not ignore its magical properties.

MUMMY

CLIMATE/TERRAIN:	Desert subterranean
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	None
INTELLIGENCE:	Low (6-8)
TREASURE:	P, (D)
ALIGNMENT:	Lawful evil
NO. APPEARING:	2d4
ARMOR CLASS:	17
MOVEMENT:	30
HIT DICE:	6+6 (36 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12 B
SPECIAL ATTACKS:	Fear, disease
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Champion (18)
XP VALUE:	3,000



Mummies are corpses native to dry desert areas, where the dead are entombed by a process known as mummification. When their tombs are disturbed, the corpses become animated into a weird undead state, whose unholy hatred of life causes them to attack living things without mercy.

Mummies are usually (but not always) clothed in rotting strips of linen. They stand between 5 and 7 feet tall and are supernaturally strong.

Combat: Mummies are horrific enemies. A single blow from one's arm inflicts 1d12 points of bludgeoning damage and, worse, its scabrous touch infects the victim with a fatal rotting disease unless the victim makes a DC 16 Constitution Saving Throw. This save must be repeated each time a target is struck by a mummy.

Those who fail one or more of these saves loses 1 point of Charisma the following day. Each month the rot progresses, and the victim permanently loses 2 points of Charisma. The disease can be cured only with a Cure Disease spell. Cure Wounds spells have no effect on a person inflicted with mummy rot and the afflicted's wounds heal at only 1 point per day. A Regenerate spell will restore damage but will not otherwise affect the course of the disease.

Any creature killed by a mummy rots immediately and cannot be raised with a Raise Dead or Resurrection spell unless a Cure Disease spell is first cast upon the corpse within 1 hour of death. If this is not done, the body (and the spirit within it) are lost forever.

The mere sight of a mummy causes such terror in any creature that a DC 13 Charisma Saving Throw must be made or the victim becomes paralyzed with fright for 1d4 rounds. Numbers will bolster courage; for each six creatures present, this save is made with a +1 bonus. Humans save against mummies with an additional +2 bonus.

Mummies can be harmed only by magical weapons, which inflict only half damage. Sleep, Charm, Hold, and cold-based spells have no effect. Poison and paralysis do not harm them. A Resurrection spell will turn the creature into a normal human (a fighter at 7th level ability) with the memories of its former life; or will have no effect if the mummy is older than the maximum age the cleric can resurrect (10 years per caster level). A Wish will also restore a mummy to human form, but a Remove Curse will not.

Mummies are vulnerable to fire, even nonmagical varieties. A blow with a torch inflicts 1d3 points of damage. A flask of burning oil inflicts 1d8 points of damage on the first round it hits and 2d8 on the second round. Magical fires inflict +1 damage/die. Vials of holy water inflict 2d8 points of damage on a direct hit.

Habitat/Society: Mummies are the product of an embalming process used on wealthy and important personages. Most mummies are corpses without magical properties. On occasion, perhaps due to powerful evil magic or perhaps because the individual was so greedy in life that he refuses to give up his treasure, the spirit of the mummified person will not die, but taps into energy from the Positive Material plane and is transformed into an undead horror. Most mummies remain dormant until their treasure is taken, but then they become aroused and kill without mercy.

A mummy lives in its ancient burial chamber, usually in the heart of a crypt or pyramid. The tomb is a complex series of chambers filled with relics (mostly nonmagical). These relics include models of the mummy's possessions, favorite items and treasures, the bodies of dead pets, and foodstuffs to feed the spirit after death. Particularly evil people will have slaves or family members slain when they die so the slaves can be buried with them. Because of their magical properties, mummies exist on both Prime and Positive Material planes.

Ecology: To create a mummy, a corpse should be soaked in a preserving solution (typically carbonate of soda) for several weeks and covered with spices and resins. Body organs, such as the heart, brain, and liver, are typically removed and sealed in jars. Sometimes gems are wrapped in the cloth (if the treasure listing for the mummy indicates it possesses gems, a few may be placed in the wrappings). Mummies are not part of the natural ecosystem and have no natural enemies.

Mummy dust is a component for rotting and disease magical items.

MUMMY, GREATER

CLIMATE/TERRAIN:	Any desert or subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Genius (18-19)
TREASURE:	V (Ax2)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	18 to 20, see below
MOVEMENT:	45
HIT DICE:	8+8 to 13+13 (48 to 78 hit points), see below
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d6 B
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (6' tall)
MORALE:	Fanatic (19)
XP VALUE:	8,000 to 18,000, see below

Greater mummies are a powerful form of undead created when a high-level lawful evil cleric of certain religions is mummified and charged with the guarding of a burial place. It can survive for centuries as the steadfast protector of its lair, killing all who would defile its holy resting place.

Greater mummies look just like their more common cousins save that they are almost always adorned with (un)holy symbols and wear the vestments of their religious order. They give off an odor that is said to be reminiscent of a spice cupboard because of the herbs used in the embalming process that created them.

Greater mummies are keenly intelligent and can communicate just as they did in life. Further, they have an inherent ability to telepathically command all normal mummies created by them. They can control other mummies, provided that they are not under the domination of another mummy, but this is possible only when verbal orders can be given.

Combat: Greater mummies radiate an aura of fear that causes all creatures who see them to make a CHA save (see the table below for the DC of this Saving Throw). Those who fail this save are paralyzed with fear for 2d4 rounds due to the enormous power and presence of this creature. The mummy's aura can be defeated by a Remove Fear or a similar spell.

In combat, greater mummies have the option of attacking with their own physical powers or with the great magic granted to them by the gods they served in life. In the former case, they may strike but once per round, inflicting 3d6 points of bludgeoning damage per attack.

Anyone struck by the mummy's attack suffers the required damage and becomes infected with a horrible rotting disease that is even more

sinister than that of normal mummies for it manifests itself in a matter of days, not months. The older the mummy, the faster this disease manifests itself (see the table below for exact details).

Those who fail one or more of these saves loses 1 point of Charisma the following day, as their skin begins to flake and whither like old parchment. The afflicted then loses points of Charisma every week or day, as shown on the table below. The disease can be cured only with a Cure Disease spell. Cure Wounds spells have no effect on a person inflicted with mummy rot and the afflicted's wounds heal at only 1 point per day. A Regenerate spell will restore damage but will not otherwise affect the course of the disease.

Any creature killed by a mummy rots immediately and cannot be raised with a Raise Dead or Resurrection spell unless a Cure Disease spell is first cast upon the corpse within 1 hour of death. If this is not done, the body (and the spirit within it) are lost forever.

Greater mummies can be turned by those who have the courage and conviction to attempt this feat; however, the older the mummy, the harder it is to overcome in this fashion due to its increased Hit Dice. They are immune to damage from holy water but contact with a holy symbol from a non-evil faith inflicts 1d6 points of radiant damage to them. Contact with a holy symbol of their own faith restores 1d6 hit points.

Perhaps the most horrible aspect of these creatures, however, is their spell casting ability. All greater mummies were clerics in their past lives and now retain the spell casting abilities they had then. They will cast spells as if they were of 16th through 20th level (see below) and will have the spells available to them that they did in life. Greater mummies have high Wisdom scores (see the table below), which increases the Saving Throw DCs of their spells. Dungeon Masters are advised to select spells for each greater mummy in an adventure before the adventure starts.

Greater mummies can be harmed only by magical weapons, with older ones being harder to hit than younger ones (due to their increased Armor Class). Even if a weapon can affect them, however, it will inflict only half damage because of the magical nature of the creature's body.

Spells are also less effective against greater mummies than they are against other creatures. Those that rely on cold to inflict damage are useless against the mummy, while those that depend on fire inflict normal damage. Unlike normal mummies, these foul creatures are immune to non-magical fire. The enchanting process that creates them, however, leaves them vulnerable to attacks involving lightning; all spells of that nature inflict twice their normal damage. In addition, older mummies develop a Magic Resistance that makes even those spells unreliable.

Greater mummies, like vampires, become more powerful with the passing of time. The following table lists the applicable changes to the listed statistics (which are for a newly created monster) brought on by the passing of time:

Age	AC	HD	Level	Wisdom	Magic Resistance	CHA Loss	Fear DC	Mummies	XP
99 or less	18	8+8	16	18	Nil	1/week	14	1d4	8,000
100-199	19	9+9	17	19	1	2/week	14	2d4	10,000
200-299	20	10+10	18	20	2	1/day	15	3d4	12,000
300-399	21	11+11	19	21	3	2/day	15	5d4	14,000
400-499	22	12+12	20	22	4	3/day	16	6d4	16,000
500 or more	23	13+13	20	23	5	4/day	16	7d4	18,000

AC is the Armor Class of the monster.

HD are the number of Hit Dice that the mummy has.

Level indicates the creature's level as a cleric. Older mummies have access to far greater magics than younger ones and are thus more dangerous than younger ones.

Wisdom is the creature's Wisdom score. The great mummy's Wisdom score raises the Saving Throw DC of their spells.

Magic Resistance is the creature's natural magic resistance. As can be seen from the table, old mummies can be very deadly indeed.

CHA Loss shows the rate at which an infected victim loses Charisma points due to mummy rot.

Mummies indicates the number of normal mummies that the creature will have serving it when encountered.

XP lists the number of experience points awarded to a party for battling and defeating a greater mummy of a given age.

Fear DC indicates the DC of the Charisma Saving Throw against the greater mummy's foul aura.

Habitat/Society: Greater mummies are powerful undead creatures that are usually created from the mummified remains of powerful, evil clerics. This being the case, the greater mummy now draws its mystical abilities from evil powers and darkness. In rare cases, however, the mummified clerics served non-evil god in life and are still granted the powers they had in life from those gods.

Greater mummies often dwell in large temple complexes or tombs where they guard the bodies of the dead from the disturbances of grave robbers. Unlike normal mummies, however, they have been known to leave their tombs and strike out into the world - bringing a dreadful shroud of evil down upon every land they touch.

When a greater mummy wishes to create normal mummies as servants, it does so by mummifying persons infected with its rotting disease. This magical process requires 1 day and cannot be disturbed without ruining the enchantment. Persons to be mummified are normally Held or Charmed so that they cannot resist the mummification process. Once the process is completed, victims are helpless to escape the bandages that bind them. If nothing happens to free them, they will die of the mummy rot just as they would have elsewhere. Upon their death, however, a strange transformation takes place. Rather than crumbling away into dust, these poor souls rise again as normal mummies. Obviously, this process is too time consuming to be used in actual combat, but the greater mummy will often attack a potential target in hopes of capturing and transforming it into a mummy. All mummies created by a greater mummy are under its telepathic command.

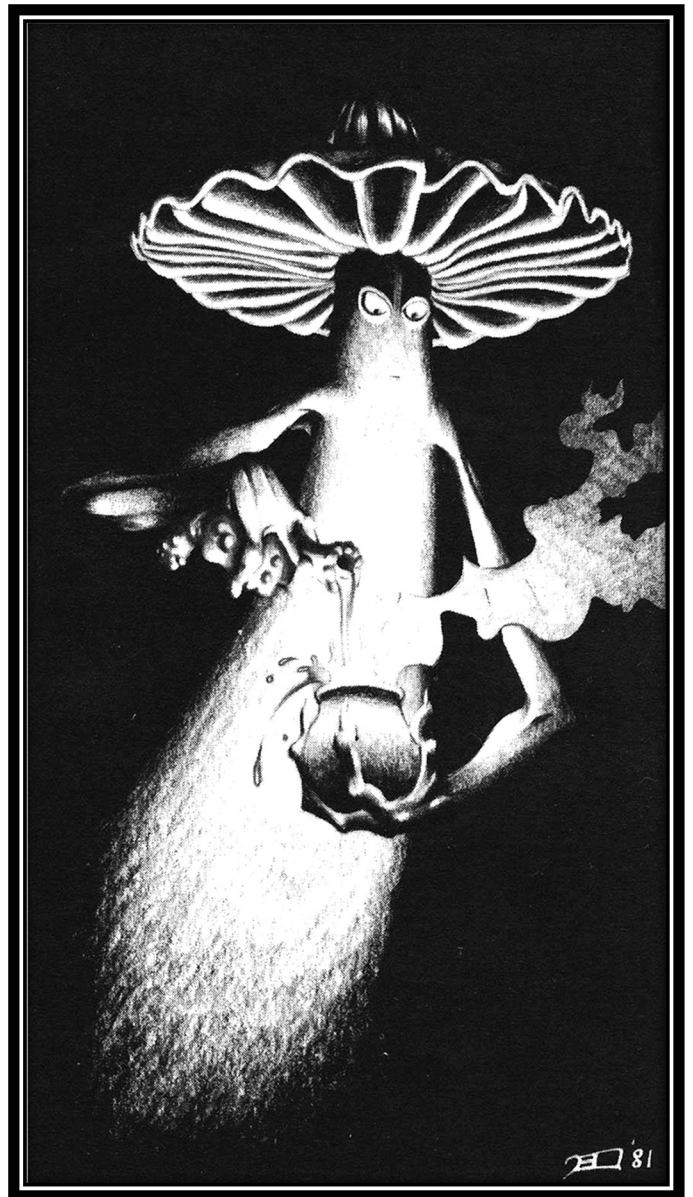
Ecology: The first of these creatures is known to have been produced by Anhktepót, the Lord of Har'akir, in the years before he became undead himself. It is believed that most, if not all, of the greater mummies he created in his life were either destroyed or drawn into Ravenloft with him when he was granted a domain. A number of these creatures are believed to serve Anhktepót in his domain, acting as his agents in other lands he wishes to learn what is transpiring in other portions of Ravenloft.

The process by which a greater mummy is created remains a mystery to all but Anhktepót. It is rumored that this process involves a great sacrifice to gain the favor of the gods and an oath of eternal loyalty to the Lord of Har'akir. If the latter is true, then it may lend credence to the claim of many sages that Anhktepót can command every greater mummy in existence to do his bidding. If this is indeed the case, it makes the power of this dark fiend far greater than is generally supposed.

MYCONID (FUNGUS MAN)

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Communal
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Average (9-10)
TREASURE:	S (x2)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1d12; 20d10 in lair
ARMOR CLASS:	10
MOVEMENT:	45
HIT DICE:	1 to 6 (5 to 30 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 B x HD
SPECIAL ATTACKS:	Spore Clouds
SPECIAL DEFENSES:	Poisonous Skin
MAGIC RESISTANCE:	Nil
SIZE:	T-L (2' per HD)
MORALE:	Steady (12) to Elite (13)
XP VALUE:	1 HD: 65 2 HD: 120 3 HD: 175 4 HD: 270 5 HD: 420 6 HD: 650

Myconids, or fungus men, are a race of intelligent fungi that live in the remote reaches of the Underdark. They are cautious creatures that deplore violence; myconids have no desire to conquer anybody and would prefer to be left alone.



Myconids resemble walking toadstools in human form. Their flesh is bloated and spongy and varies in color from purple to gray. Their wide feet have vestigial toes and their pudgy hands have two stubby fingers and a thumb on either side. Myconids' Hit Dice determine their social status and abilities. They have no spoken language.

Combat: Fungus men fight by clubbing with their clasped hands, causing 1d4 points of damage per Hit Die. Thus a 1 Hit Die myconid inflicts 1d4 points of damage, a 2 Hit Die myconid causes 2d4 points of damage, etc., up to the 6 Hit Dice king that inflicts 6d4 points of damage on a hit.

Myconids also have the ability to spew forth clouds of special spores. The number and kind of spores increase as they grow. As each myconid advances to another size level, it gains the ability to spray another type of spores, and the number of times per day that each spore type can be emitted also increases.

A myconid can emit each of its spore types a number of times per day equal to its Hit Dice. For example, a 3 HD myconid (6 feet tall) can spray 3 types of spores, and it may use each type 3 times per day. These spore types include the following:

- **Distress:** This spore type is used to alert other myconids to danger or a need for aid. The cloud expands at a rate of 40 feet per round, expanding to its maximum of 120 feet in three rounds. This ability is gained at the 1 Hit Die level.
- **Reproducer:** These spores are only emitted at the proper time for

growing new myconids so the population can be rigidly controlled. They are also automatically ejected by a dying myconid. This ability is gained at the 2 Hit Dice level.

- **Rapport:** These spores are primarily used in the melding process. However, they can be used by the myconids to communicate with other species, since the fungus men do not talk. A small cloud of spores is aimed at one person; if the person fails a Constitution Saving Throw ((DC 10 + the myconid's Proficiency Bonus), it can go into telepathic rapport, speaking mind-to-mind with the myconid as if it were normal speech. The range of this effect is 40 feet. The duration is 10 minutes per Hit Die of the myconid. This ability is gained at the 3 Hit Dice level.
- **Pacifier:** This type of spore cloud may be spewed at a single creature. If the creature fails its Constitution Saving Throw (DC 10 + the myconid's Proficiency Bonus), it becomes totally passive, unable to do anything. The affected creature only observes; it is unable to perform any action even if attacked. The range of this effect is 40 feet. The duration of this effect is a number of rounds equal to the Hit Dice of the myconid. This ability is gained at the 4 Hit Dice level.
- **Hallucinator:** This type of spore is usually used in the melding ritual, but a myconid can project them at an attacker. The spore cloud may be shot at one creature, and if that creature fails its Constitution Saving Throw (DC 10 + the myconid's Proficiency Bonus), it suffers violent hallucinations for 10 minutes per Hit Die of the myconid. Hallucinating creatures react as follows (roll 1d20):

D20 Roll	Reaction
1-10	Cower and whimper
11-15	Stare into nothingness
16-18	Flee shrieking in a random direction
19-20	Try to kill the closest creature

The range of this effect is 40 feet. This ability is gained at the 5 Hit Dice level.

- **Animator:** This ability is gained at the 6 Hit Dice level, the level only the king may achieve. The king uses these spores to infect a dead animal or creature. A purple fungus quickly covers the corpse, taking over the dead body systems and putting it to work, animating the corpse to resemble a zombie (AC 10, Move 45, HD 1, hp 5, #AT 2, Dmg bony fists for 1d3 B x2). It is not undead and cannot be turned by clerics. It always strikes last in a round. The body continues to rot and the fungus gradually replaces the missing parts, becoming specialized to take over their functions. Eventually, however, the decay proceeds too far, and the body stops functioning, able to rest at last. Animation takes place 1d4 days after infection, and the corpse is animated for 1d4+1 weeks before it decays. Animated creatures will follow simple orders given by the animator (with rapport spores) to the best of their ability. Orders take priority over self-preservation.

A myconid has a deathly fear of sunlight and will not willingly travel to the surface world. The exact effects of sunlight on a myconid are unknown, but they must be highly detrimental for the fungus men to fear sunlight as they do.

Habitat/Society: Myconid society is based on "circles," extremely tight social groups that are linked by group work and melding sessions. Myconid circles usually consist of 20 members: four of each size from 1 to 5 Hit Dice (i.e., four 1 HD, four 2 HD, etc.). Each community consists of 1d10 circles.

Each circle's day is rigidly structured: eight hours of rest, followed by eight hours of farming the fungus crops, followed by eight hours of melding. For the myconids, melding is entertainment, worship, and social interaction combined. The fungus men gather in a tight circle and the elder myconid release rapport and hallucinatory spores. The entire group then merges into a collective telepathic hallucination for eight hours. Myconids consider this melding to be the reason for their existence. Only distress spores will bring a circle out of its meld before the eight hours have elapsed.

The myconid king is always the largest member of the colony and is the only member at the 6 Hit Dice level. It is also the only myconid that is not the member of a circle. The other myconids regard separation from the circles with horror and pity the lonely king. The leadership role

is thought of as an unpleasant duty, almost a condemnation. However, when the old king dies, the strongest 5 Hit Dice myconid always assumes the role of the new king. The king must remain outside of circles to retain objectivity and to pay close attention to the duties of leadership. The king animates guardians for the colony so the myconids need not commit violence. It coordinates the work schedule and pays attention to affairs outside the colony that could affect the fungus men. The king also practices fungal alchemy, brewing special potions that may be useful in times of trouble.

In general, myconids are a peaceful race, desiring only to work and meld in peace. There are no recorded instances of disharmony, or any sort of violence or disagreement between myconids. If forced into combat, they avoid killing if at all possible; violence adversely affects their melding.

Accord has never been reached between fungoid and humanoid. Each views the other as a disgusting threat; humanoids see myconids as ugly monsters. Myconids view humanoids as a violent, insane species out to conquer anything in their path, destroy anything they can't conquer, then go back down the path to make sure there isn't anything they forgot to destroy or conquer. Myconids find it difficult to believe that humanoids are not going to immediately use violence against them, and so they are very reluctant to deal with them. Given population pressures in the underworld in which the myconids live, further conflicts seem inevitable. If the myconids are approached in peace, it is possible that they will communicate, though they will be suspicious.

Myconids live in Underdark regions, which are large cavernous underground areas that range in size from a large cavern complex to an entire secret continent beneath the ground. Myconids try to find isolated spots away from civilized areas. These communities will usually be near water, for they like dampness. Work details sometimes patrol the Underdark, looking for signs of battles and unburied dead, which they bring to the king to animate; these are the only myconids that will be found outside of their lair. A myconid community is arranged around mounds of moss-covered stones, on which the circle members sit when they meld, and on which they sleep. There will also be a large garden area; the myconids feed on water and small fungi, and the king uses the garden ingredients to make his potions. Dead myconid kings are buried with honor beneath the mounds, while dead myconids are buried near the gardens.



Ecology: Myconids are an unusual species of fungi. They grow fungi, which later decay, and the myconids feed from these soil nutrients.

A myconid has a life span of 24 years. It requires four years to grow to each Hit Die, thus a 1 Hit Die myconid is four years old, a 2 Hit Die myconid is eight years old, etc., to a maximum of 5 Hit Dice at 20 years of age. It requires a special regimen for a myconid to reach 6 Hit Dice (king).

A myconid king has the ability to brew magical potions from fungi. In addition to standard magical potions, a myconid king can brew the following:

Potion of Fungus Growth: This is used in times of population shortage, when myconid circles need their young members to grow quickly. This potion increases a myconid's Hit Dice by 1. It can only be used on a myconid once in its lifetime; repeated doses have no effect.

Potion of Fungus Healing: This potion only works on fungi. It heals 1d8+2 hit points of damage.

Potion of Decay: This poison affects a humanoid creature as if it were a dead creature infected with purple fungi spores. The victim must make a DC 13 Constitution Saving Throw or die, replaced within 1d4+1 days by a fungal intelligence friendly to the myconids, which lasts for 1d4+1 weeks before permanently decaying. A Cure Disease spell will prevent the victim's death if cast within three minutes of the infection. The combination of a Cure Disease spell and a Raise Dead or Resurrection spell will bring back victims of the fungus disease after 48 hours. This potion is rarely used by the fungus men.

Powders of Hallucination: This is used when hallucinatory spores are in short supply due to the death of 4 and 5 Hit Die members of the circles. It is also used as a defensive measure when myconids are certain they are going to be attacked; a powder is bundled and placed on a spider-silk film inside the entrance to their circle. Creatures of size M will break the powder free, affecting all creatures in a 20-foot radius as hallucinatory spores.

Potion of Anointment: This is the special regimen that enables a 5 Hit Die fungus to grow to 6 Hit Dice and become king. Growth is immediate and painful. It affects a myconid only once. It is poisonous to humans (DC 13 Constitution Saving Throw or die).

There is always one potion of anointment in the community. If other potions are indicated, consult the following table:

01-10	Another <i>potion of anointment</i>
11-20	<i>Potion of fungi growth</i>
21-30	<i>Potion of fungus healing</i>
31-40	<i>Powder of hallucination</i>
41-45	<i>Potion of decay</i>
46-00	Roll on standard potion table

Alchemists have found a number of uses for myconid spores, typically in poisons and potions of delusion. Other than their potions, myconids produce little of value to humanoid creatures.

NAGA

	Guardian	Spirit	Water
CLIMATE/TERRAIN:	Any land	Subterranean	Freshwater
FREQUENCY:	Very rare	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Night	Any
DIET:	Omnivore	Carnivore	Omnivore
INTELLIGENCE:	Exceptional (17)	Highly (15)	Very (12)
TREASURE:	X (H)	X (B, T)	X (D)
ALIGNMENT:	Lawful good	Chaotic evil	Neutral
NO. APPEARING:	1d2	1d3	1d4
ARMOR CLASS:	17	16	15
MOVEMENT:	45	60	45, Sw 90
HIT DICE:	11 to 12 (55 to 60 hp)	9 to 10 (45 to 50 hp)	7 to 8 (35 to 40 hp)
NO. OF ATTACKS:	2	1	1
DAMAGE/ATTACK:	1d6 P/2d4 B	1d3 P	1d4 P
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (20' long)	H (15' long)	L (10' long)
MORALE:	Champion (18)	Elite (16-17)	Steady (13-15)
XP VALUE:	7,000	5,000	3,000

Possessing high intelligence and magical abilities, naga are snake-like creatures with human heads. They prefer warmer climates and tend not to wander far from their lairs.

The cold-blooded naga have glittering scales and grow to an adult length of 10 to 20 feet. Their lidless eyes are bright and wide, almost luminescent, and their spines are armored with sharp triangular extensions that grow in a line from the napes of their necks to the tips of their tails. Wise and patient, these creatures can stay still for hours but move swiftly when alarmed. They favor resting in a semi-aware state that conserves their energy and makes them very hard to surprise. Occasionally, naga fashion a pouch to carry items under their chins. Both land types have a distinctive smell that pervades their lair and nearby areas.

Naga can usually speak four or more languages.

Combat: Naga often set traps to snare trespassers. Magical spells are

always attempted first, since naga have are relatively ineffective in melees. Once their magic is expended, naga rely on their poisonous bites - only the guardian nagas can actually constrict victims like a giant snake.

Habitat/Society: Naga live solitary lives, hunting or foraging over an area usually only a quarter mile square. They favor dwelling in a deep hole, but sometimes are found curled up in ruins or in a darkened room. While the sexes are impossible to tell apart, there is a 10% chance that an encounter includes one or more mates. These matings are temporary, as a pregnant naga quickly leaves the male to hide her eggs in a secluded spot. Young naga resemble giant snakes until they reach adulthood; then their human-like head emerges after a long and painful molting.

Ecology: While naga do not produce trade goods, their lives span many human generations and they keep a detailed oral history, so they are good sources of information. They are often protectors of treasures or artifacts for centuries. Their hides can be fashioned into exceptional leather armor or scalemail, and their eyes and teeth have been sold for use in arcane spells.



Guardian Naga

Surrounded with a flowery sweet scent, the guardian naga is marked by green-gold scales, silvery spines, and flashing golden eyes. It is so called because its lawful good nature makes it a perfect sentinel over a like-aligned being's treasure or some evil. This naga always warns off trespassers, and often buries those defeated in battle. The guardian naga can spit poison at an individual attacker at up to 30-foot range, and the poison kills that individual in 1d4 rounds if it fails a DC 16 Constitution Saving Throws. In addition to a poisonous bite (1d6 P + DC 16 CON save or die in 1d4 rounds) and constriction (2d4 B), these naga have the ability to use cleric spells as 6th level clerics (5, 4, 3, 2).

Spirit Naga

These black-and-crimson-banded naga have a most human-like head, with stringy hair and deep brown eyes, and they smell of rotting flesh, which happens to be their preferred food! Hiding in deserted ruins or caverns, these evil and cunning spirit naga seek to cause harm to any creature that passes through their domains. They set traps and frequently attack without warning. While they are not big enough to

constrict their prey, they have a poisonous bite (DC 15 CON save or die in 1d6 rounds), a gaze that charms all who look into their eyes (as a Charm Monster spell, DC 15), and can use wizard spells at 5th level ability (5, 4, 2, 1) and cleric spells at 4th level ability (4, 3, 2).



Water Naga

The beautiful water naga are emerald green to turquoise in reticulated patterns with chocolate brown and pale jade green or dark grey and olive, and their spines have red spikes that raise like hackles when they are angry. Their eyes are pale green to amber. These naga are found in clear, fresh water. Curious but neutral in attitude, water naga seldom attack unless threatened. In addition to their poisonous bite that inflicts 1d4 points of damage (DC 14 CON save or die in 1d6 rounds), these naga have 5th level wizard spell abilities (5, 4, 2, 1). They never know spells that deal with fire.

NAGA, DARK

CLIMATE/TERRAIN:	Any except arctic/any land
FREQUENCY:	Very rare
ORGANIZATION:	Trios, pairs, alone or work with other lawful evil creatures
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (16)
TREASURE:	S, T, W
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d3 (usually 1)
ARMOR CLASS:	14
MOVEMENT:	60
HIT DICE:	9 (45 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4 P/2d4 P plus poison
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (up to 12' long)
MORALE:	Champion (18)
XP VALUE:	4,000

Dark naga are fey creatures who have human-like faces with fanged mouths and serpentine bodies. They usually work with other evil beings for mutual gain or survival. Dark naga tend to be black, purplish-black, or very dark blue in hue, and their crested heads and smooth, almost invisible scales make them look like gigantic eels more than snakes.

Combat: Dark naga have natural ESP powers (80' range) and use this ability constantly.

Dark naga have a (non-poisonous) bite and a poisonous tail-sting; the barbed stinger does physical damage, and any struck being must make a DC 15 Constitution Saving Throw or take 1d2 points of poison damage and fall into a drugged sleep (onset time 1 round, sleep lasts 2d4 rounds).

The most feared ability of dark nagas is their power to wield magic. A dark naga casts spells as a 6th level wizard (5, 4, 3, 2), and employs only verbal spells. It may devise new spells, or verbal-only spell versions, itself by means of experimentation. Either means of acquiring new magics is slow and expensive, and this can often force dark nagas into servitude to a stronger evil creature or anyone who hires them, or into the life of an adventurer.

Dark naga are immune to the effects of all known (normal and magical) acids, venoms, and poisons. Some have been known to swallow poisons and act as a courier, spitting up the dangerous liquid when they deliver it to its destination. They can spit poison that they are so carrying up to 10' distant at any opponent; this requires a successful attack roll, and takes the place of their bite, though a naga can elect to bite and then release the poison as it does so, combining the damage.

In battle, a dark naga may use its sting and either a spell or a bite in the same round. If space permits, the naga can direct its sting and bite against the same foe, but it is quite intelligent enough to direct attacks at multiple opponents, even attacking foes in front of and behind it, simultaneously, if caught between them in a narrow passage.

Dark nagas cannot be mind-read; their ESP ability somehow renders them immune to the ESP-like probes of others. They are subject but resistant to Charm, Sleep, Hold and similar enchantment/charm spells, receiving a +2 bonus to all Saving Throws against these types of spells.

Habitat/Society: Dark nagas lair in rocky places, such as caverns or ruins; they like to have a home where they can hide things (such as treasures and spellbooks), that has more than one entry or exit, and at least one place narrow enough that they can block it with their body, and singlehandedly fight off intruders. Dark nagas are fond of traps and will devise these (or hire other creatures to install them) whenever possible.

Dark nagas tend to be loners but can form stable family groups of two or three; they give birth to a squirming mass of many wormlike young which they promptly abandon to fend for themselves. Intelligent enough to know they can prevail against few creatures in the Realms alone, dark nagas work with other evil creatures, such as orcs, hobgoblins, drow, phaerimm, beholders, and the like. They like to fill a "commander and magical strike force" role, perhaps in a sergeant-like intermediary rank, under a more powerful ruler - but they are wise enough to adopt the faith, beliefs, and rules of whatever group they join.

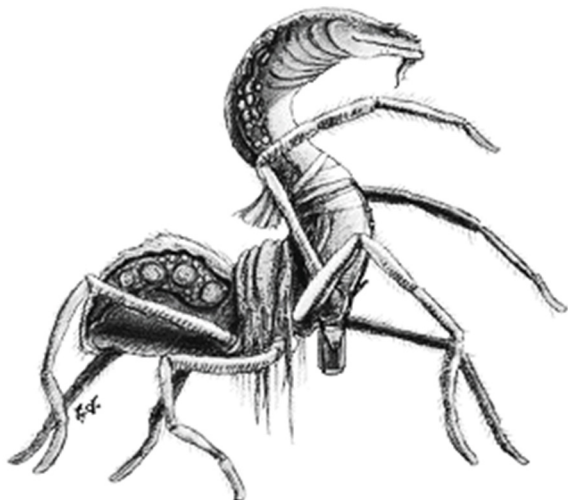
Ecology: Dark naga do not willingly eat other dark naga, but they will eat just about anything else, both alive and dead. They eat a few lichens and the occasional green plant, but their main diet is meat. They especially prize hot, still-fresh blood.

Dark nagas spend their lives outwardly working with, or serving, others. Whenever possible, however, they also pursue private goals, which may be as whimsical and odd as some human goals ("cover this desert valley with trees," for instance), but always include increasing their personal power by acquiring new spells and magical items. Dark nagas are quick to plunder fallen foe, swallowing items, scrolls, and spellbooks to spit forth later - for all dark nagas have a bag-like internal organ that they can use to carry things. This organ has thick, rubbery air-sac walls to protect the naga against sharp points and the like, but it also protects the cargo against digestive juices, and has the unusual side-effect of shielding magic from all detection spells.

NEOGI

	Neogi	Great Old Master
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribal	Solitary plus feeders
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Highly (13-15)	Low (6-8)
TREASURE:	Q	Nil
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	1d8	1
ARMOR CLASS:	17	15
MOVEMENT:	30	15
HIT DICE:	5 (25 hp)	20 (100 hp)
NO. OF ATTACKS:	3	0
DAMAGE/ATTACKS:	1-3/1-3/1-6	0
SPECIAL ATTACKS:	Slowing poison	Digestion, young
SPECIAL DEFENSES:	Possible magic	Young
MAGIC RESISTANCE:	Nil	2
SIZE:	S (3' high)	H (20' high)
MORALE:	Steady (13-15)	Unsteady (6-8)
XP VALUE:	650	14,000

The neogi appear as a cross between a wolf spider and a moray eel. The short, furry, eight-limbed body is topped by a lithe, bare, fleshy neck with a serpentine head, its mouth filled with needle-sharp teeth. The ends of its limbs are tipped with small claws. The fur of the neogi is a light tan, but dyed a variety of colors to signify power, rank, accomplishments, and warnings to other neogi. The older a neogi grows, the more colorful its hide becomes.



The neogi are ruthless slayers and plunderers, and think nothing of eating their enemies, servants, or fallen comrades. They are a hateful, xenophobic race.

Neogi can communicate in their own language and in Common. Many speak 1-4 other languages to help facilitate their slaves taking orders correctly.

Combat: The neogi have several defenses, the first, and most obvious being their enslavement of umber hulks (see entry). Each neogi has a personal umber hulk slave who is a combination bodyguard, manservant, and useful set of hands. Second, the bite of the neogi is poisonous. Those bitten and failing a DC 13 CON Saving Throw are affected as by a Slow spell for 1d8 rounds. Multiple bites will extend this period by an additional 1d8 rounds per bite. Lastly, 1 in 10 neogi has some magical ability, equal to human spell use of levels 1-8.

Habitat/Society: The hated neogi are only found in very remote locations, deep beneath the earth, or among the farthest stars. Their lives revolve around their communities and their slaves.

Neogi are a slaving race with an inborn sense of property: all is either owned or owner, slave or neogi. Even neogi are slaves to other neogi, but slave-neogi may have their own slaves. The neogi tattoo their non-neogi slaves with symbols of ownership, usually on the left shoulder in the front and back.

Captive umber hulks are trained from birth to follow their "small lords," caring for their every need. Any neogi can command another umber hulk (the effect of this command is akin to the effect of the Charm Monster spell).

The neogi world view of "own or be owned" has resulted in a paranoid outlook that borders on xenophobia, and their relentless attacks on other races result in their being universally hated. The only "normal" race with ties to neogi are the mind flayers, who make a profit on the neogi slave trade.

Ecology: As a neogi grows older and his mind fades, his orders become confused and his slaves become disobedient. His fellow neogi may choose to poison the older one at once. The different poisons moving through its body overload the old neogi's system, and it begins its change into a Great Old Master.

The neogi making the transformation swells to 20 feet in height and a similar girth. Its legs and arms become useless, and its intelligence fades; it now lives only to eat. Live flesh is preferred, but the dead will sustain it. A Great Old Master inflicts 1d12 points of slashing damage per round to any creature it is fed.

After 2 months of eating, the skin of the Great Old Master bursts and a new crop of mature neogi spill forth. These are unmarked and barely sentient at birth, and for the next week the brood area resounds with combat as the young neogi kill each other for food. Of the 20-40 neogi that eat their way out, only about 3-6 survive. These are considered slaves of the community, until such a time as they claim an umber hulk as their personal slave.

If a Great Old Master is attacked and its flesh pierced, it releases 2d4 neogi to defend itself. These are taken from the future brood and are not replaced. Blunt weapons will not pierce the skin and therefore do not bring forth young. Slashing or piercing weapons, or magical spells that pierce or burn, will produce this defensive reaction.

Reaver

These rogue neogi have rebelled and are seeking to escape the other neogi and their poisons that will transform them into Great Old Masters. Rogue neogi are little better than their fellows, and are, if anything, more desperate, due to being pursued by their former fellows, all eager to start the process of producing more neogi.

NIGHTMARE

CLIMATE/TERRAIN:	Lower planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	24
MOVEMENT:	75, Fl 180 (C)
HIT DICE:	6+6 (36 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6 B x2/2d4 P
SPECIAL ATTACKS:	Burning hooves (+4 fire damage)
SPECIAL DEFENSES:	Noxious cloud
MAGIC RESISTANCE:	Nil
SIZE:	L (6' at shoulder)
MORALE:	Elite (16-17)
XP VALUE:	2,000

Nightmares are the evil steeds of the lower planes, often serving as mounts for baatezu, tanar'ri, night hags, liches, and powerful undead lords.

They look like large, powerful horses with a jet black coat. Nightmares have glowing red eyes, flaming orange nostrils, and hooves that burn like embers. Their flowing manes and great tails are ragged and wild.

Nightmares can understand commands from evil riders. They communicate among themselves by empathy.

Combat: Nightmares are hateful of material life. They will often attack any non-lower planar creature they encounter (and will sometimes

attack the lower planar creatures, too). They have vicious fangs that inflict 2d4 points of damage on a successful bite. Their burning hooves each inflict 1d6 bludgeoning damage plus 4 point of fire damage. They will set any combustibles on fire.

During combat, the excitement and fervor of the fight will cause nightmares to emit a smoking, hot cloud of noxious vapors. It blinds and chokes all those within 10 feet of the evil steed. Victims must make a DC 13 CON Saving Throw or be sickened (DMG 242).

Although they have no wings, nightmares can magically propel themselves through the air at an impressive rate. They may fly through the Astral and Ethereal Planes at will.



Habitat/Society: Nightmares are the servitor steeds of many lower planar creatures. They are intelligent, however, and cannot be treated as casually as a simple horse. They will willingly and gleefully serve as a mount for any mission involving evil. However, for the unwary rider, a nightmare's own ambitions can prove to be insurmountable. These hateful steeds will often do what they want rather than follow the wishes of their "master." In many ways, nightmares pose the same problems as magical weapons with large egos.

Anyone on the lower planes who is not a native thereof can attract the attention of a nightmare to secure it as a mount. The process involves several spells, as well as an offering for the creature's service. The summoning requires a magic-user or specialist wizard of at least 5th level. The following spells must all be cast by the same spell-user. First, the magic-user must cast a Mount spell. This conjuration is used to attract the attention of the nightmare. Next, a Monster Summoning III spell must be cast to bind the nightmare into service. When that is complete, a Wall of Fog spell is cast. If all of this is done properly, the nightmare will come galloping through the fog, nostrils flaring and eyes gleaming, ready to perform in the service of evil. Lastly, an offering is required. This may be given by anyone, not just the spell caster. The offering must be oat-like flakes made from platinum that the nightmare will eat. The flakes must be of at least 200 gp value. Whoever feeds the oats to the nightmare will be its master for 72 hours.

Creatures of the lower planes do not perform these steps to summon a nightmare. It is unknown what dark agreement they make for a nightmare's service.

Once per decade, on the plane of Hades, there is a dark and sinister time called Gloom Meet. At this time the various lower planar denizens will meet and decide how they will spread their will for the next decade. The nightmares play a special role in Gloom Meet, for they spread the word that the meeting is about to begin. As the Gloom Meet approaches, there is a higher concentration of nightmares and their frequency changes from very rare to uncommon. This is the first indication that Gloom Meet is to occur and lasts for approximately two weeks. Immediately prior to the meeting, the nightmares ride the planes in a terrifying charge that notifies all that the Gloom Meet has started.

Ecology: Nightmares are the wild steeds of the planes. It is their place in the lower planes to act as mounts for missions of evil and dread. They have no biological link to true horses. A nightmare is merely a foul minion of evil, without need of food or air, that through some unknown pact has taken the form of a huge, terrible steed. Nightmares are listed as carnivores, based solely on their habit of eating fallen foes whenever possible. However, there is nothing to indicate that the nightmares derive any of their sustenance from the flesh of animals - they more likely gain all their strength through their service to evil.

NYMPH

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Nil
INTELLIGENCE:	Exceptional (16)
TREASURE:	Q (Qx10, X)
ALIGNMENT:	Neutral (good)
NO. APPEARING:	1d4
ARMOR CLASS:	11
MOVEMENT:	60
HIT DICE:	3 (15 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10
SIZE:	M (5'-6')
MORALE:	Unsteady (6-8)
XP VALUE:	1,400



So beautiful that a glimpse can blind or even kill a man, the nymphs are the embodiment of loveliness, a triumph of nature.

A nymph's beauty is beyond words - an ever-young woman with sleek figure and long, thick hair, radiant skin and perfect teeth, full lips and gentle eyes. A nymph's scent is delightful, and her long robe glows, hemmed with golden threads and embroidered with rainbow hues of unearthly magnificence. A nymph's demeanor is graceful and charming, her mind quick and witty. Nymphs speak their own musical language and the Common tongue.

Combat: Neutral in their alliances and cares, nymphs do not fight, but flee if confronted by an intruder or danger. Nymphs are able to cast Dimension Door once per day and can employ druidical cleric spells at 7th ability level, giving a nymph five 0-level, four 1st, three 2nd, two 3rd, and one 4th level spell once per day.

Looking at a nymph will cause permanent blindness unless the

onlookers makes a DC 12 Wisdom Saving Throw. If the nymph is nude or disrobes, an onlooker will die unless a DC 13 Charisma Saving Throw is successful. Either save must only be made once per nymph.

Habitat/Society: These beautiful females inhabit only the loveliest of wilderness places, clear lakes and streams, glacier palaces, ocean grottoes, and crystalline caverns. Nymphs prefer a solitary existence, but very occasionally a few will gather together in a place of spectacular charm, though these rendezvous seldom last for more than a few months. Animals of all types flock to a nymph to be petted and caressed, forgetting their natural enemies to gather around the lovely creature.

There is a 10% chance that a nymph will be friendly if approached by a good creature without the latter first glimpsing the nymph, by calling or other prior notice. On the other hand, if a nymph sees a comely human male with a Charisma of 16 or more and good alignment before he sees her, it is 90% probable that the nymph will be favorably inclined toward the man. It is still necessary to make Saving Throws upon sighting the nymph.

Nymphs hate ugliness and evil and sometimes will help to defeat it. Any treasure they possess has usually been given to them by some lovesick man.

Ecology: Like a druid, a nymph believes in the sanctity of nature and her environment and will try to keep her lair safe and pure. She will heal wounded animals and mend broken trees and plants. Sometimes she will even help a human in distress (5% chance). Since nymphs live for many generations, they can provide a wealth of information on the history of an area and often know secret places, hide-outs, and entrances long forgotten. If a man is kissed by a nymph, all painful and troubling memories are forgotten for the rest of the day - this may be a boon to some and a curse to others. A lock of nymph's hair can be used to create a powerful sleeping potion or, if enchanted and woven into a cloth and sewn into a garment, will magically add one point to the wearer's Charisma. The tears of a nymph can be used as an ingredient in a *philter of love*. If a woman bathes in a nymph's pool, her Charisma is increased by two points for 1d3 days.

OCTOPUS, GIANT

CLIMATE/TERRAIN:	Any saltwater
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Animal (1-2)
TREASURE:	(R)
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1d3
ARMOR CLASS:	13
MOVEMENT:	15, Sw 60
HIT DICE:	8 (40 hit points)
NO. OF ATTACKS:	7
DAMAGE/ATTACK:	1d4 B (x6)/2d6 P
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	Ink, color change
MAGIC RESISTANCE:	Nil
SIZE:	Large (9'-12' across)
MORALE:	Elite (16-17)
XP VALUE:	2,000

The dreaded "cuttlefish" are the scourge of ocean-going sailors and fishermen. Malicious and cunning, giant octopi have been known to attack ships, sinking smaller craft and stealing crew members from the larger ships.

Giant octopi change their color to blend into their surroundings (+8 to all Stealth skill checks), and the range of colors and patterns available to them is extensive, from green to deep black, blue speckles and red stripes. Tentacles are often disguised as seaweed. Once camouflaged, there is little chance to detect them, and usually it is their eyes that give them away. Normal coloration is grey to brown, and their vicious beaks are a deep yellow with a bright orange mouth and tongue.

Combat: An octopus will readily attack swimmers or small vessels in order to eat the crew. Several have been known to cooperate in order to overwhelm a larger ship, and any craft seized by these monsters loses way and comes to a full stop in three turns.

A giant octopus generally attacks with six of its eight tentacles, using two to anchor itself. Medium and Small-sized targets can be struck and Grappled (DMG 69) by only one tentacle at a time (DC 18 Athletics skill check to resist this grapple).

Each striking tentacle causes 1d4 points of bludgeoning damage but, unless the victim breaks free (DC 18 Athletics skill check) or the tentacle is severed (requiring 8 hit points of damage to the tentacle), it constricts for 2d4 points of bludgeoning damage every round after striking. The hit points for each tentacle are in addition to the octopus's normal hit points.

The round after one or more victims are grappled, it will try drag one victim to its mouth (it must win an opposed Athletics skill check against its victim to do so). If a victim is dragged close enough to the beak, the monster can bite for 2d6 points of piercing damage.

Once three or more tentacles are severed, it is 90% probable that the octopus will retreat, ejecting a 30' radius cloud of ink. This ink cloud completely obscures the vision of any creature within it. The wounded octopus then camouflages itself in its lair or a nearby hiding place. It takes the monster two to three months to grow back severed tentacles.



Habitat/Society: While octopi cooperate to attack a food source, they live a solitary existence, preferring to shelter in warm water of medial to shallow depth. Lairs are made in wrecked ships and undersea caves; any treasure found there is just an incidental leftover from previous meals. Consummate hunters, these monsters have great patience and cover a very small area, waiting for their food to come to them. Mating season comes every spring. Like most marine animals, octopi leave their eggs in a reef to fend for themselves.

Ecology: When prey is scarce, or if it has been wounded, an octopus turns to scavenging, eating everything from small crustaceans to seaweeds. Survival is paramount with this monster. It prefers to hunt at night, and often a man missing during the late night watch has been grabbed by a giant octopus, pulled quickly over the side, and eaten.

Giant octopi's leathery hide is tough and waterproof, and it is worked into fine rain ponchos by sailors lucky enough to catch and kill one. Another byproduct of these monsters is their ink - they are most often hunted for this commodity. Giant octopus ink can be used to pen magical scrolls.

OGRE

	Ogre	Ogre Mage	Merrow
CLIMATE/TERRAIN:	Any land	Any land	Any water
FREQUENCY:	Common	Very rare	Uncommon
ORGANIZATION:	Tribal	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (6-8)	Average to exceptional (9-17)	Average (9-10)
TREASURE:	M (Q, B, S)	G (R, S, magic)	M (A)
ALIGNMENT:	Chaotic evil	Lawful evil	Chaotic evil
NO. APPEARING:	2d10	1d6	2d12
ARMOR CLASS:	15	16	16
MOVEMENT:	45	45, Fl 75 (B)	45, Sw 60
HIT DICE:	4+4 (24 hp)	5+5 (30 hp)	4+4 (24 hp)
NO. OF ATTACKS:	1	1	3 or 1
DAMAGE/ATTACK:	1d6+3 or by weapon +3	1d6+3 or by weapon +3	1d3+3 S x2/ 2d4 P or by weapon +3
SPECIAL ATTACKS:	See below	Spells, see below	See below
SPECIAL DEFENSES:	Nil	Spells	Camouflage
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	Large (9'+)	Large (10'+)	Large (9'+)
MORALE:	Steady (13-15)	Elite (16-17)	Steady (13-15)
XP VALUE:	270	650	420
Leader:	420	--	650
Chieftain:	650	975	975



Ogre

Ogres are big, ugly, greedy humanoids that live by ambushes, raids, and theft. Ill-tempered and nasty, these monsters are often found serving as mercenaries in the ranks of orc tribes, evil clerics, or gnolls. They mingle freely with giants and trolls.

Adult ogres stand 9 to 10 feet tall and weigh 300 to 350 pounds. Their skin colors range from a dead yellow to a dull black-brown, and (rarely) a sickly violet. Their warty bumps are often of a different color - or at least darker than their hides. Their eyes are purple with white

pupils. Teeth and talons are orange or black. Ogres have long, greasy hair of blackish-blue to dull dark green. Their odor is repellent, reminiscent of curdled milk. Dressing in poorly cured furs and animal hides, they care for their weapons and armor only reasonably well. It is common for ogres to speak Orc, Troll, Giant, and Gnoll, as well as their own guttural language. A typical ogre's life span is 90 years.

Combat: In small numbers, ogres fight as unorganized individuals, but groups of 11 or more will have a leader, and groups of 16 or more usually include two leaders and a chieftain. Ogres wielding weapons get a Strength bonus of +3 to damage; leaders and chieftains get a +4 bonus to damage. Common weapons include large clubs (1d8 damage) and axes (2d6 damage). Young ogres fight as goblins.

Habitat/Society: Ogre tribes are found anywhere, from deep caverns to mountaintops. Tribes have 16-20 males, 2-12 females, and 2-8 young. Shamans, if present, will be 3rd level clerics.

Ogres live by raiding and scavenging. They will eat anything. Their fondness for elf, dwarf, and halfling flesh means that there is only a 10% chance that these will be found as slaves or prisoners. There is a 30% chance that an ogre lair will include 2-8 slaves. Captured prisoners are always kept as slaves (25%) or food (75%). Extremely avaricious, ogres squabble over treasure and cannot be trusted, even by their own kind.

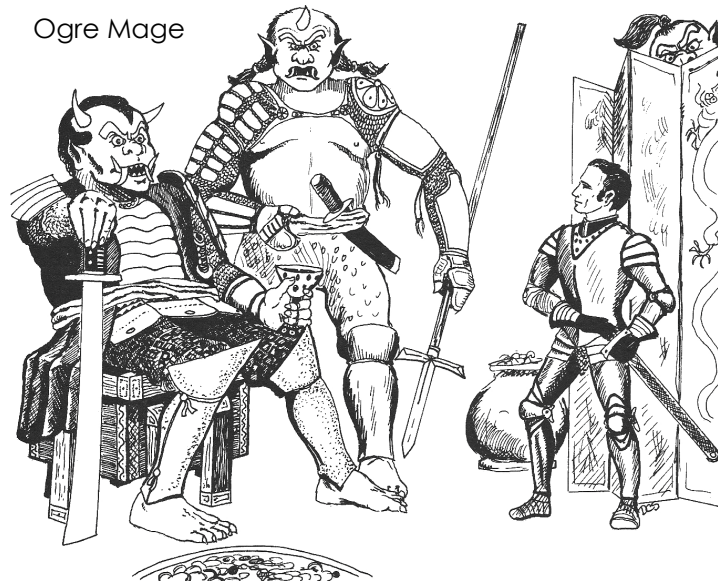
Ogre Leader

When more than 11 ogres are encountered, a leader will be present. He is a 5+5 Hit Dice monster with 30 hit points and Armor Class 16. He inflicts 1d6+4 points of bludgeoning damage with his fists or by the weapon type wielded (+4 due to his 19 Strength).

If 16 or more ogres are encountered, they will be led by two patrol leaders and a chieftain. The chieftain is a 6+6 Hit Dice monster with 36 hit points and Armor Class 13. He inflicts 1d6+4 points of damage with his fists or by the weapon type wielded (+4 due to his 19 Strength). Chieftains are usually the biggest and smartest ogres in their tribes.

Ecology: Ogres consistently plague mankind, lusting for gold, gems, and jewelry as well as human flesh. They are evil-natured creatures that join with other monsters to prey on the weak and favor overwhelming odds to a fair fight. Ogres make no crafts nor labor.

Ogre Mage



This ogre has light blue, light green, or pale brown skin with ivory horns. The hair is usually a different color (blue with green, green with blue) and is darker in shade; the main exception to this coloration is found in ogre magi with pale brown skin and yellow hair. They have black nails and dark eyes with white pupils. The teeth and tusks are very white. Ogre magi are taller and more intelligent than their cousins and they dress in oriental clothing and armor.

Combat: Ogre magi can perform the following use the following spells at will: Fly (for up to 2 hours per day), Invisibility, Darkness 15' Radius, and Polymorph (into any Small through Large-sized human-like creature). They regenerate one hit point per round (lost members must be reattached to regenerate). Once per day they can cast the

following: Charm Person DC 13), Sleep (DC 13), Gaseous Form, and Cone of Cold (D17, 8d6 cold damage). Ogre magi have an effective caster level of 8. Ogre magi attack with magic first and resort to physical attacks only if necessary.

In battle, ogre magi prefer to use a great sword (75%) or a scimitar and whip (25%). As ogre magi are intelligent, they will not fight if faced with overwhelming odds, but will flee to gather their forces or hide.



Habitat/Society: These monsters live in fortified dwellings or caves and foray to capture slaves, treasure, and food. Ogre magi clerics of up to 7th level have been reported.

Tribes are small, with 2-5 females and 1-3 children that will not fight, but rather seek to escape in gaseous form. These monsters are extremely protective of their young and will battle with savage abandon to save one's life. If a young ogre mage is captured, these creatures will pay high ransom for its return, but they will seek revenge and will never forget the insult of the kidnapping.

If encountered in their lair, ogre magi will be led by a chief of great strength (6+6 Hit Dice, +4 to damage). Treasure is divided by this chief and his trove is always the richest. The tribe will have their own clan symbol typical to the oriental lands, and this symbol will be stitched on its war banners and flags as well as on armor and headdresses. The chief will often have the tribe's symbol tattooed on his forehead or back.

Ogre magi speak Common, their own special language, and the speech of normal ogres.

Ecology: Ogre magi magical armor is too large to fit a man. This monster's lair is usually a powerful structure that can be expanded into a mighty fortress if it can be rid of its original owners.

Merrow (Aquatic Ogre)

Faster and fiercer than their land kin, the freshwater merrow are greenish and scaled with webbed hands and feet. Their necks are long and thick, their shoulders are sloping, and they have huge mouths and undershot jaws. Merrow have black teeth and nails and deep green eyes with white centers, and their hair resembles slimy seaweed.

About 10% grow ivory horns, especially more powerful males.

Aquatic ogres are very fond of tattoos, and females may have their entire bodies inked with scenes of death and destruction as a sign of status. Merrow speak their own dialect and the language of other ogres.

Combat: Using their green coloration, aquatic ogres can hide, becoming effectively invisible (+8 to Stealth skill checks) in deep water and in areas of underwater vegetation. They attack from cover when ambushing.

Merrow typically attack with a large piercing spear (inflicting 1d8+3 piercing damage) in a swimming charge at +2 to hit (but a -2 to AC), followed by melee with talons and teeth.

Habitat/Society: A typical merrow tribe consists of:

- 1 Chief, AC3, 6+6 Hit Dice, +2 on damage
- 2 Patrol leaders, AC3, 5+5 Hit Dice, +1 on damage
- 4d12 Merrow
- 1d12 Young merrow, AC 14, 2+2 Hit Dice, no damage bonus
- 1 Shaman (3rd level cleric)

Merrow dwell in caves in shallow, fresh water (50-250 feet deep), often with scraggs (see Troll). They can live out of water for about two hours, so they often forage on land. Merrow usually control an area with a radius of 10-15 miles, hunting and foraging throughout this territory. In times of scarcity, or when the lure of treasure becomes too great, a war party will attack the coastal villages of man. Merrow prefer gold and jewels and often overlook dull magical items in search of glittering prizes. The goals of a merrow chieftain rule the tribe, and these power-hungry monsters seek to completely control their "kingdoms," often leading to attacks on intruding ships.

Ecology: Merrow are ignorant and superstitious and have no skills but plundering and murder. Areas of the freshwater lakes and seas where they have influence are avoided by sailors and fishermen. These monsters are carnivores, preying on all who enter their regions, often emptying the seas of life with their voracious appetites.

OGRE, HALF-

	Half-Ogre	Ogrillon
CLIMATE/TERRAIN:	Any/Land	Any/Land
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Semi- to high (3-15)	Low (6-8)
TREASURE:	B, M (Q, B, S)	M (B, S)
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1d4	1d4 (5d6)
ARMOR CLASS:	10 (14+ with armor)	14
MOVEMENT:	60	60
HIT DICE:	2+2 (12 hit points)	2+4 (14 hit points)
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	By weapon +2	1d4+3 B x2, see below
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7'-8' tall)	M (6'-7' tall)
MORALE:	Steady (13-15)	Average (9-12)
XP VALUE:	270	175

Half-Ogre

Often, when adventuring companies journey into the wilderness they run into ogres; who are big, ugly humanoids. Occasionally, an ogre party will include one or two individuals that are a little shorter, but significantly smarter, wielding a weapon with more skill than might have been expected.

They have a better understanding of their opponents, and they grunt commands that anticipate the adventurers' moves. In this way half-breeds, the issue of ogres and humans, earn the respect of their kind.

Half-ogres range from 7 to 8 feet in height and weigh from 315 to 425 pounds. Skin and hair color are variable, but tend toward brown, gray, black, dull yellow (skin only), or any of the above with a slight gray-green tint. Teeth and nails are always orange. Most half-ogres have

human-like eyes, though about one in five have the white pupils common to ogres. Their odor is noticeable, but it is not as overpowering as that of a full-blooded ogre.

The half-ogre traditionally wears heavy skins and furs (AC 14), bringing his Armor Class near that of his ogre brethren. Rare individuals own or can make heavier armor (AC of 15 or better). Half-ogres speak Common (more clearly and unimpeded than ogres), Ogre, Orc, Troll, and one other, usually human, language. They live about 110 years.

Half-ogres possess Darkvision out to 60 feet. Their sense of smell is better than an ogre's, but it falls short of a human's.

Combat: Dwarves and gnomes gain a +2 to their Armor Class when fighting half-ogres, since those smaller races are so skilled at battling bigger folk.

Half-ogres in combat are often found with full-blooded ogres. If so, the half-ogre will most likely be leading the ogre party. The ogres fight more wisely when led by a half-ogre; concentrating assaults on spellcasters and teaming up against skilled fighters. Ambushes are better-planned and more carefully baited.

To earn command privileges, particularly when ogre leaders are present, a half-ogre must show himself quick to battle and fierce in combat. A half-ogre's usual weapon of choice is a great sword (2d6+2 slashing damage) that it can employ one-handed, with a large shield in the other, or a war spear (pike) that deals 1d8+2 points of piercing damage.

Half-ogres sometimes gather together to form their own tribes. In this case, they will be encountered in bands of 2d10 and will expend as much energy choosing and preparing an ambush as on the combat itself.

For every five half-ogres in an encounter, there is an additional veteran with 5+5 Hit Dice (30 hit points). For every 10 half-ogres, there is a leader with 6+6 Hit Dice (36 hit points). If more than 15 half-ogres are encountered, they will have a shaman, with 5+5 Hit Dice (30 hit points) and the spells of a 4th level cleric and two acolyte shamans with 4+4 Hit Dice (24 hit points) and the spells of a 2nd level cleric.

Half-ogres are inclined to intimidate others. A broad, fang-filled smile and perhaps a slamming fist, often encourages an NPC to suddenly remember appointments, or perhaps faint dead away. Kobolds will clutch their spears and cringe in unison when 7'6" of solid muscle smashes their door to splinters and storms in; even larger monsters have serious reservations about attacking half-ogres. They will also terrify local human populations into leaving a half-ogre and his companions alone.

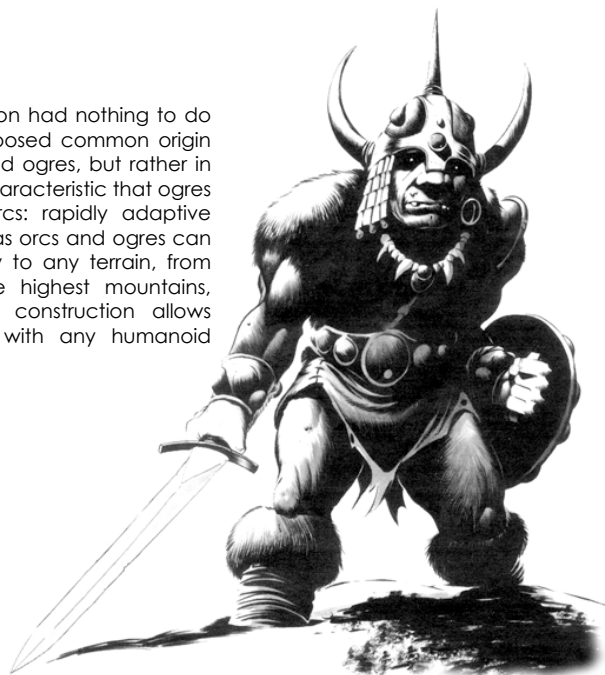
Habitat/Society: Half-ogres have no society of their own. If they live with ogres, they are the quick-thinking members of the tribe, ever on their toes to prove themselves worthy. If a half-ogre is reared in a human community, he learns to live with suspicion and fear, and often turns to a military or solitary occupation.

Occasionally, half-ogres join with half-orcs, orogs, ogrillons, and other humanoids. These communities are small (5-200 residents) and usually isolated but can appear in virtually any terrain. Half-ogres fill a middle niche - more powerful than half-orcs or orogs, but smarter than ogrillons, trolls, and other humanoids. These communities are chaotic evil, with neutral tendencies stemming from the level of cooperation necessary in a "half-caste" situation. They prefer others of their own kind and are tolerant of orcs and ogres. Enough of them have human blood that they regard humans with neutrality. Indeed, chaotic evil humans often find their most enthusiastic followers in such a hybrid tribe. They also tolerate monstrous humanoids such as trolls and giants, but all other races are treated with undisguised hostility.

Hybrid settlements raid civilized territories for prisoners and loot. A settlement may be found holding prisoners. It is also likely for treasure to be found in a hybrid camp. Half-ogres are usually cheated out of most of their rightful treasure shares by the more cunning orogs and half-orcs.

Ecology: Sages have expressed much concern over the years, wondering why ogres can interbreed with humans but not with elves or halflings. When the actual answer was discovered, the sages' concerns proved unfounded.

The explanation had nothing to do with any supposed common origin of humans and ogres, but rather in an unusual characteristic that ogres share with orcs: rapidly adaptive biology. Just as orcs and ogres can adapt quickly to any terrain, from forests to the highest mountains, their genetic construction allows them breed with any humanoid race.



This ability to breed easily is frequently passed on to their progeny. Half-ogres can also breed successfully with most other humanoid races. If this process continues for many generations, the result is a horrible hybrid known as a mongrelman. Many mongrelmen have strong strains of orc and ogre in their bloodlines, which may account for their chaotic evil attitudes.

The half-ogre shares the ogre's place in the ecosystem: that of a plague upon demihumans and humans, lusting for treasure and making neither crafts nor good labor. The beginnings of half-ogre poetry have been around for many years, but it is exceptionally ugly and disturbing.

Half-Ogres as NPCs or PCs

Half-ogres may be NPCs or even PCs, with DM's consent. If so, see pages 9-10 of *The Dungeon Master's Guide* for more details.

Ogrillon

The ogrillon is a fiercer species of the half-ogre, being the fruit of a union between ogres and orcs. The ogrillon displays the general tendencies of its larger cousin with some exceptions. It is even more brutish and violent, and it normally learns to speak only ogrish and a handful of words in common.

The ogrillon is the size of an orc, and closely resembles one. One in every ten is born with features and coloration very similar to those of ogres: purple eyes with white pupils, black teeth, yellowish skin with dull, dark green hair.

The skin of an ogrillon of either type is covered with small horn plates, giving it a superior Armor Class and enabling it to fight without weapons. An ogrillon disdains armor and most other material items, retaining only a handful of gold pieces as treasured belongings. It is uncertain why they would keep gold, except perhaps as good luck charms.

They love mayhem. In combat they disdain weapons and plunge in with both fists. Due to their great strength and horn-reinforced fists, each punch delivers 1d4+3 points of damage. An ogrillon out of combat is restless and troubled, but it will be seen chuckling merrily to itself during a good fight. If wielding weapons, they gain a +3 bonus to damage rolls due to their great (18) Strength.

Because of their single-mindedness, ogrillons are often approached by orcs when they need good fighters against some enemy. Ogrillons are happy to join and fight, sometimes for the love of combat and destruction, but often for more lucky gold pieces. In combat, there is only a 10% chance that a typical ogrillon can be distinguished from an orc. Ogrillons that resemble ogres, of course, clearly stand out.

Ogrillons are the issue of a female orc mated with a male ogre. Thankfully, it is sterile. The union of a male orc and a female ogre yields an orog, a better class of humanoid monster detailed in the "Orc" entry.

OOZE/SLIME/JELLY

	Crystal Ooze	Gelatinous Cube	Gray Ooze	Green Slime	Mustard Jelly
CLIMATE/TERRAIN:	Dimly lit water	Subterranean	Subterranean	Subterranean	Subterranean
FREQUENCY:	Rare	Uncommon	Rare	Rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Colony	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Night
DIET:	Omnivore	Omnivore	Omnivore	Omnivore	Scavenger
INTELLIGENCE:	Animal (1-2)	Non- (0)	Animal (1-2)	Non- (0)	Average (9-10)
TREASURE:	Nil	Nil (incidental)	Nil	Nil	See below
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1d2	1	1d3	1d6	1
ARMOR CLASS:	12	12	12	11	16
MOVEMENT:	5, Sw 15	5	30	0	45
HIT DICE:	4 (20 hp)	4 (20 hp)	3+3 (18 hp)	2 (10 hp)	7+14 (49 hp)
NO. OF ATTACKS:	1	1	1	0	1 or 2
DAMAGE/ATTACK:	2d4 B + 2d4 A	2d4 A	2d8 A	Nil	5d4 A
SPECIAL ATTACKS:	Poison	Paralyzation, surprise	Corrodes metal, psionics	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below	+1 or better to hit
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	2
SIZE:	M to L (4 - 12')	L (10' cube)	M to L (4 - 12')	S (2' - 4')	L (9'-12' diam.)
MORALE:	Average (9-12)	Average (9-12)	Average (9-12)	Average (9-12)	Elite (13-15)
XP VALUE:	420	650	270	65	4,000 (2,000 if half slain)

	Ochre Jelly	Olive Slime	Olive Slime Creature	Slithering Tracker	Stun Jelly
CLIMATE/TERRAIN:	Subterranean	Subterranean	Any damp	Subterranean	Subterranean
FREQUENCY:	Uncommon	Rare	Rare	Rare	Rare
ORGANIZATION:	Solitary	Colony	Colony	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Night
DIET:	Omnivore	Scavenger	Carnivore	Living plasma	Scavenger
INTELLIGENCE:	Non- (0)	Non- (0)	Animal (1-2)	Average (9-10)	Animal (1-2)
TREASURE:	Nil	Nil	Nil	C	See below
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1d3	1d4	1d20	1	1
ARMOR CLASS:	12	11	11	15	12
MOVEMENT:	15	0	45	60	20
HIT DICE:	6 (30 hp)	2+2 (12 hp)	See below	5 (25 hp)	4 (20 hp)
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE/ATTACK:	3d4 A	See below	See below	Nil	2d4 B
SPECIAL ATTACKS:	Nil	See below	Olive slime	Paralyzation	Paralyzation
SPECIAL DEFENSES:	See below	See below	See below	Transparency	Nil
MAGIC RESISTANCE:	Nil	See below	See below	Nil	Nil
SIZE:	M (4' - 7')	S (4' radius)	Special	S (3' long)	L (10' on a side)
MORALE:	Average (9-12)	Average (9-12)	Average (9-12)	Champion (18)	Average (9-12)
XP VALUE:	270	420	420, 975, or 2,500	975	420

There are many different varieties of ooze, slime, and jelly. More are being discovered all the time, as warped wizards seek to create life or fashion efficient dungeon scavengers. The unifying feature of these creatures is a dissolving touch that consumes flesh as well as weapons and armor.

Crystal Ooze

This creature is a variety of gray ooze which has adapted to living in water. It is 75% invisible when immersed in its natural element. It is translucent, mostly glassy clear, with an occasional milky white swirl in its substance.

Combat: Crystal ooze strikes like a snake, then attempts to flow over a victim and exude its paralyzing poison. Unlike its cousin, the gray ooze, this creature does not corrode metal, but its acid attacks wood, cloth, and flesh. Unless a victim makes a DC12 STR Saving Throw, he becomes paralyzed and will be consumed by the crystal ooze in a short time.

When prey is reduced to -10 hit points, it is totally consumed. Crystal ooze cannot be harmed by acid, cold, heat, or fire attacks, but take full damage from attacks that deal lightning and force damage.

Blows from weapons inflict only 1 point of damage per hit. A wooden weapon must make a DC 12 Item Saving Throw or it will dissolve and break.

Habitat/Society: Crystal oozes live in any dim or dark body of water, though they can exist out of water for several hours. They reproduce by budding, like the gray ooze, but the crystal pods usually take seven to 10 days to hatch. Crystal oozes will eat their offspring, but occasionally, if the body of water is large enough and food is not scarce, a few of them might be found living in the same water.

Ecology: Crystal oozes are scavengers that leave metal and stone objects in their wake, so incidental treasure can often be found around and in their lairs.

Gelatinous Cube

So nearly transparent that they are difficult to see, these cubes travel down dungeon corridors, absorbing carrion and trash along the way. Their sides glisten, tending to leave a slimy trail, but gelatinous cubes cannot climb walls or cling to ceilings. Very large cubes grow tall to garner mosses and the like from ceilings.

Combat: A gelatinous cube attacks by touching its victim with its anesthetizing slime. A victim who fails DC13 STR Saving Throw is paralyzed (anesthetized) for 5d4 rounds. The cube then surrounds its prey and secretes digestive fluids to absorb the food. All damage is caused by these digestive acids. Because gelatinous cubes are difficult to see they get a +8 bonus to Stealth checks (and can hide in plain sight). Lightning, fear, Charm spells, Hold spells, paralyzation, Polymorph, and sleep-based attacks have no effect on this monster, but fire and blows from weapons have normal effects. If a cube fails its Saving Throw against a cold-based attack, the cube will be slowed (as per the Slow spell) and inflicts only 1d4 points of acid damage.

Habitat/Society: Possessing no intelligence, gelatinous cubes live only for eating. They prefer well-traveled dungeons where there is always food to scavenge. These creatures reproduce by budding, leaving clear, rubbery cubes in dark corners or on heaps of trash. Young are not protected and are sometimes reabsorbed by the parent. Treasure is sometimes swept up by a gelatinous cube as the creature travels along a cavern floor; any metals, gems, or jewelry are carried in the monster's body until they can be ejected as indigestible. Items found

inside a cube include treasure types J, K, L, M, N, Q, as well as an occasional potion, dagger, or similar object.



Ecology: The gelatinous cube is sometimes encouraged to stay in a certain area for its scavenging abilities and is preferred over other jellies and oozes since its square shape does not allow it to slither under doors and into areas in which it is not desired.

Gray Ooze

A slimy horror that looks like wet stone or a sedimentary rock formation, the gray ooze is rarely thicker than six or eight inches, but sometimes grows to a length of 12 feet. It cannot climb walls or ceilings, so it slides, drips, and oozes along cavern floors.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
1	1/1/3	PsC/M-	12	1d100+20

Telepathy: Life Detection

Clairensience: Psionic Sense

Combat: The gray ooze strikes like a snake and can corrode metal at an alarming rate (medium armor or a shield in one round, heavy armor in two round, and magical armor in one, additional round per each plus to Armor Class).

Spells have no effect on this monster, nor do fire- or cold-based attacks. Lightning and blows from weapons cause full damage. Note that weapons striking a gray ooze may corrode and break (DC 12 Item Saving Throw).

Habitat/Society: After a large meal, a gray ooze reproduces by "budding:" growing a small pod that is left behind in a corridor or cavern. This pod takes two to three days to mature and then the little gray ooze absorbs its leathery shell and begins slithering about, searching for a meal. Sometimes more than one of these monsters are found together, but this is just a random event because they are not intelligent.



Ecology: The gray ooze is a dungeon scavenger. It is rumored that metalworkers of extraordinary skill keep very small oozes in stone jars to etch and score their metal work, but this is a delicate and dangerous practice.

Green Slime

A hideous growth, green slime is bright green, sticky, and wet. It grows in dark subterranean places on walls, ceilings and floors.

Combat: This slime cannot attack but is sensitive to vibrations and often drops from the ceiling onto a passing victim. Green slime attaches itself to living flesh and in 2d3 melee rounds turns the creature into green slime (no Raise Dead or Resurrection possible).

Green slime eats through one inch of wood in an hour but can dissolve metal quickly (medium armor or a shield in one round, heavy armor in two round, and magical armor in one, additional round per each plus to Armor Class). Weapons that strike it must make a DC 15 Item Saving Throw or dissolve.

The horrid growth can be scraped off quickly, cut away, frozen, or burned. A Cure Disease spell kills green slime, but other attacks, including weapons and spells, have no effect.

Habitat/Society: Green slime hates light and feeds on animal, vegetable, and metallic substances in dark caverns. Since it cannot move, this slime grows only when food comes to it. Sunlight dries it out and eventually kills it. Occasional huge slimes or colonies of dozens have been reported.

Ecology: Green slime is an infestation that all creatures avoid; it is burned out of caverns or mines if found. Once it has infected an area, it has a tendency to grow back, even after being frozen or burned away, because dormant spores can germinate years later.



Mustard Jelly

Mustard jelly originated when a young wizard attempted to Polymorph herself into an ochre jelly. Her spell failed, and she became a mustard jelly. The stuff has multiplied rapidly in the years since her accident, and it is now a serious threat in many areas.

The monstrous amoeboid mustard jelly is far more dangerous than the ochre jelly. Mustard jelly is translucent, and very hard to see until it attacks. The only clue to its presence is a faint odor, similar to blooming mustard plants. Once it does attack, it may be seen as yellowish brown in color.

Normally, mustard jelly attacks by forming an acidic pseudopod of its own substance and thrusting. The jelly monster also secretes a vapor over a 10-foot radius. Those near the jelly must roll a DC 14 CON Saving Throw against poison each round. Those who fail the Saving Throw become lethargic and move at half-normal speed, due to the effects of the vapor. The toxic effects last for two rounds and are cumulative.

This large creature can divide itself at will into two smaller, faster halves (Movement Rate 90). Each is capable of attacking but has only half the Hit Dice and hit points the creature had before dividing. A mustard jelly can, for example, flow into a room, divide itself into independent halves to attack, and then reform into a torus in order to surround a pillar its prey has climbed. Unlike the ochre jelly, mustard jelly cannot move through tiny spaces, nor can it move along ceilings, although it will eat through wooden doors. It cannot climb walls either, and so most of its bulk must remain on the floor, stretching up only 4 or 5 feet.

Although intelligent, mustard jelly is not known to value treasure of any sort, except as a lure for greedy adventurers. Of course, it is possible that some treasure might remain after a victim has been devoured.



Mustard jelly is impervious to normal weapons (and can eat wooden ones) and lightning damage. A Magic Missile spell will cause it to grow; with the mustard jelly gaining hit points equal in number to the damage rolled. Cold causes only half damage, and other attacks have normal effects. A wooden weapon must make a DC 12 Item Saving Throw or it will dissolve and break.

Ochre Jelly

This monster resembles a giant amoeba, seeping through darkened corridors, through cracks and under doors, searching for flesh or cellulose to devour. Their form allows them to travel on walls and ceilings and drop on unsuspecting prey.

Combat: The ochre jelly attacks by striking and attempting to envelop its target (a DC 13 Athletics skill check allows the target to avoid being enveloped).

Its secretions dissolve flesh, inflicting 3d4 points of acid damage on a hit. Enveloped targets take this damage each round they remain enveloped, with a DC 13 Athletics skill check being required to break free.

A Lightning Bolt will divide the creature into two, smaller jellies, each doing one-half normal damage. Fire and cold-based attacks have normal effects.

Habitat/Society: An asexual creature, the ochre jelly is a solitary beast that is occasionally found with its own divided offspring. It lives only to eat and reproduce.



Ecology: Voraciously dissolving all types of carrion and trash, this monster is sometimes tolerated in inhabited subterranean areas for its janitorial services, but this activity is difficult to organize and is usually not appreciated by the inhabitants because of its danger.

Olive Slime

Olive slime is a strain of monstrous plant life, closely related to green slime, that grows while clinging to ceilings. More dangerous than green slime, olive slime favors moist, subterranean regions. It feeds on whatever animal, vegetable, or metallic substances happen to cross its path. The vibrations of a creature beneath it are sufficient to cause it to release its tendrils and drop.

Combat: An olive slime's target is considered AC 10 (modified by Dexterity and magical bonuses to AC) for the purpose of determining if it hits. It also negates Dexterity bonuses unless its target is aware of the presence of the slime (DC 15 Perception skill check to spot) and takes steps to avoid the stuff. Contact with olive slime causes a numbing poison to ooze from the creature.

If the slime lands upon its target, it spreads itself over the body of its victim, sending out parasitic tendrils to feed upon the body fluids of the host. For humans and demihumans, the point of attachment is usually along the spinal area.

A victim who did not spot the slime and is struck by it must make a DC 15 Perception check; failure indicating that the victim has not noticed that the olive slime has dropped upon him. Any group of characters in the vicinity may make a DC13 Perception skill check to notice the slime's attachment with a casual glance. A thorough search by wary individuals reveals the olive slime without difficulty. If spotted before, or soon after, it falls upon a character, it may be scraped off with relative ease.

If it remains on a host, the feeding process soon begins to affect the brain of the host as it changes the host's body. Within 2d4 hours, the host's main concern becomes how to feed, protect, and sustain the growth of the olive slime (DC 15 Charisma Saving Throw to resist this effect). Naturally, this includes keeping the slime's presence a secret from any companions. If an affected character's companions become suspicious, or if they demonstrate any desire to destroy olive slime, the affected character will escape at the first opportunity.

The host's food intake must double or the character wastes away (10% of the character's hit points per day, rounding up, and no natural healing can take place while a character is wasting away. After 1d6+6 days, the host suddenly and painfully metamorphoses into a vegetable creature. The olive slime gradually replaces skin and muscle tissue, and it forms a symbiotic brain link. The new creature has no interest in its former form or fellows. It exists as a new species more akin to plants than any other life form. Feeding then becomes photosynthetic, paralytic, or, most likely, both. When slain, an olive slime creature dissolves into a new patch of olive slime.

Olive slime is harmed only by acid, freezing cold, fire, or by a Cure Disease spell. Spells that affect plants will work on olive slime, although Entangle will have no practical effect. Green slime and olive slime are complete opposites - when they encounter each other, the attack of one neutralizes the other.

If an affected character has been transformed into an olive slime creature, there is very little short of a Limited Wish or Wish that can return him to normal.

Olive Slime Creature

Olive slime creatures, popularly known as "slime zombies," are the end result of the metamorphosis upon the host. The newly formed vegetable creature is linked symbiotically with the olive slime patch that created it. The symbiotic bond is a secure link within 200 miles, but not from one plane of existence to another. The olive slime can call its zombies to defend it from attack, and they will immediately and mindlessly obey.



Regardless of their former existence, and despite their general form, slime creatures are only differentiated by size:

Size	HD	Damage
Tiny	2 (10 hp)	1d3 bludgeoning damage
Small	4 (20 hp)	1d4 bludgeoning damage
Medium	6 (30 hp)	2d4 bludgeoning damage
Large	9 (45 hp)	3d4 bludgeoning damage
Huge	12 (60 hp)	4d4 bludgeoning damage
Gargantuan	16 (80 hp)	4d8 bludgeoning damage

Combat: When they attack, olive slime zombies have on each successful hit, to infect an opponent with slime. The target must make a DC 12 Constitution Saving Throw, each time it is struck, to avoid being infected. If they succeed in infecting a target, they either change targets or flee combat before killing their target - they certainly do not want to kill the new host.

Olive slime zombies are harmed by acid, cold, fire and force damage. Spells that affect plants will also affect them, although the effects of Entangle are minimal at best. No other attacks, by weapons, lightning, or spells that affect the mind will harm a slime creature.

An olive slime zombie, however, can suffer only as much physical damage as it has hit points, before its skeleton collapses and it becomes nothing more than a puddle of olive slime. When green slime is applied to an olive slime zombie, it neutralizes the olive slime, delivering 2d4 points of acid damage per round until the body is reduced to an inanimate skeleton.

Habitat/Society: Slime creatures have a telepathic bond, effective at a range of 200 yards, and gather together for mutual assistance while feeding or for defense. Their former identities can be discovered only upon close examination.

The vegetable intelligence of slime zombies is no greater than that of common animals but does enable them to learn from experience. This innate intelligence extends to the use of simple traps, and they will lie in wait at the bottom of hidden shafts.

Habitat varies from well-populated subterranean places to damp forests, swamps, and fens. Slime creatures are equally at home on land or in warm, shallow water. Slime zombies seek out animal hosts for their slime; they attack man-sized creatures on sight.

Slithering Tracker

Slithering trackers are transparent, plasma-draining jellies found in many dungeons and other dark places.

They are not invisible but are instead made of a transparent jelly-like material. Thus, they are almost impossible to detect normally (DC 18 Perception skill check to notice).

Combat: The unique nature of slithering trackers gives them the distinct advantage of being able to slip through cracks and holes as small as a rat hole. They move completely silently across all surfaces, simply oozing slowly over all bumps and turns. They prefer to attack sleeping, solitary, or unconscious creatures, as their main weakness lies in the extended duration of their attack form. They secrete a paralyzing substance that immobilizes the victim on contact for 12 hours if a DC 13 Constitution Saving Throw fails. The slithering tracker then covers the entire body of its victim and slowly draws all of the plasma from the creature (killing the victim in the process, of course). It can drain a man-sized creature in one hour (draining 1 hit point's worth of plasma per minute).

Habitat/Society: Slithering trackers are solitary beasts. Since they possess no attack form capable of harming other trackers, territoriality is a question of first-come, first-serve. Being the most intelligent of all slimes and jellies, it would seem natural that slithering trackers would establish themselves as the leaders of the rest. But jellies and slimes lack both the means of communication and the intelligence to band together. They remain on the lower end of the monster food chain, serving as scavengers that kill the weak and stupid, leaving the larger creatures for major predators in the dungeons they inhabit.

In fact, slithering trackers often hide themselves in the lairs of large monsters, which are known to kill far more than they can eat at a sitting. The tracker waits until the beast goes to sleep or departs and then it sucks dry the morsels left over. Many times, the victims are merely unconscious instead of dead - at least until the tracker gets to

them. And on more than one occasion, monster-slaying players have left a hoard guarded by a comrade, while they go for help, only to return to find their friend mysteriously dehydrated, with all of the treasure still in the lair.

Ecology: There are two theories regarding the origin of slithering trackers. The first and most likely one is that slithering trackers are just advanced forms of the other jellies, fortunate enough to have developed a transparent plasma body and a modicum of intelligence. Like most jellies, they reproduce asexually when the time and quantity of food allow for it.

The second, more dubious theory, is that slithering trackers were created, not born. Their high intelligence seems to lead many knowledgeable sages to believe that the creation of a slithering tracker is a hideous process, involving the transformation of a living human being. Certain legends seem to support this assertion, as there are many accounts of dark wizards removing the bones of their enemies, turning them into hulking masses of jelly-like flesh. While it is certain that no respectable wizard (good or neutrally aligned) would resort to creating such horrors, it is just as certain that there are many practitioners of the darker arts who have performed much worse experiments.

It is possible that somewhere deep in the bowels of some long-deserted wizard's dungeon, there lies an ancient diary, with a detailed account of the terrifying curse of the tracker.

There are tales of abnormally large slithering trackers that live in the deep recesses of the Underdark. Such monsters are often said to lurk around the edges of great underground civilizations, growing to vast size on the abundance of prey.

Stun Jelly

This relative of the gelatinous cube was designed by some forgotten magic-user to resemble a section of ordinary stone wall. They are usually about 10 feet square by 2-to-5 feet thick, and somewhat translucent. If a bright light is shone on one side of the stun jelly, it will be seen on the other. Bright light will reveal whatever treasure a stun jelly might be carrying (with a DC 16 Perception skill check). Stun jellies make no noise when they move, but they do produce a faint odor of vinegar.

Combat: The stun jelly has many features in common with the gelatinous cube. Like the cube, the stun jelly paralyzes creatures who venture too close!

Unaware adventurers walking near a stun jelly (it takes a DC 16 Perception skill check to spot the stun jelly) may be attacked by a numbing pseudopod; those struck must roll a DC 12 Strength Saving Throw. Those who succeed suffer no ill effects. Those who fail are paralyzed for 5d4 rounds, during which time the stun jelly tries to surround the victim and digest him.

Like the gelatinous cube, it is immune to lightning damage, mind-affecting spells, paralyzation, and Polymorph spells. Unlike the gelatinous cube, stun jelly is affected normally by cold attacks.

Habitat/Society: Stun jellies reproduce by fission, as one extremely thick jelly splits into two smaller ones. This process is accompanied by a horrible, rending sound, audible throughout the vicinity.

A stun jelly might mindlessly carry undigested metals around with it for days. These would include treasure types J, K, L, M, N, and Q, as well as potions, daggers, or similar objects.

Stun jellies are tolerated in many dungeons as traps for unwary intruders, or as janitorial monsters sweeping the passages of digestible litter. For this duty, they are preferred over other breeds of slime and ooze, since they cannot slither through doors into areas where they would be unwelcomed.



ORC

	Orc	Orog
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (9-10)	High (11-12)
TREASURE:	L (C, O, Qx10, S)	L (C, O, Qx10, S)
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	3d10x10	2d4x10
ARMOR CLASS:	10 (14+ w/armor)	10 (15+ w/armor)
MOVEMENT:	60 (45 w/armor)	60 (45 w/armor)
HIT DICE:	1+1 (6 hp)	3+3 (18 hp)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	By weapon +1	By weapon +2
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6'-7')
MORALE:	Steady (13-15)	Elite (16-17)
XP VALUE:	15	65
Subchief, leader:	35	120
Guards:	35	
Chief:	65	175
Bodyguard:	65	
Spellcaster:	+75/level	



Orcs are a species of aggressive mammalian carnivores that band together in tribes and survive by hunting and raiding. Orcs believe that in order to survive they must expand their territory, and so they are constantly involved in wars against many enemies: humans, elves, dwarves, goblins, and other orc tribes.

Orcs vary widely in appearance, as they frequently crossbreed with other species. In general, they resemble primitive humans with grey-green skin covered with coarse hair. Orcs have a slightly stooped posture, a low jutting forehead, and a snout instead of a nose, though comparisons between this facial feature and those of pigs are exaggerated and perhaps unfair. Orcs have well-developed canine teeth for eating meat and short pointed ears that resemble those of a wolf. Orcish snouts and ears have a slightly pink tinge. Their eyes are human, with a reddish tint that sometimes makes them appear to glow red when they reflect dim light sources in near darkness. This is actually part of their optical system, a pigment which gives them Darkvision.

Male orcs are about 5 1/2 to 6 feet tall. Females average 6 inches shorter than males. Orcs prefer to wear colors that most humans think unpleasant: blood red, rust red, mustard yellow, yellow green, moss

green, greenish purple, and blackish brown. Their armor is unattractive besides -- dirty and often a bit rusty.

Orcs speak Orc, a language derived from older human and elvish languages. There is no common standard of Orc, so the language has many dialects which vary from tribe to tribe. Orcs have also learned to speak local common tongues but are not comfortable with them. Some orcs have a limited vocabulary in Goblin, Hobgoblin, and Ogre dialects.

Combat: Orcs are constantly in battle. They use the following weapons.

- Sword and flail 5%
- Sword and spear 10%
- Axe and spear 10%
- Axe and polearm 10%
- Axe and crossbow 10%
- Axe and bow 10%
- Sword and battleaxe 5%
- Spear 10%
- Axe 10%
- Polearm 20%

Swords are usually scimitars, longswords, or broadswords. Polearms are typically either halberds, pikes (set to receive charge), or glaives. Leaders typically possess two weapons. If a subchief is present, there is a 40% chance the orcs will be fighting around a standard. The presence of this standard increases attack rolls and morale by +1 for all orcs within 60 yards. Orcs typically wear studded leather armor and a shield (AC 14).

Orcs hate direct sunlight and fight at -1 penalty to their attack rolls in sunlight. Their morale decreases by 1 under these circumstances as well. Orcs employ sniping and ambush tactics in the wild. They do not obey the "rules of war" unless such is in their best interests; for example, they will shoot at those who attempt to parlay with them under a white flag unless the orc leader feels it is advantageous to hear what the enemy has to say. They abuse human rules of engagement and chivalry to their best advantage. They have a historic enmity against elves and dwarves; many tribes will kill these demihumans on sight.

It is often believed that orcs are so bloodthirsty and cruel that they are ineffective tacticians and that they would rather be vicious than victorious. Like most stereotypes, this is highly misleading; it is true for some orc tribes but not for all. Many orc tribes have waged wars for decades and have developed a frightening efficiency with battle tactics.

Habitat/Society: For every three orcs encountered, there will be a leader and three assistants. These orcs will have 1+2 Hit Dice each, being the meanest and strongest in the group.

If 150 orcs or more are encountered there will be the following additional figures with the band: a subchief and 3d6 guards, each with Armor Class 15, 2 Hit Dice, and +2 to damage due to Strength (16) on all attacks.

For every 100 orcs encountered, there will be either a shaman (1st-5th level cleric) or a witch doctor (1st-4th level magic-user). Shamans and witch doctors gain an extra Hit Die for each level above 1st (e.g., a 5th level shaman has 5d8 Hit Dice)

If the orcs are not in their lair, there is a 20% chance they will be escorting a train of 1d6 carts and 10d6 slave bearers bringing supplies, loot, or ransom and tribute to their orc chief or a stronger orc tribe. The total value of the goods carried by these carts will vary between 10 and 1,000 silver pieces, and each slave bearer will bear goods valued between 5 and 30 silver pieces. If the orcs are escorting a treasure train, double the number of leaders and assistants and add 10 orcs for each cart in the train; one subchief with 5d6 guards will always be in charge.

Orc lairs are underground 75% of the time, in a wilderness village 25% of the time. Orc communities range from small forts with 100-400 orcs to mining communities with 500-2,000 orcs to huge cities (partially underground and partially above ground) with 2,000 to 20,000 orcs. There will always be additional orcs when the encounter is in a creature's lair: a chief and 5d6 bodyguards (AC 16, 3 Hit Dice, and +3 to damage on all attacks due to their 18 Strength).

If the lair is underground, there is a 50% chance that 1d4+1 ogres per

200 orcs will be living with them. Most lairs above ground are rude villages of wooden huts protected by a ditch, log rampart and log palisade, or more advanced constructions built by other races. The village will have 1-4 watch towers and a single gate. There will be one ballista and one catapult for every 100 adult male orcs.

Orcs are aggressive. They believe other species are inferior to them and that bullying and slavery is part of the natural order. They will cooperate with other species but are not dependable: as slaves, they will rebel against all but the most powerful masters; as allies they are quick to take offense and break agreements. Orcs believe that battle is the ideal challenge, but some leaders are pragmatic enough to recognize the value of peace, which they exact at a high price. If great patience and care are used, orc tribes can be effective trading partners and military allies.

Orcs value territory above all else; battle experience, wealth, and number of offspring are other major sources of pride. Orcs are patriarchal; women are fit only to bear children and nurse them. Orcs have a reputation for cruelty that is deserved, but humans are just as capable of evil as orcs. Orcs have marriage customs, but orc males are not noted for their faithfulness.

Orcs worship many deities (some who have different names among different tribes); the chief deity is usually a giant, one-eyed orc. Orcish religion is extremely hateful toward other species and urges violence and warfare. Orc shamans have been noted for their ambition, and many tribes have suffered because of political infighting between warriors and clerics.

Ecology: Orcs have an average lifespan of 40 years. They have a gestation period of 10 months and produce two to three offspring per birth. Infant mortality is high. Orcs are carnivores but prefer game meats or livestock to demihumans and humanoids.

It is said that orcs have no natural enemies, but they work hard to make up for this lack. Orc tribes have fearsome names such as Vile Rune, Bloody Head, Broken Bone, Evil Eye, and Dripping Blade.

Orcs are skilled miners (+1 to all Profession: Miner skill checks) who can spot new and unusual constructions with a DC 13 skill check and sloping passages with a DC 15 skill check. They are also excellent weaponsmiths (+1 to all Craft: Smith skill checks when making weapons).

Orogs

Elite orcs, or orogs, are a race of great orcs, possibly mixed with ogre blood.

Orogs range between 6 and 6 1/2 feet tall. They are highly disciplined warriors and have their own standards and banners which they display prominently - it is usually easy to tell when orogs are present among common orcs.

Orogs can be found at the vanguard of large orc armies, but rarely on patrol. There is a 10% chance that an orc tribe will have orogs, whose number equals 10% of the male population. (Thus, a community of 3,000 male orcs has a 10% chance of having 300 additional orogs.) Small bands of elites (2d4x10 orogs) will hire themselves out as mercenaries.

Orogs have 3 Hit Dice and have a +2 Strength bonus on damage dice. For every 20 orogs, there will also be one leader with 4 Hit Dice and a +3 Strength bonus to damage. There is but one ogrog chief, who has 5 Hit Dice and +3 to damage rolls. Orogs use weaponry common to orcs but will typically possess two weapons apiece.

Half-orcs

Orcs will crossbreed with virtually every humanoid and demihuman species except elves, with whom they cannot. The mongrel offspring of orcs and these other species are known as half-orcs. Orc-goblins,



orc-hobgoblins, and orc-humans are the most common. Half-orcs tend to favor the orcish strain heavily, and as such are basically orcs, although 10% of these offspring can pass as ugly humans. They are treated as humans with levels instead of Hit Dice.

Half-orcs are distrusted by both human and orc cultures because they remind each of the other's racial stock. Half-orcs advance in orc culture by flaunting their superior ability and in human culture by associating with people who don't care about appearance. Most tend toward neutrality with slight lawful and evil tendencies, but lawful good half-orcs are not unknown. Some half-orcs have split from both cultures to form their own societies in remote areas. These half-orcs worship their own gods and (like most hermits) are extremely suspicious of strangers.

OTYUGH

	Otyugh	Neo-otyugh
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low-Average (6-10)	Average-Very (9-12)
TREASURE:	See below	See below
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1 (2)	1
ARMOR CLASS:	17	20
MOVEMENT:	30	30
HIT DICE:	6 to 8 (30 to 40 hp)	9 to 12 (45 to 60 hp)
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d8 B x2/1d4+1 P	2d6 B x2/1d3 P
SPECIAL ATTACKS:	Grab, disease	Grab, disease
SPECIAL DEFENSES:	Never surprised	Never surprised
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (6'-7' diam.)	L (8' diam.)
MORALE:	Elite (16-17)	Fanatic (19)
XP VALUE:	6 HD: 650 7 HD: 975 8 HD: 1,400	9 HD: 2,000 10 HD: 3,000 11 HD: 4,000 12 HD: 5,000

Otyughs (Aw-tee-ug), also known as the gulguthra, are terrifying creatures that lurk in heaps of dung and decay, waiting for something to disturb it. There are two varieties, the regular otyugh, and its larger, more intelligent offshoot, the neo-otyugh. They feed on dung and wastes from other creatures (gulguthra means "dung eaters") but also enjoy an occasional snack of fresh meat.

Otyughs have huge, bloated bodies covered with a rock-like skin that is brownish gray in color, which is in turn covered with dung. They stand on three thick legs that give them slow ground movement but enable them to pivot quickly. They have three eyes on a leaf-like stalk that moves quickly from side to side, enabling them to scan a large area. The eye stalk is also a receiver/transmitter for their telepathic abilities. Otyughs have a huge mouth with very sharp teeth in the center of their mass. They also have two tentacles with leaf-like ridges that they use to smash and grapple their opponents. The tentacles are covered with rough thorn-like projections. Neo-otyughs have smaller mouths than otyughs.

Otyughs and neo-otyughs speak their own language, much of which is non-verbal (movements of eye stalk and tentacles, or emission of certain smells); they also have limited telepathy that enable them to communicate with other creatures. Otyughs reek of dung and decay.





Combat: Otyughs lurk under piles of offal with only their eyes exposed. They usually attack if they feel threatened, or if they are hungry and there is fresh meat nearby. They attack with their two ridged tentacles, which either smash an opponent or grapple it (Otyughs get a +8 to Athletics check made to grapple, while neo-otyughs get a +10 to such skill checks). Grappled opponents suffer 2d4 points of crushing (bludgeoning) damage per round. Otyughs' bite attacks gain a +2 bonus to the attack roll when biting grappled opponents. Otyughs smash grappled opponents to the ground, while the more intelligent neo-otyughs use their victims as shields, using grappled foes to provide cover (DMG 68). Small foes provide light cover, while Medium-sized foes provide heavy cover. Escaping from such a grapple requires the victim to make a DC 18 Athletics skill check (DC 20 for those grappled by neo-otyughs).

Both types of gulguthra are disease-ridden; their bite is likely to infect (DC 15 CON Saving Throw to resist) the character with a debilitating (80%) or fatal (20%) disease. A debilitating disease sickens the afflicted character (DMG 242). Fatal diseases cause 1 point of permanent Constitution damage per week until the afflicted dies or receives a Cure Disease spell. Otyughs are immune to these diseases.

Habitat/Society: All gulguthra have limited telepathic ability. An otyugh can communicate with creatures up to 40 feet away, while a neo-otyugh can communicate with creatures as distant as 60 feet. Communication is usually limited to simple feelings and emotions such as hunger, temperature conditions and associated discomforts, its dislike of bright lights, and imminent death for its prey. Gulguthra also have Darkvision with a 90-foot range.

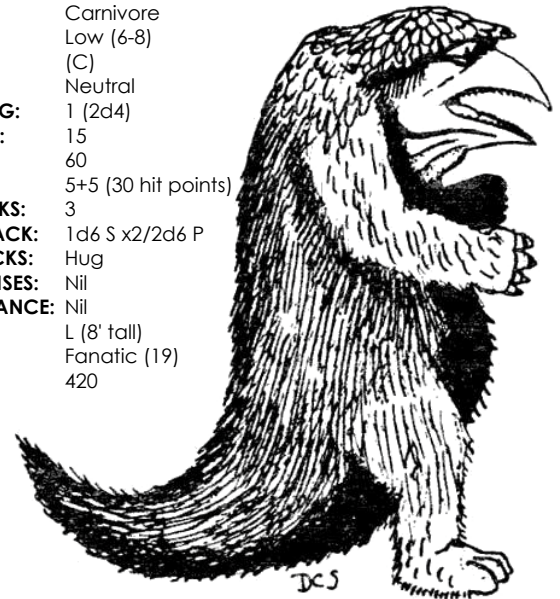
Otyughs and neo-otyughs live in ruins and dungeons. They make deals with other dungeon denizens, agreeing not to attack them in exchange for their dung and body wastes, which they then devour. To keep the supply of waste coming (and to get fresh meat) they will agree to help defend their home against intruders, which includes many adventurers. Otyughs may be persuaded not to attack creatures in exchange for promises of friendship and food. Neo-otyughs are less trusting (and more vicious), and usually attack intruders on sight. An otyugh's dungeon allies will sometimes ask it to guard treasure for them. Most gulguthra live alone; 10% of the time, during mating season, two gulguthra can be found in its lair.

Ecology: Otyughs and neo-otyughs live underground in heaps of offal and refuse. They hate bright sunlight, preferring the comfortable darkness of dungeons. They mate each year for one month, with one offspring produced. It takes the newborn four months to mature

(immature gulguthra have 3 to 5 HD, 1d6 B x2 and 1d2 P damage, and a +4 to Athletics checks made to grapple). Otyughs are so disgusting that no alchemist or wizard would want to touch their components, so the corpses of the gulguthra have no known use or value.

OWLBEAR

CLIMATE/TERRAIN:	Temperate forest
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Late afternoon/early evening
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	(C)
ALIGNMENT:	Neutral
NO. APPEARING:	1 (2d4)
ARMOR CLASS:	15
MOVEMENT:	60
HIT DICE:	5+5 (30 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6 S x2/2d6 P
SPECIAL ATTACKS:	Hug
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Fanatic (19)
XP VALUE:	420



Owlbears are probably the crossbred creation of a demented wizard; given the lethality of this creation, it is quite likely that the wizard who created them is no longer alive. Owlbears are vicious, ravenous, aggressive, and evil tempered at all times.

Owlbears are a cross between a giant owl and a bear. They are covered with a thick coat of feathers and fur, brown-black to yellow-brown in color. The 8-foot-tall males, which weigh between 1,300 and 1,500 pounds, are darker colored. The beaks of these creatures are yellow to ivory and their terrifying eyes are red-rimmed. Owlbears speak their own language, which consists of very loud screeches of varying length and pitch.

Combat: The owlbear attacks prey on sight, always fighting to the death. It attacks with its claws and snapping beak. If an owlbear scores two claw hits on the same target, it drags that target into a hug (a DC 18 Athletics skill check allows to target to avoid being pulled into this bear hug). Each round thereafter, hugged opponents automatically take 2d8 points of crushing (bludgeoning) damage until either the victim or the owlbear is slain, or the victim makes a DC 18 Athletics skill check to break loose. The owlbear can also use its beak attack on victims caught in its grasp but cannot use its claws while hugging an opponent.

Habitat/Society: Owlbears inhabit the depths of tangled forests in temperate climes, as well as subterranean labyrinths, living in caves or hollow stumps.

Owlbears live in mated pairs; the male is slightly larger and heavier than the female. If encountered in their lair there is a 25% chance that there will be 1d6 eggs (20%) or young (80%) in addition to the adults. The offspring will be 40% to 70% grown and fight as creatures with three or four Hit Dice, depending on their growth. Immature offspring inflict 1d4 S x2 and 2d4 P damage with their attacks. Its hug attack is resisted, or broken, with a DC 15 Athletics skill check.

An owlbear pair claims a territory of one or two square miles and will vigorously defend this territory against all intruders.

An owlbear's main weakness is also its greatest strength - its ferocity. Because owlbears are so bad-tempered, they stop at nothing to kill a target. It is not difficult to trick an owlbear into hurling itself off a cliff or into a trap, provided you can find one.

Ecology: Owlbears have a lifespan of 20 years. They are warm-blooded mammals, but lay eggs. They prey on anything, from rabbits to bears, to trolls, to snakes and reptiles. Owlbears prefer temperate climates, but some thrive in subarctic environments. As a hybrid of two animals, one diurnal and the other nocturnal, they have an unusual active time, waking at noon, hunting animals active during the day, then hunting nocturnal creatures before going to sleep at midnight. Owlbears are active in the summer months and hibernate during the cold season. There are rumors of white arctic owlbears, a cross between arctic owls and polar bears, but no specimens have ever been captured.



An owlbear does not actively seek treasure but the remains of victims may be found buried in shallow holes around an owlbear lair. Owlbear eggs are worth 100 gold pieces and hatchlings are worth 250 gold pieces on the open market. These are typically bought by wizards; while they are impossible to domesticate, they make formidable guardians and wizards sometimes place them in locations of strategic importance (it has been said that an owlbear is a less subtle version of a "keep out" sign). Owlbears in dungeons and ruins almost always have been placed there by someone.

PEGASUS

CLIMATE/TERRAIN:	Temperate and subtropical forests
FREQUENCY:	Very rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Average (9-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	1d10
ARMOR CLASS:	14
MOVEMENT:	120, Fl 240 (C, D mounted)
HIT DICE:	4 (20 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8 B x2/1d3 B
SPECIAL ATTACKS:	Dive, rear kick
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (5½' at the shoulder)
MORALE:	Steady (13-15)
XP VALUE:	175
Greater:	650

Pegasi are magnificent winged steeds that often serve the cause of good. These intelligent creatures are very shy and wild, not easily tamed. They serve only good characters, and when they do, they will serve their master with absolute faithfulness for the rest of his life.

A pegasus is a thoroughbred which resembles an Arabian horse (though slightly larger) with two large feathered wings. Pegasi are usually white, but brown pegasi are not unknown, and rumors persist of black pegasi. As should be expected, alignments do not vary according to color (all pegasi are chaotic good). Pegasi are 17 hands tall (5 feet at the shoulder) and weigh over 1,500 pounds. Pegasi must be ridden bareback; they will not accept saddles.

Pegasi speak their own language and can communicate with horses. They can understand Common and will obey their master's commands if they are given in that language.



Combat: A pegasus attacks with its hooves and teeth. It can attack an opponent who is behind it with its rear hooves, inflicting 2d6 bludgeoning damage, but it cannot use any of its other attacks in that round. A pegasus can also dive at an opponent from heights of 50 feet or higher and use its hoof attacks; this charge gives it a +2 to its attack and damage rolls but does not penalize its Armor Class.

In battle, a pegasus will try to lure larger opponents (such as dragons) into tight spaces. As the opponent struggles to maneuver into attack range, the pegasus climbs and attacks with its hooves from above. Against creatures their own size, such as griffons, pegasi use their superior speed to outrun them. If griffons are close to a pegasus nest (especially if there are young present), one parent will attack aggressively, get the griffon's attention, and then fly away. By doing this, they hope to lure enemies away from the nest and tire them out over a long distance before returning home.

Habitat/Society: Pegasi are egg-laying mammals. If encountered in their lair, there will be one nest for every pair of pegasi. There is a 20% chance per nest that there will be 1-2 eggs (30% chance) or young (70%) of 20-50% maturity. Each egg is worth 150 gold pieces, while the young are worth 250 gold pieces per head on the open market.

A pegasus can be used as a warhorse; a male can carry weight as a medium warhorse, while a female can carry weight as a light warhorse (see page 186 for warhorse encumbrance information).

Pegasi are intelligent creatures. They can Detect Good and Detect Evil at will (60 yard range). They use these powers on those who would ride them; they try to throw anyone of non-good alignments who would tame them. If provoked, pegasi will not hesitate to attack creatures whom they perceive as evil.

To tame a pegasus, a person of good alignment must locate a pegasus herd, try to sneak up on a Pegasus (not an easy task, considering that they get a +4 to Perception skill checks), and mount it. The person must have proficiency in Animal Handling in order to train it to accept a rider; making a DC 16 Animal Handling skill check in order to "break it." Once broken, the pegasus will accept that rider but none other. A failed roll could be disastrous for an airborne rider! A tamed pegasus will obey the commands of its master for as long as it lives, if the master remains of good alignment.

Ecology: Pegasi feed on grass, fruits, and other plants. Griffons and hippogriffs are the natural enemies of a pegasus. Pegasi have a lifespan of about 40 years.

Greater Pegasus

Legend has it that if a medusa is slain and beheaded, there is a small (5%) chance that a greater pegasus will be born, springing fully born from the medusa's cloven neck. These pegasi have the same attacks and Movement Rate of a normal pegasus but have 6 Hit Dice and have a Magic Resistance rating of 4. They also have an Elite (16-17) Morale Rating. There is a 5% chance that the leader of a herd of pegasi will be a greater pegasus. Greater pegasi can be tamed only by the noblest and greatest of heroes and have a 100 year lifespan.

PENANGGALAN

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Average (9-10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	12
MOVEMENT:	60, Fl 90 (B, detached head only)
HIT DICE:	4 (20 hit points), see below
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 P or by weapon
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5½' tall)
MORALE:	Steady (13-15)
XP VALUE:	1,400



A female vampire variant of great power and horrifying appearance, the penanggalan appears during daylight as an attractive human female of any character class. This "person" will resemble the penanggalan before its death.

At night, the penanggalan assumes its true form. Its head detaches itself from its body, rising vertically and flying off in search of human prey, to feast upon blood. Attached to the base of the head is a 3' long, slimy black "tail" which tapers to a point at one end. A penanggalan's eyes glow red in near-total and total darkness conditions.

Combat: In human form, the creature will fight and act in the manner appropriate to her apparent class and level, with most abilities undiminished. Of course, characters with alignment restrictions and/or divine patrons, such paladins and clerics, lose any abilities that are dependent upon their god or code of conduct. In this human form, the body of the penanggalan is as vulnerable to damage as she was before death; her level and hit points remain the same as in life. The head, however, will withstand an extra 4 HD of damage.

A Know Alignment spell cast on the creature in human form will reveal the alignment the penanggalan pursued while alive; as undead, at night, the creature is lawful evil.

In her human form, the penanggalan is immune to holy/unholy symbols and undead turning. She also has, in either form, the normal immunity of undead creatures to spells which attempt to control the mind or body.

Before night falls, a penanggalan must return to one of her secret lairs. She may have as many as six such lairs, all within an area of 25 square miles. At her lair, a penanggalan's head separates from its body and flies off in search of blood. The head always has its full hit points when it detaches, regardless of damage to the body.

Anyone who witnesses this detaching of the head must make a DC 12 Charisma Saving Throw or faint from fear for 3d8 hours and suffer from temporary insanity (as the Confusion spell, PHB 99) for 3 days.

The head and tail will fly in search of a victim. If a penanggalan cannot find a female to kill, a male victim will do as a last resort. If there is more than one eligible female to attack, the penanggalan always attacks the one with the highest Charisma. When a suitable victim is found, the penanggalan will attempt to hypnotize her prey, as per the Hypnotic Pattern spell (DC 14, PHB 126). A victim who fails this save falls under the control of the penanggalan for as long as it takes to feed. If a victim saves against the penanggalan's hypnotism, the monster will not be able to exert any further influence over him/her and will flee in fear to one of her lairs for the rest of the night. Furthermore, the person who made the save will be immune to any further attacks by that specific penanggalan and will be able to recognize that particular one again, regardless of the form the monster takes.

The creature makes two small lacerations on the victim's throat and feasts on the blood throughout the night. For each night's feeding, the victim loses 1d6 hit points of damage and one point each of Strength and Constitution. If the victim's Strength or Constitution is reduced to zero, the victim dies.

The penanggalan will select the same victim each night, if possible, and will continue to visit and feed on successive nights until the victim is dead. The victim must still be successfully hypnotized each night of the penanggalan's visitation. However, the victim's Saving Throw is progressively more difficult; the penalty is -1 on the second occasion, -2 on the third, and so on. A break in the sequence of one or more nights will halt the progression; the saving throw penalty will start again at DC 14 if the penanggalan makes renewed contact after a night's respite.

If the victim survives the night, he/she will remember none of these events, save for some disturbingly ominous dreams, generally of dark shadowy crypts, flowing red waters, and shriveled corpses stacked like wood. If for some reason the victim avoids further attacks, even in the event of a belatedly successful save against hypnosis, he/she will still continue to lose hit points at the rate of one per night, until the victim is dead. Dispel Evil or Exorcism cast upon the victim will end this loss.

Note that hit points drained by the penanggalan cannot be restored naturally or by magical means, even by powerful spells such as Restoration, unless Dispel Evil has been cast upon the victim. In effect, the victim's maximum hit points are being drained. Similarly, the victim's lost Strength and Constitution points cannot be recovered until after the Dispel Evil or Exorcism is cast. Once either spell has been cast, hit points and ability loss recover normally.

The victim is "asleep" during the visitations and will never actually see the creature, unless the Saving Throw against hypnotism is made. The penanggalan will never attack a victim who is awake by choice but will attack any who threaten her lair.

Anyone who sees the detached head of the penanggalan when it is flying, feeding, or fighting, must make a DC 14 Charisma save or be overcome with fear (as the spell, PHB 116). In this form, however, the penanggalan can be turned or destroyed by a cleric using the Turn Undead ability. If the head is turned, it will flee to its nearest lair for the rest of the night and rejoin its body near dawn. If it is destroyed by a cleric, the creature is destroyed, and the body decays.

If a penanggalan kills a male victim, he does not return as undead and may be raised normally. A female victim will rise from the grave in three days as a penanggalan, as a free-willed undead. Should a female victim be raised within those three days, she will be unable to do anything other than rest for a week, after which all damage done by the penanggalan is healed.

The penanggalan takes normal damage from all weapons. If weaponless and in human form, a penanggalan can bite for 1d6 hit points of damage, but it will try to avoid this attack form for fear of giving away its true nature. Damage done by this bite will not drain hit points or abilities, nor will it cause undeath. When the head is detached, the shiny black tail protruding from the base of the head is prehensile. It can be used to Grapple (DMG 69) and choke victims for 1d4 points of bludgeoning damage per round (DC 16 Athletics skill check to resist this Grapple). A penanggalan frequently attacks by biting (1d6 piercing damage) and grappling with her tail.

In total darkness, the tail glows with an eerie black luminescence. This, coupled with the red glow from the penanggalan's eyes, makes for a truly horrible sight.

Habitat/Society: As a penanggalan's head flies about, it sometimes makes a hissing noise, and at other times it makes a gurgling speech that is barely recognizable as Common. If a DC 14 Ciphers skill check is made, the listener understands the speech, which is usually a pronouncement of doom or whispered secrets about what it is like to experience undeath.

If sunlight strikes the penanggalan's head when it is separated from the body, the head will be paralyzed and fall helplessly to the ground until nightfall. If the head and body are not reunited within seven hours of initial exposure to daylight, both will start to decay rapidly and the evil life-force which animates the creature will return to the Nine Hells. Therefore, a penanggalan will always attempt to reunite her head with her body before the first rays of dawn.

The headless body of the penanggalan, if discovered by the living, appears to be merely a decapitated corpse that is very well-preserved on the outside, though if any have the nerve to examine the neck, they will see that the internal organs are visible, and dried up as if mummified. The head will "know" when intruders have reached its body, and this is the only occasion when the penanggalan will actively seek out and attempt to destroy an enemy who is awake.

Penanggalans are solitary creatures who make their lairs in mines, ruins, crypts, underground dungeons, or other abandoned buildings or structures. These places are usually protected by simple traps such as pits, deadfalls, or poisoned spears.

These undead creatures are particularly fond of the blood of women in their late teens to early forties, with a Charisma of 13 or greater. It has been speculated that penanggalans focus on that group out of insane jealousy, since the penanggalan can no longer give or receive love. If when in human form, a penanggalan witnesses a couple being affectionate or talking of their romance, the creature will be in such a state of homicidal fury that she will single out the woman for an attack at the earliest possible opportunity.

Penanggalan are not good at seduction; as they cannot express love or engage in any displays of affection. This weakness repulses male vampires, who, though they sometimes have beautiful vampiric women as their consorts, would never consider a penanggalan as a companion. Sometimes, vampires will indirectly give clues to a party of adventurers on the whereabouts of a penanggalan's lair, in the hope that they will destroy her.

When in human form, the penanggalan seeks parties of unwary travellers to befriend. The creature will attempt to join them, and may in fact prove extremely useful, since over her years of undeath, she has been able to pick up many skills and languages, as well as a store of information about the area she frequents. Naturally, the penanggalan will have plausible reasons for her impressive knowledge, and will sometimes even make deliberate errors, or feign ignorance in some areas. These measures are taken in order to deflect the suspicion of party members who may be wondering how their new companion manages to be omniscient.

A penanggalan who joins a party will never encamp with the party for the night, nor will she accompany them to the nocturnal safety of an inn. The creature will beg off, making excuses about other duties. She may even offer to keep guard while the others sleep. Many penanggalan attempt to pass themselves off as rangers, who are known for their vigilance.

Ecology: Other than the blood they drain from their victims, penanggalan do not eat or drink, though they often pretend to do so to hide their true nature from potential victims. The slimy tail of the penanggalan's head is useful in creating various types of potions of undead control, as well as amulets of turning.



PERYTON

CLIMATE/TERRAIN:	Any/Mountains
FREQUENCY:	Rare
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	B
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2d4
ARMOR CLASS:	13
MOVEMENT:	60, Fl 105 (C)
HIT DICE:	4 (20 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4d4 P
SPECIAL ATTACKS:	+2 to attack roll
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Champion (18)
XP VALUE:	270



High above the mountains and rocky hills of most lands flies a sharp-eyed monster known as the peryton. Intelligent, patient, and malevolent, it watches and waits for prey - to pluck their hearts out.

The peryton resembles a giant, dark green eagle, except that its head is that of a blue-black stag, its horns glitter as ebon as obsidian, its eyes glow a dull red-orange. The chest feathers of a male peryton are light blue; those of the female are drab brown. Perytons normally cast the shadow of an adult human being, rather than those of their own form.

Perytons do not adorn themselves with trinkets, nor arm themselves with weapons. Their language is a collection of roars and screeches, and often sounds as if a peryton were either injured or enraged. Some creatures, with a keen sense of smell, claim that a peryton smells like a human, while others are filled with an irrational fear upon catching first scent.

Combat: A peryton has only a secondary interest in prey as food. Its main interest in humans and humanoid creatures is the heart of its prey. It is unnaturally accurate in combat. In game terms a peryton receives a +2 bonus to its attack roll.

It attacks with its sharp horns, since its claws are too weak to use in melee. When a peryton chooses a target for combat, it locks itself into a duel that nearly always ends in either the peryton's death or that of its target. A peryton will never switch targets during combat, no matter the tactical situation. On rare occasions, the creature can be driven off, but it will continue to stalk its prey, and return later.

Perytons are immune to all weapons but those of at least +1 enchantment.

Some perytons choose to swoop at a target. In this form of attack, the peryton climbs several hundred feet in the air and then plunges at the target, dropping with awesome speed. This attack is made at an additional +2 bonus to its attack roll but reduces the peryton's Armor Class by 2 until its next round's action. If the attack succeeds, the peryton delivers double damage. This is an extreme maneuver that the peryton will only attempt if combat is going poorly, or if it believes it has a chance to achieve total surprise.

Another common tactic is for the peryton to seize a human-sized

target and then lift off with the prey in its talons. The peryton climbs so rapidly that most targets do not react until they are at least 100 feet in the air and facing a 10d6 plummet if they manage to escape the peryton's grasp.

Habitat/Society: Perytons roost in caves high atop cliffs or on mountain peaks. They settle in nests of 2d4 creatures, each nest independent of any other, and no two nests being within several miles of one another, except for unusual circumstances - like a dwarven community in the mountains providing them with plentiful prey.

Perytons sometimes take humans and humanoid creatures alive and hold them captive in their nests until they are needed as food (90% likely for nonhumans, 25 % the case for humans) or for reproduction (see below). Because of this, the peryton nests may have treasure scattered about, as well as 1d4 unhatched eggs.



Ecology: The peryton is a predator, with no natural enemies (few could pierce its magically resistant skin). Humanoids, and especially humans, are its selected prey. A female peryton requires a fresh, beating heart to reproduce, and human hearts are the preferred variety. Once a peryton has eaten a heart, its shadow changes into that of its normal form and the creature becomes fertile for 3d6 hours.

Unhatched peryton eggs can be sold for 10d12 gp apiece.

PHANTOM

CLIMATE/TERRAIN:	Any/Land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Nil
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	Nil
MOVEMENT:	45
HIT DICE:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	See below
SIZE:	Varies, usually M
MORALE:	Nil
XP VALUE:	Nil

Phantoms are images left behind by particularly strong death traumas. A phantom is like a three-dimensional movie image filmed at the time of death, in the place where it died.

The standard phantom may appear as almost anything. It often appears as the character who experienced the trauma-a transparent image re-enacting the death scene. Alternatively, it could represent whatever was foremost in the victim's mind at the time of death; an attacker, or some goal left unachieved. Phantoms are experienced in faded colors, by all senses.

Combat: It is difficult to fight phantoms, since they are merely images and have no power to directly cause harm. They cannot themselves be harmed. Swinging weapons or casting spells into the area of the

image does not interfere with the projection, and they cannot be reasoned with. A phantom is not intelligent and does not exist for any real reason; tracking down its killer or completing its quest will not get rid of a phantom.

Phantoms are often mistaken for ghosts, haunts, or groaning spirits, but they cannot be turned as undead. Only a Remove Curse, with a caster level of 12 or greater, can dispel a phantom.

Although a phantom cannot directly do any actual harm, it is the very essence of magic and calls up a superstitious awe in anyone who sees one. The enchantment is such that the phantom affects both the mind and the senses of the observer. Creatures without minds (such as undead) are immune to the effects of phantoms, as are those rare beings who are somehow unable to experience them (since the phantom is present to all senses, blindness is not normally protection against one).



Characters witnessing a phantom must make a DC 14 Charisma Saving Throw or immediately panic and run away as per the effects of a Fear spell. Those who fail this save with a natural 1 visibly age (+25% to their age).

There are other difficulties with the fear effect; the cause of the phantom's death might still be around. Even after centuries, traps and undead monsters can be just as effective and deadly, and running away in panic is usually not the best defense.

Of course, a phantom may provide characters with important information, either forewarning careful characters of an upcoming danger, or finding a lost and treasured object.

There is a slight chance that a character's death may engender a phantom. This chance should be minuscule to nonexistent for 0-level or very low-level characters, or for those who were expecting to die-those dying of natural causes or in war. However, characters of 4th level or above, dying suddenly or by surprise might have a 1% chance of becoming phantoms. If those characters were on an important mission or were subject to Geas spell, this chance might rise to 5 percent. The percentage chance for generating a phantom should never be higher than the level of the character at the time of death. (Characters killed by energy-draining undead rarely produce phantoms.) It is up to the DM to decide what the precise image presents. A character who is murdered and generates a phantom may also return as a revenant.

There are nonstandard types of phantoms that affect only one of the senses. Often, these are purely visual images, but they can also manifest themselves as sounds (explosions, moaning, or quiet whispering) or smells. Most of these phantoms require Saving Throws, but the effects of failure may differ. A gloomy whispering of danger might produce despair (as per the Symbol spells) effects. A foul stench might induce the retching effects of a ghast. Suffocating pressure, temperature extremes, the sounds of a swarm of bats, might all carry different consequences of failing the Saving Throw.

Of greater concern, however, is that there are some phantoms that are actually evil, created when powerful evil creatures from other planes are "slain" (forced to return to their home planes) in the Prime Material Plane. These phantoms appear at the will of the evil creature 35% of the time and can seriously misinform or endanger any character it meets. These phantoms can be detected with a Detect Evil spell; Dispel Evil can neutralize the phantom for a number of hours equal to the caster's level.

PHOENIX

CLIMATE/TERRAIN:	Elysium
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (18-19)
TREASURE:	0
ALIGNMENT:	Neutral good
NO. APPEARING:	1d3
ARMOR CLASS:	23
MOVEMENT:	30, Fl 195 (D)
HIT DICE:	20 (100 hit points)
THACO:	1
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	2d6 P or 1d8 P x2
SPECIAL ATTACKS:	Shriek
SPECIAL DEFENSES:	+3 or better weapons to hit, never surprised
MAGIC RESISTANCE:	10
SIZE:	L (40+ wingspan)
MORALE:	Champion (18)
XP VALUE:	19,000

The phoenix is a great, extra-planar bird thought to represent the spirit of freedom and rebirth. It is a mortal creature that displays the ultimate in godlike detachment.

A phoenix appears as a large bird with a 40' wingspan and bright, multi-colored feathers. The plumage includes bright violet, scarlet, crimson and flaming orange. Its beak and claws are of blue-violet. A phoenix's eyes are a deep, glowing ruby color.

In addition to its own language, a phoenix can speak with all avians. It otherwise communicates with a limited telepathy or by empathy.

Combat: The phoenix is a free and benevolent spirit and does not derive pleasure from attacking others. But if the need for combat arises, a phoenix is a swift and powerful foe. It can attack in the air with two powerful claws inflicting 1-8 points of damage per strike. When on the ground it attacks with its great beak for 2-12 points of damage per hit. The phoenix is an intelligent and magical beast, however, so it usually opts for more effective measures of attack and defense.

A phoenix will always open up each round of combat with a piercing shriek that gives the creature an edge in the combat round. All opponents of 12 Hit Dice or less within 30 feet of a shrieking phoenix receive a -2 penalty on their initiative roll.

Every phoenix has the following spell-like powers (caster level 20, DC 14 + spell level), usable once per round, one at a time, at will: Affect Normal Fires, Audible Glamer, Blindness, Blink, Blur, Call Woodland Beings (1/day), Color Spray (3/day), Continual Light, Dancing Lights, Detect Evil (always active), Detect Magic (always active), Duo-Dimension (1/day), Find Traps, Find the Path (1/day), Fire Seeds (1/day), Fire Shield (1/day), Incendiary Cloud (1/week), Invisibility, Misdirection, Neutralize Poison (1/day), Polymorph (3/day, self only), Produce Fire, Protection from Evil, 10' Radius (always active), Pyrotechnics, Reincarnate (1/day), Remove Fear within a 10-foot radius, Remove Curse, Veil (1/day), Wall of Fire (1/day)

Also, by spreading its wings and performing a ritual dance, the phoenix can perform the following spell-like abilities (caster level 20, DC 16 + spell level): Dismissal, Dispel Evil, Dispel Magic

Any of these three abilities can be used by a phoenix as many times as desired but can only be done one at a time and each takes a full minute to complete. No other activities - such as a shriek - can be done in conjunction with these three powers.

A touch of its wing is equal to a Cure Light Wounds spell, with 2 touches possible per individual per day per phoenix. A touch of the comb gives an effect equal to Cure Disease, but only once per day per person. When hard-pressed, the phoenix is able to cause spilled droplets of its



own blood to act as Fire Seeds of the holly berry type, one being created for every five points of damage taken by the phoenix.

In extreme situations, the phoenix can create a 20th level combination of Fire Storm (10d6+20 fire damage) and Incendiary Cloud, even if it has already used these powers previously. This destroys the adult phoenix but leaves behind a young phoenix with all the powers and abilities of its predecessor.

The phoenix can travel astrally or ethereally at will. They are hit only by +3 or better magical weapons. The phoenix can never be surprised and gets a +16 to all Perception skill checks. It has Darkvision to 120 feet.

Habitat/Society: Phoenixes are strange and enigmatic creatures. They are held in very high regard in the legends of many tribes of barbarians and in other, primitive cultures. It is said that the phoenix is the embodiment of rebirth. This is symbolized in the classic imagery of the self-immolation of the phoenix from which a new bird is formed. This is seen as the ultimate sacrifice for the cause of good and thus the phoenix are considered noble creatures.

Legend states that the phoenix has an extremely long lifespan. Some reports claim they can live to be over 1,000 years old, while others suggest it to be as high as 12,000 years. When it is time for the phoenix to die, it goes far into the mountains away from civilization. At the very top of these peaks, the phoenix builds a great nest made of straw and various herbs. The phoenix will lie in the nest, taking its last look at the world it knows. Satisfied that its work in the world is at an end, it then immolates itself in a flash of great flame and light. When the flames die down, there in the nest, which remains untouched by flames, is a young phoenix arrayed in bright colors like its parent before it. Legend then suggests that the phoenix must fly away to the temple of the sun and there bury the mummified corpse of its parent.

In general, phoenixes are reclusive creatures, tending to make their lairs away from the worlds of humanoid beings. Though they have the ability to travel through the Astral and Ethereal planes (and thus to any inner and outer plane), they will generally tend to stay on Elysium or in a secluded place on the Prime Material Plane.

There are as many legends of the phoenix as there are cultures, each with its own slightly differing viewpoint. Some believe the phoenix to be the benevolent symbol of death, only appearing when someone's time is up among the living. Other cultures - primarily evil - see the phoenix as the symbol of destruction and rage, bringing fiery devastation in its wake. Still other cultures record their phoenix to be a friend and benefactor of good beings.

Although a wealth of mystery surrounds the phoenix, still there are some things that are known for sure. It is obvious that the phoenix is a champion of good. Although it seems these creatures do not actively seek out evil to destroy, they will rarely pass up such an opportunity when it presents itself. Also, despite the vast differences in ideology, belief, and philosophy in the various cultures that revere the phoenix, one thing remains constant: the phoenix is the symbol of creation by destruction. Some cultures believe that fire is the one great purifier, cleansing all that it touches. Others believe that fires merely destroy. With the phoenix, both are true. In its own reproduction, fires destroy the old bird, taking with it many centuries of life and wisdom, yet it creates a new phoenix with a new mind, thus purifying the line.

Ecology: Of all magical or enchanted creatures, the phoenix is perhaps most sought after by alchemists and sages alike. There is almost no part of a phoenix that cannot be used in a magical potion or for research.

The feathers of the phoenix have a great many uses. They can be used to adorn a staff of healing, they can be used to make potions of extra-healing, and have many other healing, magic uses. The eyes, beak, and talons of a phoenix are very valuable in the open market, often commanding 5,000 gp and up. Of course, it is not always easy to find a buyer on the open market, because many cultures consider it a bad omen or taboo violation to kill a phoenix.

The exact nature of the phoenix can only be guessed at by scholars. All phoenixes are male and the reproduction cycle consists entirely of the self-immolation. Whether this is a natural biological reproduction cycle or a magical birth is unclear.

PIERCER



CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	3d6
ARMOR CLASS:	17
MOVEMENT:	5, Cl 5
HIT DICE:	1 to 4 (5 to 20 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 P per Hit Die
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T-M (1-6' tall)
MORALE:	Average (9-12)
XP VALUE:	35 (1 HD) 65 (2 HD) 120 (3 HD) 420 (4 HD)

Piercers resemble stalactites found on cave roofs. They are actually a species of gastropods that, without their shells, resemble slugs with long tails. A piercer climbs onto the ceiling of a cavern and waits patiently; when it detects prey beneath it, it drops from the ceiling and impales the victim with the sharp end of its shell.

Piercers look like limestone growths on the ceiling of a cavern, just like ordinary stalactites. They come in the following sizes: one foot long (1 Hit Die), three feet long (2 Hit Dice), four and a half feet long (3 Hit Dice), and six feet long (4 Hit Dice). Piercers can be identified on very close inspection by a pair of tiny eyestalks that curl along the side of the stalactite.

Combat: Piercers have only one chance to hit; if an attack fails to score a kill, the piercer cannot attack again until it slowly scales a wall to resume its position. Piercers can hear noises and detect heat sources in a 300 foot radius; these heat sources include humans. If the noise and light are stationary for many minutes at a time, piercers will slowly edge into attack position over the source of the stimulus. Piercers are virtually indistinguishable from natural phenomena, requiring a DC 18 Perception skill check to spot.

A piercer, after it has fallen, is slow and easily slain. Its soft underbelly has one defense mechanism; when exposed to air it covers itself in a corrosive acid which inflicts 1 point of damage on contact with flesh. This is usually enough to dissuade natural predators from disturbing it.

Habitat/Society: While piercers are nonintelligent, the piercers in a colony are aware of each other. They often fall simultaneously, to feed on those killed by other piercers (which makes the area suddenly very dangerous).

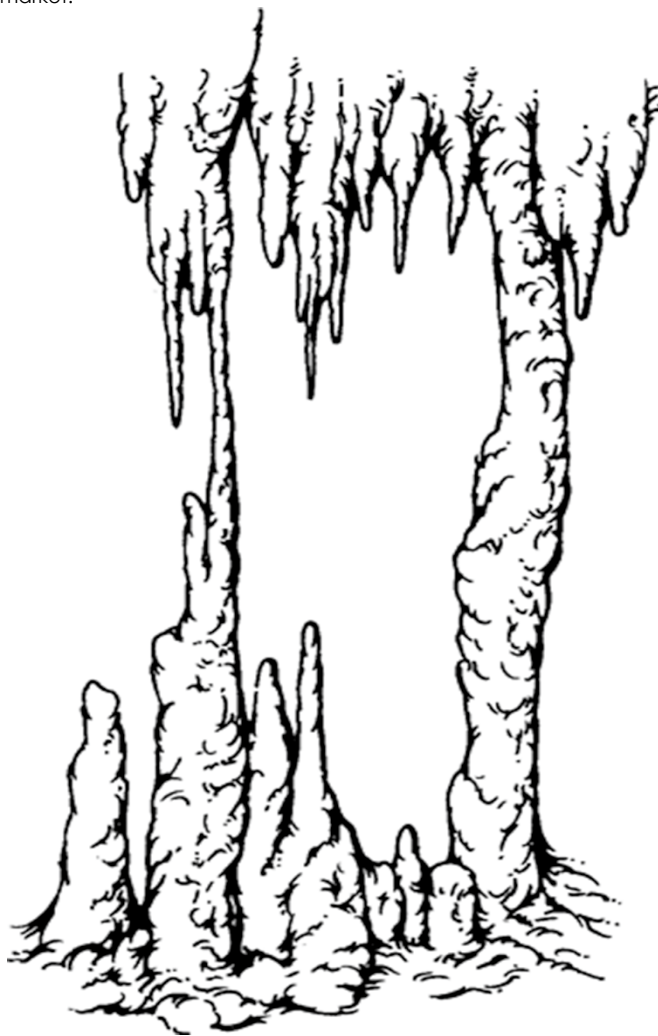
Piercers dwell in caverns, where they live in groups of about 10 members. They prefer to hang over high traffic areas, so they will usually be found near cave entrances. Aside from mating, the piercers are not social creatures. There are rumored to be great caverns deep underground that contain colonies of hundreds of piercers. Piercers are not attracted to treasure, only to food.

Ecology: The piercer is a mollusk, hatched from a hen-sized egg which the parent lays in clutches of six to eight in isolated areas of the cavern. When they hatch, the young appear to be slugs feeding on fungi. After several months, they climb the cavern walls, secrete a chemical that hardens into the familiar stalactite shape, and then wait for prey to come.

A piercer has a lifespan of four years and grows one Hit Die per year. In any group of piercers, the number of creatures with one, two, three, and four Hit Dice will be nearly evenly divided (e.g., in a group of 12 piercers, there will be three one Hit Die piercers, three with two Hit Dice, three with three Hit Dice, and three with four Hit Dice).

A piercer can go without food for months. It stores food in a second stomach that can preserve food for long periods of time; some alchemists seek out piercers to extract a substance from this organ and refine it for human use, as it can keep foodstuffs and precious ingredients fresh for weeks. Piercers also store large supplies of water, extracted from their victims. Piercers can maintain this water supply for months.

The taste of a piercer is said to resemble that of a snail, but with a bitter aftertaste. Their eggs and offspring are not traded on the open market.



PLANT, DANGEROUS

	Choke Creeper	Mantrap	Retch Plant	Snappersaw
CLIMATE/TERRAIN:	Temperate forest	Tropical hills or forest	Any warm land	Any land
FREQUENCY:	Rare	Very rare	Rare	Very rare
ORGANIZATION:	Solitary	Pair	Cluster	Solitary
ACTIVITY CYCLE:	Day	Day	Any	Any
DIET:	Carnivore	Carnivore	Sun, soil	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	J-N (x5), Q	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1d2	2d10	1d2
ARMOR CLASS:	14	14	12	16 or 13, see below
MOVEMENT:	5	0	0	0
HIT DICE:	25 (see below)	4 to 9 (20 to 45 hp)	5 to 8 (25 to 40 hp)	5 (25 hp)
NO. OF ATTACKS:	8 or more	See below	1 or 1d4+1	1d4+2
DAMAGE/ATTACK:	1d4 B	See below	0	1d4+1 S
SPECIAL ATTACKS:	Strangling	See below	See below	Trapping
SPECIAL DEFENSES:	See below	Nil	See below	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G (20'-160' long)	L-G (4' per Hit Die)	H (20' tall)	H (15' radius)
MORALE:	Elite (16-17)	Steady (13-15)	Average (9-12)	Steady (13-15)
XP VALUE:	20 foot: 420 40 foot: 975 60 foot: 3,000 80 foot: 6,000 100 foot: 9,000 120 foot: 12,000 140 foot: 15,000 160 foot: 18,000	4 HD: 650 5 HD: 975 6 HD: 1,400 7 HD: 2,000 8 HD: 3,000 9 HD: 4,000	5 HD: 270 6 HD: 420 7 HD: 650 8 HD: 975	3 saws: 270 4-5 saws: 420 6 saws: 975

	Thornslinger	Tri-flower Frond	Yellow Musk Creeper	Yellow Musk Zombie
CLIMATE/TERRAIN:	Any land	Tropical forest	Temperate forest or subterranean	Temperate forest or subterranean
FREQUENCY:	Rare	Very rare	Rare	Rare
ORGANIZATION:	Cluster	Stand	Solitary	Squad
ACTIVITY CYCLE:	Any	Day	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Animal (1-2)
TREASURE:	Nil	Nil	B	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	3d4	1d10	1	1 per 2 flowers
ARMOR CLASS:	12	11	13	10 or better
MOVEMENT:	0	0	0	30
HIT DICE:	4 (20 hp)	2+8 (18 hp)	3 (15 hp)	2 (special)
NO. OF ATTACKS:	1 volley	1	2d6	1
DAMAGE/ATTACK:	2d4 P	0	Nil	1d8 B or by weapon
SPECIAL ATTACKS:	Dew	See below	Pollen	Nil
SPECIAL DEFENSES:	Nil	Nil	Immunities	Immunities
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (4' radius)	M (5'-8' tall)	L (20' square)	M (4'-7' tall)
MORALE:	Average (9-12)	Average (9-12)	Unwavering (20)	Unwavering (20)
XP VALUE:	270	420	650	120

Of the many hazards in the wilds, these plants are among the most frightening. They feed on animals, perhaps as nature's revenge on animals for their habit of feeding on plants.

Choke Creeper

The choke creeper, or strangler vine, is a long, thick vine with many branch vines, each capable of attacking. The vine is olive green in color, and the main vine is almost 1-2 feet thick. Branch vines have flexible tendrils, allowing them to creep at 5 feet per round. They are attracted to light and heat.



For each 20 feet of main vine, it has the 1 hp per HD; branch vines have 2 hp per 20 feet of the main vine (branch vine hit points are in

addition to those of the main vine, not part of the total). Each 10 foot section of the main vine has four branch vines.

As such, a 20' main vine has 25 hit points and eight branch vines with 2 hit points each, while a 160' main vine has 200 hit points and 64 branches with 16 hit points each. See the table below as a quick reference:

Length	Main Vine HP	Branch Vines	Branch Vine HP
20'	25 hp	8	2 hp
40'	50 hp	16	4 hp
60'	75 hp	24	6 hp
80'	100 hp	32	8 hp
100'	125 hp	40	10 hp
120'	150 hp	48	12 hp
140'	175 hp	56	14 hp
160'	200 hp	64	16 hp

A maximum of four branch vines can attempt to Grapple (DMG 69) a single target. They appear to be normal vegetation and can usually Grapple unsuspecting victims. Victims can avoid being grappled with a DC 18 Athletics skill check; if the roll fails, they are held fast until the vine that holds them is severed. Seized victims suffer 1d4 points of bludgeoning damage per round. Seized victims face death by

suffocation as well (DMG 34).

A choke creeper takes normal damage from fire and fires that deal 1d6 or more damage each round make the vine move away. The creeper takes only 1 hp damage per die of cold damage, but cold stuns the all plant sections struck for 1d4+1 rounds. Lightning attacks do no damage; instead, they double the creeper's Movement Rate for 1d4+1 rounds.

Mantrap

This insidious relative of the much smaller Venus flytrap attracts prey by scent, entrapping and dissolving its victims in acidic secretions. It is a gigantic bush with towering stalks of purple blossoms, and huge green leaves at ground level.

During daylight hours the mantrap releases pollen continuously; all creatures who approach to within 60 feet must make a successful Wisdom Saving Throw (DC 10 + the plant's Proficiency Bonus) or become inexorably attracted to the odor.

Those attracted proceed to the body and voluntarily climb into one of the 1d4+1 leaf traps on the plant. Once entered, a leaf trap closes, firmly entrapping the victim (DC15 + the plant's Proficiency Bonus to free a trapped victim). Its acidic secretions destroy the victim quickly, inflicting 2d6 acid each round. Items exposed to the acid must roll a DC 12 Item Saving Throw once per round against the acid; metal items receive an additional, +2, bonus. Glass items are immune to this damage. Once the plant is slain, trapped individuals can be easily freed.

The fascination with the mantrap is so strong that, once a being is enthralled, it takes 24 hours for the effect to wear off. The fumes from burning the plant counteract the effect. Because of its powerful attractive ability, the nectar of mantrap flowers is an ingredient in a *philter of love*.

Retch Plant

The retch plant, or globe palm, appears to be a typical palm tree, except that each always has 1d4+4 globe-like, coconut-sized fruit growing at its top. Each globe is membranous, taut, and blue, violet, or lilac in color.

Walking under a retch plant makes it 20% likely that one of the globes will fall. If there is solid contact against the tree trunk (banging against it, running into it, or climbing it) 1d4+1 of the noisome fruits plop down. Randomly choose the target attacked; with targets having to make a DC 14 Dexterity Saving Throw to dodge the falling fruit.

When the globes strike, they burst, and a nauseating fluid is splashed over a 5-foot radius. Those within 5' of the impact must make a DC 12 Dexterity Saving Throw or be splashed with the noisome fluid. Those struck or splashed by the sticky, foul fluid are sickened (DMG 242) for the next hour unless they make a DC 16 Constitution Saving Throw.

Creatures splashed must be washed in alcohol (including drinkable types) or they are more likely to attract carnivores in the area, doubling the frequency and chance for success of encounter checks. The odor is discernible within a 50-foot radius, and it persists for 1d4 hours unless removed as above.

Snapper-Saw

This plant, also called foresters' bane, has a central bush with several greenish-white berries that are plump, smell delicious, edible, nutritious, and rich in protein. Several broad, dark green, ribbed leaves radiate out 5-10 feet from the bushy center, which hides 1d4+2 tough, purple, saw-like stalks with thorny projections. A healthy plant has six saw-stalks, while damaged specimens have less.



Creatures stepping into the radius of the low-growing ribbed leaves risk attack. The leaves snap up one or two victims; unless those targets make a DC 17 Athletics Skill check to avoid the Grapple (DMG 69). A creature caught by the snapper leaves is attacked by the saw-stalks, even if the victim breaks free in the same round in which it was caught. Each saw-stalk attacks once per round for 1d4+1 points of slashing damage, shredding the victim so its flesh and blood feed the snapper-saw.

Saw-stalks are AC 16 and require 20 points of damage apiece to sever. Each snapper leaf is AC 13 and takes 15 points of damage to sever. These hit points do not count toward the total of the central bush's Hit Dice or hit points. The central bush is AC 13, but it has total cover (DMG 32) from outside attack when the snapper leaves are up. Lost leaves and stalks grow back in 2d4 weeks unless the central plant is slain.

Thornslinger

Thornslingers are carnivorous, spidery, white plants with dew-covered, pale yellow blossoms. They average about 8 feet in diameter and lie very close to the ground.

Thornslingers attack living creatures by firing thorns. Each thorn has a range of 30 feet and causes 1 point of piercing damage. Since a large number of thorns are shot in a spread pattern at intended targets, each target is struck by 2d4 thorns unless they make a DC 12 Dexterity Saving Throw (which reduces the number of thorns that hit by ½).

They have virtually inexhaustible supplies of thorns and are found in close clusters. Since the shower of thorns is their only defense, thornslingers are often found in out-of-the-way places, such as pits or inaccessible caves, or growing on brick and stone walls.

The leaves and central stem of a thornslinger are covered with a strong adhesive sap. Those who touch it are held unless they make a DC 12 Athletics skill check to pull free. Once a victim is caught by the dew, the thornslinger secretes digestive acids, causing 1d3 hp of acid damage per round.

Thornslingers are not very flammable, but flame causes normal damage. Open flame is extinguished after one round and oil burns for only two rounds.

Tri-flower Frond

The deep green stalks of this plant are topped by trumpet-shaped flowers of vivid orange, bright yellows, and intense red; other color combinations are possible, but rare.

Each flower has its own function. The orange one shoots 2d4 pollen-covered tendrils, each 3 feet long; any creature struck must make a successful DC 12 Constitution Saving Throw or fall into a coma for 1d4 hours.

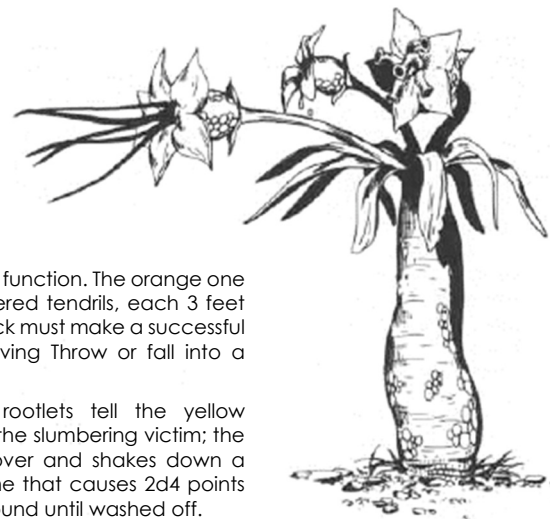
The plant's sensitive rootlets tell the yellow blossom where to find the slumbering victim; the yellow bloom bends over and shakes down a shower of sticky enzyme that causes 2d4 points of acid damage per round until washed off.

Damage is reduced by 1 point per flask of water used to clean off the enzyme; while complete immersion in water removes the sap in one round. The red blossom extends tendrils into the victim, draining body fluids at a rate of 1d6 points of damage per round.

Yellow Musk Creeper and Zombie

The yellow musk creeper is a plant that attacks humanoids, draining Intelligence and turning them into yellow musk zombies. Both creeper and zombie are immune to Charm, Hold, illusion, Sleep, and other mind-affecting attacks.

The creeper is a large, light green climbing plant with leaves like ivy, 1d4 dark green buds, and 2d6 bright yellow flowers with splashes of purple. It can cover an area up to 20 feet square from its single



bulbous root. Damage done to the plant is disregarded unless the root is attacked, for the vine eventually grows back from the main root. The creeper has a sweet, entrancing odor while dormant.

Creepers are dormant until a creature approaches within 10 feet; then the nearest flowers turn toward the prey and puff musky pollen. A victim hit by the pollen must make a DC 12 Wisdom Saving Throw or be entranced and begin to walk toward the plant, resisting all those who try to prevent it. When the victim reaches the creeper, a green bulb extends its roots into the victim's head and reach the brain in two rounds. The victim loses 1d4 points of Intelligence per round after that.

A victim reduced to 0 Intelligence or less dies instantly; a victim reduced to Intelligence 1 or 2 becomes a yellow musk zombie under the creeper's control. If the plant dies before reducing its prey to



zombie status, 1 point of Intelligence is regained per day. If the mother plant is destroyed first, a zombie can be cured by a Neutralize Poison followed by a Heal spell or a Restoration spell.

Only Medium-sized humanoids become yellow musk zombies; the creeper can control one zombie for every two flowers. A zombie acquires yellow skin and a glazed look, but otherwise looks as it did before, wearing the same clothes and armor and wielding any weapon it had held at the time of its conversion. It has the same hit points as before, but attacks as a 2 Hit Dice monster.

It can cast no spells, nor receive bonuses for high ability scores. The zombie can move up to 100 feet from the creeper. Yellow musk zombies are not true undead and cannot be turned. A zombie serves the creeper for about two months before moving off at least 200 feet and dying; the seedling that has been growing in its head quickly sprouts, flowers, and becomes a new creeper.



PLANT, INTELLIGENT

	Hangman Tree	Kelpie	Oblivix	Quickwood
CLIMATE/TERRAIN:	Temperate or subtropical forest	Temperate or tropical saltwater	Any warm land	Any forest with oaks
FREQUENCY:	Very rare	Very rare	Rare	Very rare
ORGANIZATION:	Solitary	Solitary	Colony	Solitary
ACTIVITY CYCLE:	Day	Any	Any	Any
DIET:	Carnivore	Carnivore	Soil, water, memories	Soil, water
INTELLIGENCE:	Low (6-8)	Low-Average (6-10)	Average (9-10)	Very (11-12)
TREASURE:	Incidental	D	Nil	Special
ALIGNMENT:	Neutral (evil)	Neutral evil	Neutral evil	Neutral
NO. APPEARING:	1	1d4	2d6	1 (90%) or 2d2 (10%)
ARMOR CLASS:	16	17	10	15
MOVEMENT:	0; see below	45, Sw 60	0	5 (roots 15)
HIT DICE:	6 (30 hit points), see below	5 (25 hit points)	¼ (2 hit points)	5 to 10 (25 to 50 hit points)
NO. OF ATTACKS:	3	0	0	1
DAMAGE/ATTACK:	1d3 B x3	0	0	3d4 B
SPECIAL ATTACKS:	See below	See below	See below	Roots
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	See below	Nil	Nil	Nil
SIZE:	H-G (20'+ tall)	M (6'-7' tall)	T (6" square)	L (12'+ tall)
MORALE:	Champion (18)	Elite (16-17)	Average (9-12)	Champion (18)
XP VALUE:	1,400	420	35	5 HD: 2,000 (+1,000/additional HD)

	Shambling Mound	Strangleweed	Sundew, Giant	Thorny
CLIMATE/TERRAIN:	Swamps or wet subterranean	Subtropical or tropical ocean	Temperate or tropical forest	Warm, wet forests or caves
FREQUENCY:	Rare	Common	Uncommon	Very rare
ORGANIZATION:	Solitary	Bed	Solitary	Pack
ACTIVITY CYCLE:	Any	Any	Day	Any
DIET:	Omnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (6-8)	Animal (1-2)	Semi- (3-5)	Animal (1-2)
TREASURE:	B, T, X	J-N, Q, C	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1d3	3d4	1d4	2d10
ARMOR CLASS:	20	14	13	17
MOVEMENT:	30	0	5	75
HIT DICE:	8 to 11 (40 to 55 hit points)	2 to 4 (10 to 20 hit points)	8 (40 hit points)	4 (20 hit points)
NO. OF ATTACKS:	2	1	6 per target	1
DAMAGE/ATTACK:	2d8 B x2	See below	1d3 B	1d4+1 P
SPECIAL ATTACKS:	Suffocation	Crushing	Suffocation	Thorn rake
SPECIAL DEFENSES:	See below	Nil	See below	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (6'-9' tall)	L (7'-12' long)	M (3'-4' tall)	M (4' long)
MORALE:	Fanatic (19)	Average (9-12)	Steady (13-15)	Steady (13-15)
XP VALUE:	8 HD: 6,000 (+1000/additional HD)	2 HD: 120 3 HD: 175 4 HD: 270	2,000	175

Like other breeds of dangerous plants, these are not at all defenseless. Some are the unnatural results of arcane influences, while others may have evolved naturally.

Hangman Tree

This tree is named for its noose-like vines. Hangman trees are deciduous, resembling thick oaks with few branches and sparse foliage. Knot-like sensory organs are usually located high on the trunk. In the area where the tree's main branches split off, there is an opening which leads to the creature's acid-filled "stomach." The lower trunk has a slash-like opening for the expulsion of indigestibles. Saplings can move at 6 feet an hour, while older trees can move only 2 feet an hour.

Their shallow root systems and small number of leaves require them to supplement their diet by direct ingestion of protein, so each tree traps prey. During freezing weather, a taproot is put down and the tree is dormant.

A hangman tree can release a hallucinatory perfume at will, and it does so when prey is (1d6+2) x10 feet away. Those who inhale the perfume and fail a DC 14 Wisdom Saving Throw believe the hangman tree to be a normal tree, or even a treant, depending on the mood of the tree. Mature and older hangman trees can speak halting Common.

The tree attacks by dropping noose-like vines around prey (DC 17 Athletics skill check to avoid this attack). Although each tree has 1d4+5 appendages, it can control only three of them at any one time. It takes 15 points of damage to sever a vine; this is in addition to the damage needed to kill the tree.

Snared victims suffer 1d3 points of bludgeoning damage per round as the vine tightens and lifts its prey (1,000-pound limit) to the opening in the upper trunk. This requires four rounds. One attempt to break free (DC 18 Athletics skill check) made be made; victims who fail the roll cannot escape.

On the fifth round after being picked up, the victim is dropped into the hangman tree's stomach. The victim suffers 3d4 points of acid damage per round until dead and is then digested. Escape from the stomach is impossible, and those trapped within have no room to maneuver, use weapons, or retrieve material components for spells. Many sharp growths surround the top of the opening, they point inward and down. About three Medium-sized victims can fit in the tree's stomach at one time.

A hangman tree draws power from its environment. It has a Magic Resistance rating of 1 per decade of age, up to a maximum of a Magic Resistance rating of 19. However, the tree is vulnerable to elemental attacks. Lightning that passes its magic resistance inflicts double damage; extreme cold shocks the tree into dormancy until it thaws. Darkness also causes it to slow its activities, so it functions at half efficiency (as if under the effects of a Slow spell).

Hangman trees have no interest in treasure and, because they move constantly, it is unlikely that treasure would be found near one, although they do expel indigestible items periodically.

Age guide: 0-4 years, non-combatant sprout, 1 hp/HD, no attacks; 5-20 years, sapling, 2-3 hp/HD; 21-75 years, mature tree, 4-5 hp/HD; 76-150 years, old tree, 6-7 hp/HD; 151+ years, ancient tree, 8 hp/HD.



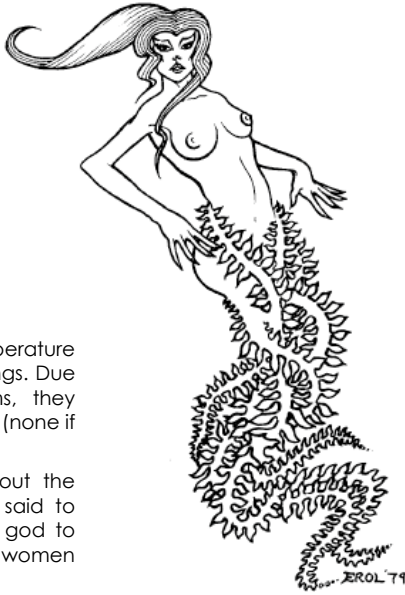
Kelpie

The kelpie is a mass of animate seaweed, able to alter its form to resemble a green-clad woman, a hippocampus, or a green horse. It lives to drown the foolish, and can communicate telepathically with those in its embrace.

When a humanoid approaches, the kelpie reshapes to appear as a woman or a mount; its imitation is a grotesque mockery, almost undetectable in daylight (DC 16 Perception skill check to spot this something is amiss). Once per day, however, the kelpie can cast a powerful Charm Person (DC 15). Those who fail to save perceives the kelpie as a desirable woman or mount, leaps into the water, and swims on to possess the kelpie. The kelpie wraps itself around the charmed victim, who happily drowns, falling to zero hit points after 3 rounds beneath the water, to -1 hit point at the start of the 4th round, and dying on the 5th round. The kelpie takes the body back to her lair to devour. Others, of course, may intervene of the charmed creature's behalf and try to free the embraced victim (DC 15 Athletics skill check to tear the victim loose) or slay the kelpie. If the kelpie is slain, the charm is immediately broken.

Victims who can breathe water or who otherwise do not drown, happily entwine themselves in the kelpie's embrace, which confuses her, though she may welcome the victim's continued activity.

A kelpie in the form of a woman or horse can travel onto land for 1-3 hours. She tries to charm a victim to protect her until she returns to the water. He will do anything he can to protect his beloved kelpie, though he may be enraged by his companions' perceived treachery. The effect of this charm ends, only if the kelpie dies, freeing any victims still alive.



Kelpies maintain body temperature equal to that of their surroundings. Due to their water-drenched forms, they take only half damage from fire (none if a Saving Throw is made).

There are various legends about the creations of kelpies. They are said to have been created by a sea god to punish sailors, in a time before women were sailors.

Kelpies reproduce by increasing in size to 7 feet, then breaking into two or four smaller kelpies. They can do this once a month, if victims are plentiful and the local fish do not feed on them too much.

Oblivix

Oblivix, or memory moss, is an evil black moss with the ability to steal memories, even memorized spells. It grows in small patches and must have sunlight to spur reproduction by spores, though it needs no light for growth. It prefers a balance of wet and dry and cannot abide cold temperatures.



The moss senses intelligent creatures within 60 feet; it chooses one, preferring magic-users, then other spellcasters. This victim must make a DC 15 Intelligence Saving Throw or lose all memory of the last 24 hours. The oblivix continues to attack once per round until it succeeds and then makes no more attacks for 24 hours. If an oblivix with stolen memories is attacked, it forms part of itself into a tiny moss imitation of the creature whose memories it stole. This mossling remains attached to the parent moss and defends it by casting stolen spells.

To regain stolen memories, a victim must eat the living oblivix, which takes one round. If a DC 11 Constitution Saving Throw is successful, the eater regains all stolen memories and spells; if the Saving Throw fails, the eater becomes sickened (DMG 242) for 1d3 hours. Extra memories and spells can be gained by eating oblivix which has fed on someone else recently. Spells can be used by the eater, but all such memories fade within a day.

A *potion of forgetfulness* can be distilled from oblivix, and its spores can be used to make an elixir to restore the memories of the forgetful or senile.

Quickwood

Also called the spy tree, this plant appears to be an oak, although close examination reveals that it has a visage and sensory organs that resemble a distorted human face. It is unlikely that the "face" is noticed unless the observer is within 10 feet of the quickwood (DC 14 Perception skill check to notice the face at a distance of 10 or more feet, +2 to the DC for every 5' further away). The creature has excellent senses (+6 to all Perception skill checks), with 120-foot Darkvision and the ability to detect vibrations through its roots, and aerial movements through its leaves.

The quickwood seldom moves, but it sends its roots up to 90 feet through loose topsoil, to seize and hold immobile any creature weighing under 1,000 pounds (DC 15 Athletics skill check to resist this Grapple).

Roots cause no damage. They are too strong to be broken (DC 25 Athletics skill check to break free) and take no damage from blunt weapons, and only 1 point of damage from piercing weapons.

Slashing weapons can sever roots, which have 10 hp each; damage inflicted to the roots does not count toward the tree's total. The quickwood will allow up to six of its roots to be severed before it withdraws the other 1d6+6 to safety. The roots pull prey to the quickwood's mouth (15' each round), which can clamp down to cause 3d4 points of bludgeoning damage to anything touching it.

The quickwood can perspire and drench itself, so it is immune to fire; it is immune to lightning, poisons, and gasses. It is also immune to most other spells which do not affect plants specifically, including all mind-affecting spells.

If attacked by a spell, the quickwood can absorb the spell's energy and use it to radiate fear in a radius of 10 feet per spell level absorbed. The spellcaster must make a DC 15 Concentration Check and, if this fails, all the spell's energy is siphoned into the fear effect (as a Fear spell with a DC equal to that of spell that targeted the quickwood). Otherwise, the spell has normal effects.

The quickwood can control up to 2d4 normal oaks within one mile, using them to gather information.

Although it gathers no treasure, it may be charmed or otherwise convinced to guard treasure, which may be placed in the quickwood's trunk. If acting as a guardian for some other being, a quickwood can make a hollow drumming sound which can be heard for a mile or more.

Shambling Mound

Shambling mounds, or shamblers, appear to be heaps of rotting vegetation. They are actually an intelligent form of plant life, with a roughly humanoid shape, and a brain-like control center in its "chest" area. A shambler has a 6-foot girth on its lower half, tapering to about 2 feet at its "head."



Shambling mounds are found only in regions of dense rainfall and vegetation. Dismal swamps, marshes, and rain forests are their favorite living areas, but some wet, subterranean places also serve as shambler lairs. They are solitary beasts, rarely living in the same area with other shamblers - usually only in areas where the food source is constant, near famous ruins, or abandoned gold mines.

Shamblers are almost totally silent and invisible in their natural surroundings; gaining a +8 to all Stealth skill checks. A shambler often lies in a shallow bog, waiting for some creature to walk onto it, then it attacks. The creatures are excellent swimmers as well, and they have been known to sneak into the camps of unsuspecting travelers at night.

A shambling mound attacks with huge, arm-like appendages; a victim hit by both arms in the same round is Grappled (DMG 69) unless it makes a DC 18 Athletics skill check to resist becoming entangled in the creature's slimy vines and rotting vegetable matter. Entangled creatures face suffocation (see DMG 34) unless the shambler is killed, or the victim breaks free with a successful Athletics skill check (DC 18).

Because of the vegetation which covers its critical inner body, the shambling mound is immune to bludgeoning weapons, and takes only half damage from piercing and slashing weapons. The creature is

immune to fire, and takes half or no damage from cold, depending on whether it makes its Saving Throw. Lightning actually causes a shambler to grow, adding 1-foot to its height, as well as 1 HD and appropriate hit points, for each lightning-based attack used against it.

Because of the location of its brain, the shambler cannot be killed by lopping off its head or limbs. The remaining vines along the torso join together to form a new extremity within one round. Only when enough of the shambling mound has been hacked away, will it finally die. A wounded shambler need only rest in a damp clump of foliage to heal; it rises again in 12 hours, fully healed, and probably angry.

Since shamblers gain power from electrical attacks, there are rumors of shambling mounds with 20 or more Hit Dice. Since they often live in the same areas as will-o'-wisps, there may be truth to such rumors, and giant shamblers may inhabit deep, dark swamps and jungles.

Strangleweed

Strangleweed is an intelligent kelp found in relatively warm sea water. A bed of these carnivorous plants is indistinguishable from normal seaweed. A strangleweed patch will cover an oval area of 3d4 square feet, on the sea's surface; 3d4 fronds of varying lengths (1d6+6 feet) hanging downward from the patch.

Any creature near enough is attacked, a hit indicating that the frond has entwined about its victim unless that victim makes a DC 16 Athletics skill check. Any victim entwined suffers a -2 penalty to attack rolls. Each additional frond that entwines the same target add 2 to the Athletics skill check DC to break free. Up to 4 fronds may attack a single target.

Entwined victims take 1d4 points of bludgeoning damage for each frond that grabs it.

Sundew, Giant

A giant sundew appears to be a 3 to 4 foot-mound of grayish green, tarry ropes or rags. The air around one is fly infested and holds a thick odor like sweet syrup. Preferring shaded places in which to grow, the sundew has only hair-like roots that anchor it lightly in place. It can pull itself slowly along the ground using sticky tendrils. Due to the plant's sticky exterior, it has resistance to fire damage.

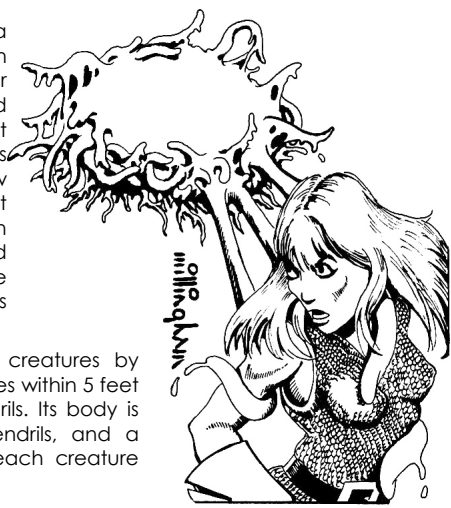
The sundew detects moving creatures by vibrations. When anything moves within 5 feet of it, it lashes out with its tendrils. Its body is covered with hundreds of tendrils, and a maximum of six can attack each creature within 5 feet each round.

The tendrils exude sticky globs of sap. For every three tendrils that attach to a victim, the victim suffers a -1 penalty to attack rolls. The sap contains a mild enzyme that inflicts 1 point of acid damage per round for each tendril striking the victim, regardless of whether or not the tendril is still attached. A successful (DC 14) Athletics skill check breaks a tendril; each tendril must be checked separately, up to once per tendril, per round.

If a sundew's attack roll is an unmodified 20, it has struck the victim's mouth and nose, clogging them with sap. The victim cannot speak or cast spells with verbal components, and is in danger of suffocation (DMG 34). The sap may be dissolved in one minute (6 rounds) by vinegar or alcohol.

Thorny

Thornies are dog-like plant creatures trained as guards by mold men. They are covered by a spiky bark. A thorny attacks first with its bite; if the bite hits, the creature tries to roll its body against its victim, causing 3d4 points of piercing damage with a successful hit. Thornies reproduce by laying egg-like seeds in the ground. A small tree sprouts from the seed, eventually producing buds which grow into small thornies. Thornies can be trained if raised from buds.



POLTERGEIST

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Night
DIET:	None
INTELLIGENCE:	Low (6-8)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d8
ARMOR CLASS:	10
MOVEMENT:	30
HIT DICE:	½ (3 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Invisibility, silver or magical weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average (9-12)
XP VALUE:	65

Poltergeists are the spirits of restless dead. They are similar to haunts but are more malevolent. They hate living things and torment them constantly, by breaking furniture, throwing heavy objects, and making haunting noises. They are often, but not always, attached to a particular area.

Poltergeists are always invisible. Those who can see invisible objects describe them as humans whose features have been twisted at the sight of horrors. They wear rags and are covered with chains and other heavy objects that represent a multitude of evil deeds that these creatures have committed against themselves as well as others.

Combat: A poltergeist attacks by throwing a heavy object - any nearby object that a strong human can throw will suffice. It attacks as a 5 Hit Die monster. If the victim is struck he suffers no damage (treat the use of deadly weapons such as knives and swords as terrifying near misses), but he must roll a successful (DC 13) Charisma Saving Throw or flee in terror in a random direction (choose available exits away from the poltergeist and determine randomly) for 2d12 rounds before recovering. Once a person rolls a successful Saving Throw, he is immune to further fear attempts by the poltergeist in that area.

A poltergeist is harmed only by silver or magical weapons. Sprinkled holy water or a strongly presented holy symbol drives back a poltergeist but cannot harm it. Poltergeists are considered to be 1 Hit Die creatures with regard to Turn Undead checks. Those that are bonded to the area of their death are hard to dispel and are turned as 5 Hit Die creatures.

Habitat/Society: Some say that poltergeists are the spirits of those who committed heinous crimes that went unpunished in life. Whatever their origins, poltergeists are malevolent spirits whose activities can be anything from annoying to deadly. Their purpose in existence is to haunt and disrupt the lives of those who still live.

Poltergeists often haunt families and partnerships. In the latter case, they haunt their place of business, striking almost as much terror in death as they did in life.

A poltergeist is often strongly bonded to a particular place, the place where its corporeal existence ended. Bonded poltergeists almost never wander more than 100 feet from this place. A few are wandering spirits, doomed never to find their way home.

Places where poltergeists are particularly strong have been known to have phantom shifts. These extremely rare and terrifying illusions take the character encountering the poltergeist back in time, to the time when the poltergeist was still alive. They often reveal why the being was transformed into a poltergeist. Characters in a phantom shift may interact freely with the illusion, but any attempt to harm the illusion shatters it and returns the characters to the present time; likewise, any attempt on the part of the illusion to attack the characters also shatters the illusion without any harm being done. The illusion may continue at different times or may repeat itself endlessly. No one can predict exactly when a place will experience a phantom shift, but they seem to occur on the anniversary of the poltergeist's death.

Ecology: These spirits, which are terrifying and pitiable at the same time, do not consume food and do not collect treasure. Poltergeists dissolve when slain or laid to rest.

PUDDING, DEADLY

	Black	White	Dun	Brown
CLIMATE/TERRAIN:	Any underground	Arctic plain	Arid desert	Any marsh
FREQUENCY:	Uncommon	Rare	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Any	Any	Any	Any
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1 (1d4)	1 (1d4)	1 (1d4)	1 (1d4)
ARMOR CLASS:	14	12	13	15
MOVEMENT:	30, Cl 30	45, Cl 30	60, Cl 60	30, Cl 30
HIT DICE:	10 (50 hp)	9 (45 hp)	8+8 (48 hp)	11 (55 hp)
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	3d8 A	7d4 A	4d6 A	5d4 A
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:	S-L (3'-8')	S-L (3'- 8')	S-L (3'-8')	S-L (3'-8')
MORALE:	Special	Special	Special	Special
XP VALUE:	2,000	1,400	1,400	2,000

Puddings are voracious, pudding-like monsters composed of groups of cell colonies that scavenge and hunt for food. They typically inhabit ruins and dungeons. They can sense heat and analyze material structure from a distance of up to 90 feet to determine if something is edible. Deadly puddings attack any animals (including humans) or vegetable matter on sight.

All deadly puddings are immune to acid, cold, and poison. Lightning damage and blows from weapons divide them into smaller puddings, each able to attack exactly as the original pudding. Fire causes normal damage, as do Magic Missiles and other attacks that deal force damage. Puddings can ooze through cracks that are at least 1 inch wide and can travel on ceilings and walls (falling on victims as a nasty surprise) at the same speed as on a level surface.

Puddings reproduce by fission. They are adapted to live in a wide variety of climates.

Puddings with 1 or 2 hit points per Hit Die are 3 feet to 4 feet in diameter; those with 3 or 4 hit points per Hit Die are 5 feet wide; those with 5 or 6 hit points per Hit Die are 6 feet wide; those with 7 hit points per Hit Die are 7 feet wide; and those with 8 hit points per Hit Die are 8 feet wide.

If a pudding is split up so it becomes less than 3 feet wide, it becomes thinner but retains its 3-foot diameter. Because puddings do not use all of their mouth openings (which cover their exposed surfaces), the smallest pudding does the same damage as the largest.

Black Puddings

Black pudding acid is highly corrosive, inflicting 3d8 points of acid damage per round to organic matter and dissolving a 2-inch thickness of wood equal to its diameter in one round. Black puddings also



dissolve metal. Light armor or shields dissolve in 1 round, medium armor dissolves in two rounds, and heavy armor dissolves in 3 rounds. Each magical "plus" increases the time it takes to dissolve the metal by one round (thus plate mail +3 takes three rounds to dissolve for being heavy armor, plus three rounds for having a +3 magical bonus, for a total of six rounds).

White Puddings

These cold-loving creatures are likely to be mistaken for ice and snow (DC 15 Perception, Nature, or Survival skill check to notice that this is not so) even under the best of conditions. White puddings haunt polar regions or icy places in order to find prey, although they can live by devouring any animal or vegetable matter; even ice provides them with enough nutrition to exist.

White puddings cannot affect metals but dissolve animal and vegetable materials (such as leather armor or wooden weapons) in a single round, inflicting damage to flesh at an astonishing rate.

Dun Puddings

Adapted to dwell in arid regions, these monsters scavenge barrens and deserts and feed on silicates (sand) if animal and vegetable matter is unavailable.

Dun puddings dissolve non-metallic armor or shields in 1 round, metallic light armor or shields in 2 rounds, medium armor in four rounds, and heavy armor in 6 rounds. Each magical "plus" increases the time it takes to dissolve the metal by 2 rounds (thus plate mail +3 takes six rounds to dissolve for being heavy armor, plus six rounds for having a +3 magical bonus, for a total of twelve rounds).

Brown Puddings

This type dwells principally in marsh areas. It has a tough skin but its attack is less dangerous than other types of puddings. Brown puddings cannot affect metals but dissolve non-metallic armor (such as leather armor and wooden shields) in a single round.

Other pudding types are possible, at the DM's option.

QUAGGOTH

CLIMATE/TERRAIN:	Subterranean caves
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	Nil (O, R)
ALIGNMENT:	Neutral
NO. APPEARING:	2d12
ARMOR CLASS:	14
MOVEMENT:	60
HIT DICE:	2+2 (12 hit points)
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d4 S x2 or by weapon
SPECIAL ATTACKS:	Berserk rage
SPECIAL DEFENSES:	Immune to poison
MAGIC RESISTANCE:	Nil
SIZE:	L (7'+ tall)
MORALE:	Elite (16-17)
XP VALUE:	175
Jald:	270
Thonot:	1,400

Quaggoths are humanoids with long, shaggy, white hair covering their entire bodies. They wear no clothing. Warlike and vicious, they roam the Underdark looking for prey. Drow sometimes enslave them as guards and spider handlers.

Quaggoths speak a halting form of Undercommon and can grasp only simple concepts. More intelligent quaggoths may also speak a few words of Duerger, Drow, or Common.

These aggressive beasts have Darkvision with a range of 120'. They are immune to all poisons.

Combat: Quaggoth tribes claim a certain territory as theirs and patrol it, hunting for food. Any detected animals or creatures (such as a party of adventurers) invite certain attack.



Most tribes (70%) of quaggoths do not carry weapons, and attack with their claws for 1d4 hit points of damage per hit. The remainder of quaggoth tribes carry stone clubs or axes. Those quaggoths which are or have been drow slaves carry superior weapons, such as steel battle axes or two-handed swords.

If a quaggoth is reduced to 25% or less of its original hit points, it enters a berserk fury and receives a +2 bonus to its attack and damage rolls. This rage lasts until the quaggoth dies or all enemies are dead or out of sight.

For every 12 quaggoths encountered, there will be a leader, or jald. The jald has 3+3 Hit Dice and wears leather or skins, making it AC 15. In addition, it gains a +1 bonus to damage rolls. Jalds direct combat; if no jald is present, the quaggoths will fall upon their prey, whatever it is, in an unorganized manner.

Any quaggoth tribe has a 20% chance of having one or two thonots. A thonot is the quaggoth equivalent of a shaman. Instead of magic, however, thonots use psionics. A thonot will use its abilities to aid the tribe in combat, escape, or healing.

Psionics Summary (Thonots Only):

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
3	2/2/7	EW, MT/MBI, TS	13	50

Psychokinesis: Control Light, Molecular Agitation, Telekinesis.

Psychometabolism: Animal Affinity, Cell Adjustment, Shadowform.

If quaggoths win combat, they take all bodies, including those of dead quaggoths, to their lair and devour them.

Habitat/Society: Quaggoths are nomadic hunters. They change territories periodically. In each new territory, they claim a central cave as a lair, leaving treasure with a few guards. The rest of the tribe hunts, returning periodically to rest and change guards.

Females are equal to males in numbers and abilities in a quaggoth tribe. For every adult quaggoth, there will be one young. Half of these young are unable to attack or defend; the other half have 1+1 HD and the same AC and attacks as adults.

Thonots control what passes for religious life among quaggoths. They oversee what few rituals there are; those rituals which are known include the daily preparation for hunting, coming of age, and death (a brief whistling to send the spirit away before the rest of the quaggoths eat the body).

Quaggoths can mate at any time of the year. They are not known to have any courtship or mating rituals. Young are born about 10 months after mating. Births are usually singular, but twins are not uncommon.

The origin of quaggoths is unknown. Some sages claim that they were once a semi-civilized race which dominated much of the Underdark through conquest and ritual sacrifice, until the drow, duergar, and other races broke their power. Others speculate they had some sort of civilization on the surface and were driven underground; this theory is supported by the quaggoths' hatred for surface-dwelling dwarves and elves.

Ecology: Quaggoths produce a few artifacts, mostly crudely carved stone items. A few seem to be talented at making necklaces with wooden, bone, or stone beads.

Quaggoths fear no creature. Though they are dangerous hunters, they are just as often prey for other predators of the Underdark. Quaggoths can be trained as servants and guards if captured early.

RAKSHASA

	Rakshasa	Rakshasa, Greater
CLIMATE/TERRAIN:	Tropical or subtropical forest, jungle, or swamp	
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Very (11-12)	High (13-15)
TREASURE:	F	B, F
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	1d4	1
ARMOR CLASS:	24	25
MOVEMENT:	75	90
HIT DICE:	7+7 (42 hit points)	9+9 (54 hit points)
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d3 S x2/1d4+1 P	1d6 S x2/1d8+2 P
SPECIAL ATTACKS:	Illusion	Illusion
SPECIAL DEFENSES:	+1 magical weapon to hit	+2 magical weapon to hit
MAGIC RESISTANCE:	Special	Special
SIZE:	M (6' tall)	M (6½' tall)
MORALE:	Champion (18)	Fanatic (19)
XP VALUE:	3,000	7,000
Rajah:	7,000	
Maharajah:	11,000	



Rakshasa

Rakshasas are a race of malevolent spirits encased in flesh that hunt and torment humanity. No one knows where these creatures originate; some say they are the embodiment of nightmares.

Rakshasas stand 6 to 7 feet tall and weigh between 250 and 300 pounds. They have no uniform appearance but appear as humanoid creatures with the bodily features of various beasts (most commonly tigers and apes). Hands whose palms curve backward, away from the

body, seem to be common. Rakshasas of the highest standing sometimes have several heads. All rakshasas wear human clothing of the highest quality.

Combat: Rakshasas savor fresh human meat and use illusions to get it. They have a limited form of ESP which allows them to disguise themselves as someone the victim trusts (DC 15 Intelligence Saving Throw to see through this illusion). The rakshasa uses this illusion as a lure and strikes when the victim is most unprepared. The rakshasa must drop the illusion when it attacks.

Normally rakshasas can have the magical abilities of a 7th level magic-user: five 0-level magic-user spells, four 1st level magic-user spells, three 2nd level magic-user spells, two 3rd level magic-user spells, and one 4th level magic-user spell. They may also cast three 1st level cleric spells each day (caster level 7).

Rakshasas are immune to all spells lower than 8th level. An attacker needs at least a +1 magical weapon to harm a rakshasa; any weapon below +3 inflicts only half damage. However, a hit by a Blessed crossbow bolt kills a rakshasa instantly.

Habitat/Society: Rakshasa society is bound by rigid castes. Each rakshasa is born into a particular role in life and cannot advance. Females (known as rakshasi) are fit to be consorts, honored only by their faithfulness and the fighting ability of their children. There are 1-3 females per male.

Rakshasa society is led by a rajah or maharajah, whose commands are to be obeyed without question.

Rakshasas wage war on humanity constantly, not only to feed themselves but because they believe that battle is the only way to gain honor. If confronted by humans who recognize their true appearance, they are insufferably arrogant.

A rakshasa's life varies in cycles of wild self-indulgence in times of prosperity and strict fasting and sacrifice in times of trouble or before battle. They are honorable creatures but will twist the wording of an agreement to suit their purposes. They prefer to deal with humanity by using their illusion powers to deceive and manipulate them but are brave and forthright in battle.

Ecology: As spirits, rakshasas are virtually immortal. They produce a new generation every century to replace the rakshasas that have been slain in battle. No creatures prey on rakshasas except those who would avenge their victims. Rakshasa essence can be an ingredient in a *potion of delusion*.

Greater Rakshasa (Ruhks)

About 15% of all rakshasas are greater rakshasas or ruhks, (knights). These warriors are the guardians of a rakshasa community. They are hit only by magical weapons of +2 or better; any weapon below +4 inflicts only half damage against them. Their spells are cast at 9th level of ability.

Rakshasa Rajahs

About 15% of all rakshasa ruhks are rakshasa rajahs, or lords. Each rajah is the leader (patriarch) of his local clan. These rulers of rakshasdom have the same abilities as a ruhk, but also have the spellcasting abilities of both a 6th level cleric and an 8th level magic-user, cast at 11th level of ability.

Rakshasa Maharajahs

About 5% of all rakshasa rajahs are rakshasa maharajahs, or dukes. Maharajahs have the same abilities as a ruhk, but have 13+39 Hit Dice, and the spell casting abilities of a 13th level magic-user and 9th level cleric.

A maharajah is the leader of either several small, related clans, or a single powerful clan. Maharajahs reside on the outer planes, where they rule island communities of hundreds of rakshasas, and serve as minions to even greater powers.

RAT

	Rat	Giant Rat	Osquip
CLIMATE/TERRAIN:	Any	Any	Subterranean
FREQUENCY:	Common	Common	Uncommon
ORGANIZATION:	Pack	Pack	Pack
ACTIVITY CYCLE:	Night	Night	Night
DIET:	Scavenger	Scavenger	Carnivore
INTELLIGENCE:	Animal (1-2)	Semi- (3-5)	Animal (1-2)
TREASURE:	Nil	C in lair	D in lair
ALIGNMENT:	Neutral	Neutral (evil)	Neutral
NO. APPEARING:	1d100	5d10	2d12
ARMOR CLASS:	13	13	13
MOVEMENT:	75, see below	60, Sw 30	60, Br 5
HIT DICE:	¼ (1 hp)	¼ (3 hp)	3+3 (18 hp)
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1 P	1d3 P	2d6 P
SPECIAL ATTACKS:	Disease	Disease	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	T (1' long)	T (2' long)	S (3' long)
MORALE:	Unreliable (3-5)	Unsteady (6-8)	Unsteady (6-8)
XP VALUE:	7	15	120

Rat

Rats are long-tailed rodents 5-12 inches long. They are aggressive, omnivorous, and adaptable, and they often carry diseases.

The black rat is about 8 inches long, with a tail at least that long, a lean body, pointed nose, and long ears. The "black" rat is dark gray with brownish patches, and a gray or white belly. It is a good climber (CI 15) and jumper but cannot swim.

The brown rat, also known as the sewer rat or the wharf rat, is 5-10 inches long, and its tail is shorter than the black rat's. Its eyes and ears are also smaller, but it has a larger, fatter body. Brown rats may be gray, white, black, or piebald in color. They cannot climb but are excellent swimmers (Sw 15) and burrowers (Br 5). If rats infest a building, black rats inhabit the upper floors, and brown rats occupy the lower floor and the cellars.

Brush rats (also known as trade rats and pack rats) belong to a much less aggressive family of rats known as wood rats. They are slate gray above and white on their underbellies. They are nearly the size of brown rats. Brush rats build nests or burrows in forested areas. They are attracted to small, shiny objects and sometimes steal them and carry them to their hoard. Pack rats are herbivores and will not attack humans. They do not carry diseases. Brush rats can be trained.

Combat: Rats normally flee anything bigger than themselves, but a trapped rat will do anything to survive and a pack of starving rats will attack anything in order to feed. Rats attack with their sharp front teeth and often carry diseases, so that a rat bite has a chance of infecting its victim with a serious disease (sickening the victim, see DMG 242) unless the victim makes a DC 10 Constitution Saving Throw. Normal rats fear fire but brave it when very hungry.

Rat Pack

A swarm of rats can be treated as a single monster having an assigned number of Hit Dice and automatically causing damage each round to creatures in the swarm's area. A typical pack might cover a 10-x10-foot area, have 4 HD, and inflict 4 points of damage per round.

Weapons have little effect on a pack, but area effect spells and some other attacks (such as flaming oil) are effective. When the pack has lost its hit points, it is considered dispersed and unable to inflict mass damage.

Habitat/Society: The chief purpose of rats is to find food. Packs often burrow into and eat food stores. Rats nest almost anywhere, chewing cloth, paper, or wood to make a nest.

Ecology: Rats are very prolific, breeding three to five times a year. Brown rats produce 2d4+6 young per litter, while a black rat litter contains only 5-6 young. Both types of rats are omnivorous. Brown rats are considered to be more aggressive than black rats. Their teeth are extremely powerful; they have been known to gnaw holes in lead pipes. Rats have a lifespan of two to four years.

Giant Rat

These vile beasts plague underground areas such as crypts and dungeons. Their burrows honeycomb many graveyards, where they cheat ghouls of their prizes by tunneling to newly interred corpses. Giant rats are brown/black in color with white underbellies, and are related to the brown rat, with fatter bodies and shorter tails.



As with normal rats, any creature bitten by a giant rat has a chance per wound of catching a debilitating disease; a successful DC 11 Constitution Saving Throw prevents those bitten from catching the disease.

Giant rats avoid attacking strong parties unless driven by hunger or commanded by creatures such as vampires and wererats. Giant rats are fearful of fire and flee from it except if driven by hunger or magic. They are excellent swimmers and can attack in water as well as on land.

Osquip

The osquip is a multi-legged rodent the size of a small dog. It is hairless, with a huge head and large teeth. Most have six legs, but some (25%) have eight, and a few (5%) have 10. The creatures' leathery hides are pale yellow in color.

Osquips build small, carefully hidden tunnels, and their teeth are sharp enough to dig through stone. If someone enters an area in which there are osquip tunnels, the creatures can emerge quickly and stealthily (+6 to Stealth to skill checks), surprising opponents.

The osquip are territorial and attack fearlessly and ferociously. Osquips are not afraid of fire, but are poor swimmers (50% drown, 50% paddle with a Movement Rate of 5).

Osquips are difficult to domesticate, but jermaine and a few magic-users have succeeded by giving the creatures gems, for they collect shiny objects. Osquip leather is soft and water-resistant, and their teeth can be used in digging magic.



REMORHAZ

CLIMATE/TERRAIN:	Arctic plain
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1-2)
TREASURE:	D
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	Overall 20, head 18, underbelly 16
MOVEMENT:	60, Br 15
HIT DICE:	7 to 14 (35 to 70 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	(7-8 HD) 4d6 P, (9-12 HD) 5d6 P, (13-14 HD) 6d6 P
SPECIAL ATTACKS:	Swallow whole, heat lash
SPECIAL DEFENSES:	Melt metal
MAGIC RESISTANCE:	15
SIZE:	G (21'-42' long)
MORALE:	Elite (16-17)
XP VALUE:	5,000 (+1000 per Hit Die over 7)



Remorhaz, sometimes known as polar worms, inhabit only chill arctic wastes. They are very aggressive predators that devour any animal matter, including humans, demihumans, and humanoids; they have even been known to attack frost giants.

A remorhaz has a segmented body with a winged head and neck, standing on dozens of chitinous legs. Remorhaz have an ice blue color everywhere except on their backs, where a streak of white sets off the many protrusions located there. The size of a remorhaz is determined by its Hit Dice: a 7 Hit Dice remorhaz is 21 feet long, an 8 Hit Dice creature is 24 feet long, etc. Their language consists of roaring, bellowing, and howling.

Combat: In combat the remorhaz beats its small wings, raising up the front quarter of its body. It then snaps itself forward, striking with blinding speed. They are able to swallow prey whole on an unmodified attack roll of 20, unless the target makes a DC 20 Athletics skill check to avoid this deadly attack. Any victim swallowed is killed instantly by the intense heat inside the creature. When aroused, the remorhaz secretes a substance that causes its intestines to become very hot and its back protrusions glow cherry red from excess heat. Any nonmagical weapon melts from contact with its back, unless it makes a DC 20 item Saving Throw, and any creature touched by these surfaces suffers 10d10 points of fire damage.

To determine where a blow has struck a remorhaz, consider where the attacker is in respect to the remorhaz. While the remorhaz is rearing to attack, a blow from the front hits the relatively soft underbelly. When the remorhaz is attacking a creature, any blow inflicted hits the head unless the underside is specifically stated as the object of the attack. In all other cases, the body is the object of the attack, subject to adjudication by the DM.

Remorhaz are slower than most polar dwellers, so they prefer to burrow into the snow and surface when they hear prey nearby, hoping to achieve surprise. Remorhaz have Darkvision to 60 feet.

Habitat/Society: A remorhaz lair usually consists of a number of large, smoothly rounded tunnels in ice and snow or rock, gradually descending to a large central chamber. Tunnels in ice and snow will

be very slippery, as the remorhaz's hot back repeatedly melts the snow, leaving it to refreeze. The central chamber is only about twice the size of a remorhaz, while the central chamber of a nesting pair is about four times their size and may contain icy stalactites.

Remorhaz have a hunting range of 60 miles. Except where the game has been hunted to extinction, these creatures tolerate the presence of other remorhaz in their hunting grounds.

Ecology: Remorhaz are carnivores, sustaining themselves with a diet of deer, elk, and even polar bears. They mate in late summer and stay together for two months before departing to live solitary existences. Remorhaz mate every year but can produce offspring only three or four times in a lifetime; the female lays a clutch of one or two grey-blue eggs, remaining with the eggs at all times, coiling around them to keep them warm; if the eggs are left in the freezing cold for only one minute, they will never hatch.

Young remorhaz have 1 Hit Die at birth and grow to 7 Hit Dice after four months, when they leave the nest. Immature remorhaz have weaker armor (-2 AC in all locations); 1-3 Hit Dice remorhaz can only bite for 2d6 points of damage, while 4-6 Hit Dice creatures inflict 3d6 points of damage. From birth, the young remorhaz have all the powers of an adult.

Remorhaz have lifespans of 30 years. Their eggs are valued at 500 gold pieces and are eagerly sought because these creatures can be trained to be excellent guards.

A remorhaz can be trained to obey only one or two masters and will attack its master if hungry enough.

The heat secretion of a remorhaz, thrym, is valuable as a component for heat-related magical items and can be sold to alchemists for 5-10 gold pieces per flask. The remorhaz will contain 10 flasks worth of thrym per Hit Die.



REVENANT

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Not applicable
INTELLIGENCE:	See below
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	45
HIT DICE:	8 (40 hit points), see below
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d8 B
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5'-6')
MORALE:	See below
XP VALUE:	3,000

Revenants are vengeful spirits that have risen from the grave to destroy their killers.

The revenant appears as a spectral, decayed version of its appearance at the time of its death. Its pallid skin is drawn tightly over its bones. The flesh is cold and clammy. The sunken eyes are dull and heavy-lidded but, when the revenant faces his intended victim, the

eyes blaze with unnatural intensity. The revenant bears an aura of sadness, anger, and determination.

Combat: A revenant attacks by hooking its claw-like hands around its victim's throat. This strangulation causes 2d8 points of bludgeoning damage each round. It will not release its grip until either the revenant is destroyed or its victim is dead. It never uses weapons.

If the revenant stares into its victim's eyes, that person must roll a successful DC 14 CHA Saving Throw or be paralyzed with terror for 2d4 rounds. This power affects only the revenant's killer.

If a revenant is dis-membered, the parts severed act independently, as though guided by the revenant's mind. The revenant's willpower causes the parts to reunite. It can also regenerate 3 hit points of damage each round, except for fire damage.

It is immune to acid and gas. Although a revenant's body can be cut apart by normal or magical weapons, the damage is temporary and does not destroy the revenant. Only burning destroys a revenant - the original body must be completely consumed and reduced to ash.

Although it is undead, the revenant is motivated entirely by self-will. Therefore, as it is not inherently evil, it is not affected by holy water, holy/unholy symbols, or other religious paraphernalia. It cannot be turned by clerics nor can it be Raised or Resurrected.



Habitat/Society: Under exceptional circumstances, a character who has died a violent death may rise as a revenant from the grave to wreak vengeance on his killer(s). The chance of this occurring is 1% for every point in ability scores that are 13 or greater. If Intelligence, Wisdom, and Constitution are all 18, the creature can shift at will into any freshly killed humanoid, if the revenant makes a DC 15 Charisma Saving Throw.

If the character died a particularly violent death, it may be unable to reoccupy its original body. In this case, the spirit occupies any available, freshly-dead corpse. However, the revenant's killer and associates always see the revenant as the person they killed.

The revenant retains all the abilities it possessed in its previous life and has at least the hit points and Saving Throws of an 8 Hit Die creature.

Its alignment is neutral, regardless of its alignment in life. It can converse fluently in its original language, although the stiffness of its vocal cords deters it from speaking except under extreme circumstances, such as when casting a spell at its killer.

The sole purpose of the revenant's brief existence is to wreak vengeance on its killer, together with anyone who may have aided in the murder. It stops at nothing to achieve its purpose and can locate its intended victim wherever he may be. Accomplices are also tracked down if they are in the company of the killer, but if they are elsewhere, they are ignored until the killer is dealt with. If the associates of the killer are with him in a party, they are dealt with after the killer is dead.

The revenant's body does decay, though at a slower rate than normal. Within three to six months, the corpse decomposes rapidly and the revenant's spirit returns to the plane from which it came. When the revenant has completed its mission, the body immediately disintegrates and its spirit finally rests in peace.

A revenant does not attack innocents except in self-defense. If necessary, the revenant can use cunning to get to its prey.

Ecology: Revenants give murder victims a chance to avenge their own murders. They pursue their goals alone without desire or need for allies. However, if the revenant faces a powerful foe able to destroy the revenant's new form, the revenant may decide to use adventurers as pawns in its quest.



ROC

CLIMATE/TERRAIN:	Subtropical/Mountains
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1-2)
TREASURE:	C
ALIGNMENT:	Neutral
NO. APPEARING:	1d2
ARMOR CLASS:	16
MOVEMENT:	15, Fl 150 (E)
HIT DICE:	18 (90 hit points)
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	3d6 P x2 or 4d6 P
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (60' long + wingspan)
MORALE:	Steady (13-15)
XP VALUE:	10,000

Looking almost too big to be real, rocs are huge birds of prey that dwell in warm mountainous regions and are known for carrying off large animals (cattle, horses, elephants) for food.

Rocs resemble large eagles, with either dark brown plumage or all golden feathers from head to tail. In a few rare instances, rocs of all red, black or white are sighted, but such sightings are often considered bad omens. These giant birds are 60 feet long from beak to tail feathers, with wingspans as wide as 120 feet.

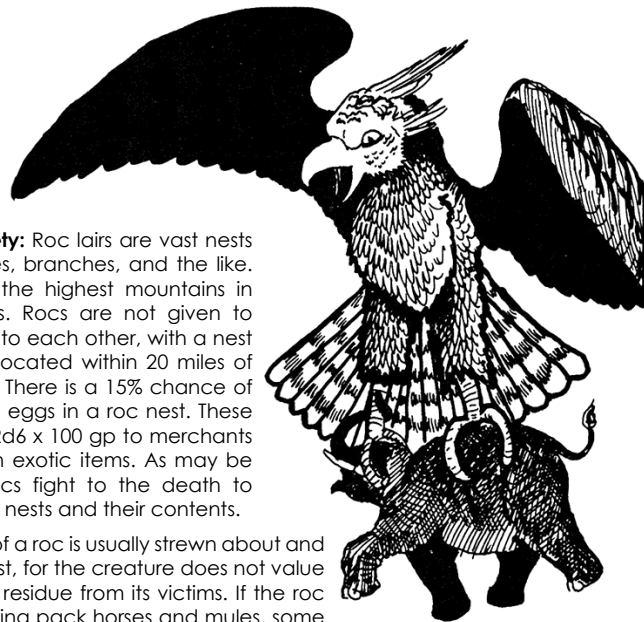
Combat: The roc swoops down upon prey, seizes it in powerful talons, and carries it off to the roc's lair to be devoured at leisure. The resulting damage is 3d6 per claw.

A roc carries off its prey only if both claws hit (unless the victim makes a DC 25 Athletics skill check to resist this Grapple). If the prey was hit by only one claw, the roc usually lets go, then turns around and attempts another grab. Once the prey has been secured, the roc flies back to its nest. If the creature resists, the roc strikes with its beak, inflicting 4d6 points of damage per hit.

Should a human, humanoid, or demihuman be Grappled (see DMG 69), there is a 65% chance that the victim's arms are both pinned to his sides, making impossible melee weapon attacks or spellcasting that requires hand gestures.

A roc will let go of its prey if it suffers damage equal to a quarter of its hit points. A roc can pick up two targets simultaneously if they are within 10 feet of each other.

A roc usually cruises at a height of about 300 feet, seeking out likely prey with its sharp eyes. When a good target is found, it swoops down silently (giving it a +5 to Stealth skill checks, in spite of its size).



Habitat/Society: Roc lairs are vast nests made of trees, branches, and the like. They inhabit the highest mountains in warm regions. Rocs are not given to nesting close to each other, with a nest rarely being located within 20 miles of another nest. There is a 15% chance of finding 1d4+1 eggs in a roc nest. These eggs sell for 2d6 x 100 gp to merchants specializing in exotic items. As may be expected, rocs fight to the death to protect these nests and their contents.

The treasure of a roc is usually strewn about and below the nest, for the creature does not value such. It is the residue from its victims. If the roc has been seizing pack horses and mules, some of that treasure may be merchant's wares such as spices, rugs, tapestries, perfume, rich clothing, or jewels.

The roc ranges for food three times a day; about an hour after sunrise, at noon, and an hour before sunset. If there are young in the nest, a fourth feeding, approximately two hours after noon, is added to keep the young strong and well-fed.

Ecology: Rocs are occasionally tamed and used by cloud or storm giants. Good-aligned giants do not allow their rocs to attack civilized areas and the animals therein.

As mentioned before, rocs do not nest too closely together, since such a high concentration of these hungry predators would deprive entire regions of its animal population. Rocs serve to keep down the number of large predators, as they are fond of ankheg, purple worms, and harpies. Thanks to the rocs' prodigious appetites, these creatures are not swarming about with impunity.

It is said that roc feathers can be used in the manufacture of *Quaal's feather tokens*, as well as *wings* and *brooms of flying*.

One race that has little love for rocs is dwarves. Dwarven mines located in remote mountains often have to contend with unruly rocs intent on protecting their territory. Attempts by the dwarves to tame rocs have all met with failure, so the accepted manner of dealing with rocs is to kill them and smash their eggs. Adventurers who happen on a community of mountain dwarves may find employment as roc hunters. Such groups would do well not to allow any druids to find this out.

ROPER

	Roper	Storoper
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Darkness	Darkness
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Exceptional (16-17)	Exceptional (16-17)
TREASURE:	See below	See below
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1d3	1d3
ARMOR CLASS:	20	20
MOVEMENT:	15	15
HIT DICE:	10 to 12 (50 to 60 hp)	6 (30 hp)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	5d4 P	5d4 P
SPECIAL ATTACKS:	Strands (6), strength drain	Strands (6), poison, strength drain
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	16	Nil
SIZE:	L (9' long)	L (9' long)
MORALE:	Champion (18)	Champion (18)
XP VALUE:	10 HD: 10,000 11 HD: 11,000 12 HD: 12,000	4,000

A roper resembles a rocky outcropping. The creature's hide is yellowish gray and rough, and its body very malleable. They are usually pillar-like in shape, 9 feet tall, about 3 feet in diameter at the base, and about 1 foot in diameter at the top. The roper has a single yellow eye, and a maw ringed with sharp teeth. Halfway up its body are small bumps which are the sources of the strands it fires at opponents (see below). Ropers have the same body temperature as their surroundings.



Combat: A roper can stand upright to resemble a stalagmite, lie on the ground to imitate a boulder, or even flatten itself to look like a lump on a cavern floor. They can change color a little, enough to blend into rocky backgrounds. They get a +8 to Stealth skill checks made to hide.

Ropers attack by shooting strong, sticky strands at opponents. They can shoot a total of six strands, one per round, as far as 50 feet; each strand can pull up to 750 pounds. Each time a strand grabs a creature (it requires a DC 17 Athletics skill check to avoid being grabbed), the victim must make a successful (DC 15) Constitution Saving Throw against poison or temporarily lose 1d4 points of Strength (round fractions down). Strength loss occurs 1d3 round after a hit, is cumulative for multiple hits, and lasts for 4d10 minutes.

If a roper's prey cannot break free, it is pulled 10 feet closer per round;

when it reaches the roper, the creature bites the victim for 5d4 points of piercing damage (automatic hit against a victim held by a strand). A strand can be pulled off or broken by a character who makes a DC 17 Athletics skill check. A strand can also be cut; it is AC 20, and it must take at least 6 points damage from a single hit of a slashing weapon to be severed.

Ropers are unaffected by lightning and take only half damage from cold-based attacks. They have a -4 penalty to Saving Throws against fire.

Habitat/Society: Ropers are not social and rarely cooperate with one another, though a group of them may be found in a good hunting spot. A group of ropers has been named a "cluster" by scholars with nothing better to do.

Ropers reproduce asexually by shedding some of their material in the form of a seed. Drawing nutrients from the cavern floor (and perhaps siphoning magical energies from deep within the earth), the infant roper grows to maturity in 2d4 weeks. Until that time has passed, the roper is indistinguishable from a boulder.

Ropers move using large, cilia-like appendages on their undersides, which also allow them to cling to walls and ceilings. They seldom leave the caverns but may migrate to a new feeding ground when prey population drops too low in its current home. Migration usually occurs through underground tunnels, but when this is not possible, ropers travel late at night, sometimes giving rise to stories of walking stones.

Ecology: Ropers eat any meat but prefer demihumans and humans. Gnomes, dwarves, and other mining races often serve as prey for ropers.

A roper has a gizzard-like organ which often holds undigested treasure. Platinum and gems cannot be digested by a roper, so its gizzard holds 3d6 platinum pieces, and has a 35% chance of holding 5d4 gems. The glue from a roper's strands is prized by alchemists, as are its digestive acids, which must be stored in platinum vials.

Storoper

A "stone-roper" is a roper with a stonier, less flexible exterior; it resembles a statue of a roper. Its rocky tentacles can shoot to 50 feet to attack prey. The storoper can attack with all its tentacles at the same time, preferring to attack two victims with three tentacles each.

Twice per day, the storoper can inject venom through its tentacles. Victims must make a successful (DC 15) Constitution Saving Throw against poison or be paralyzed for one round, appearing to be petrified for that round. After this round of paralyzation, the victim will fight to aid the storoper (this effect of the venom lasts for 1d2 hours).

If the storoper is killed, its drugged "defenders" will stop attacking and wander about aimlessly until the venom wears off.

Storopers' stony exteriors give them total protection from normal missiles. All spells, including those using lightning, cold, and fire, will do normal damage to the creature. Once dead, the storoper can be pried open using a chisel or an ironspike. Inside its gizzard maybe found a few coins and possibly a small number of gems as well.

Storopers have 6 HD but have all the other abilities and statistics of a 10 HD roper, except for Magic Resistance, which they do not possess.



RUST MONSTER

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Metal
INTELLIGENCE:	Animal (1-2)
TREASURE:	Q
ALIGNMENT:	Neutral
NO. APPEARING:	1d2
ARMOR CLASS:	18
MOVEMENT:	90
HIT DICE:	5 (25 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' long)
MORALE:	Average (9-12)
XP VALUE:	270

Rust monsters are subterranean creatures with an appetite for all sorts of metals. These unique creatures, though generally inoffensive, are the bane of fighters everywhere.

The average rust monster measures 5 feet long and 3 feet high at the shoulder. It has a strange tail that appears armor plated and ends in an odd-looking bony projection that resembles a double-ended paddle. Two prehensile antennae are located under the thing's two eyes. The hide of the rust monster is rough, covered with lumpy projections. Coloration varies from a yellowish tan on the underside and legs, to a rust red upper back. Rust monsters smell like wet, oxidized metal.

Combat: Rust monsters are placid by nature, but when they get within scent range of metal, they become excited and immediately dash toward the source. Rust monsters can smell metal up to 90 feet away.

If the rust monster's antennae touch metal (determined by a successful attack roll), the metal rusts. Magical items may make a DC 18 Item Saving Throw to resist rusting. Any affected metal rusts or corrodes and immediately falls to pieces that are easily eaten and digested by the creature. Metal weapons striking a rust monster are affected just as if the creature's antennae had touched them. Magical weapons and armor gain an additional bonus, equal to their magical bonus, to their Item Saving throws.

Rust monsters, being none too bright, stop pursuing a fleeing party for one round to devour metallic items, such as a handful of iron spikes, a mace or a hammer, if the party throws them behind. Rust monsters go after ferrous metals such as iron, steel, and magical steel alloys, such as mithral and adamantite. They choose such metals over valuable metals such as copper, gold, silver, or platinum. In fact, they would continue to pursue a party that just dropped a fistful of copper coins, for example, in hopes of getting the much-preferred ferrous metal of armor and weapons.

Sometimes (30% chance), a rust monster will even pause for one round during combat in order to eat. Rust monsters are not known for being facticians, just ravenously hungry metal-eaters. Feeding time always takes one round regardless of the size of the metal meal.

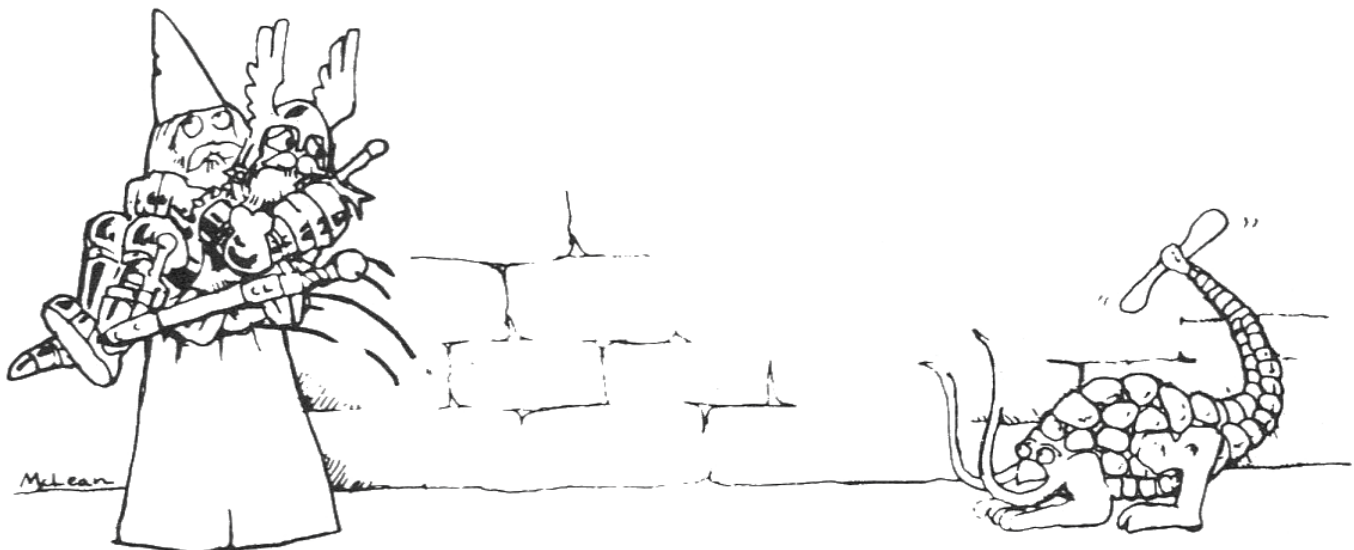


Habitat/Society: Rust monsters dwell only in dark, subterranean places such as caverns and underground structures. They are not disposed to groups; often a lair comprises one or two rust monsters, with a 5% chance of encountering a single offspring, which acts as a half-strength rust monster with a full-strength appetite. These creatures have been known to range the length and breadth of an underground complex, searching for supplies of metal. Though it will eat raw ore, a rust monster always prefers the refined, forged metal (just as a human would prefer fresh, filtered water over swamp water).

The creature's relatively inoffensive nature makes it an unlikely target. There have been many accounts of mages approaching a rust monster and the only reaction from the beast was a cursory sniff, then a leisurely departure. Dwarves and gnomes, known for metalworking and mining, have no sympathy for rust monsters, and will do anything to get rid of them.

The only treasure to be found in a rust monster lair is gems, usually the sort used for decoration on armor or sword pommels. Rust monsters have no grand designs, only the wish to keep well-fed.

Ecology: Rust monsters help in removing metallic junk and clutter from underground fastnesses. In fact, it is not unusual to find a rust monster and a carrion crawler working in a symbiotic relationship, with the latter eating the organic litter and the former consuming the metal castoffs.



SAHUAGIN

CLIMATE/TERRAIN:	Temperate saltwater
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13-15)
TREASURE:	N (I, O, P, Q (x10), X, Y)
ALIGNMENT:	Lawful evil
NO. APPEARING:	2d4x10
ARMOR CLASS:	15
MOVEMENT:	60, Sw 120
HIT DICE:	2+2 (12 hit points)
NO. OF ATTACKS:	3, 5, or 1, see below
DAMAGE/ATTACK:	1d2 S x2/1d4 S x2/1d4 P or by weapon type
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6'), some L (9')
MORALE:	Steady (13-15)
XP VALUE:	175
Lieutenant:	270
Chieftain:	420
Priestess:	650
Baron:	975
Prince:	2,000

Sahuagin are a vicious, predatory race of fish-men that live in warm coastal waters. They are highly organized and greatly enjoy raiding shore communities for food and sport.

Typical sahuagins are blackish green on their backs, shading to green on their bellies, with black fins. Their great, staring eyes are deep, shining black. They have scaly skin, with webbed fingers and toes, and their mouths are filled with sharp fangs. About 1 in 216 sahuagin is a mutation with four usable arms. These specimens are usually black shading to gray. Females are indistinguishable from males, except that they are slightly smaller. Hatchlings are a light green color, but they darken and attain full growth approximately one to two months after hatching.

Sahuagin speak their own tongue.



Combat: Though they wear no armor, their scales are tough (AC 15). Sahuagin wear a harness to carry their personal gear and weapons. A group of these creatures is typically armed as follows:

Heavy crossbow & dagger	20%
Spear & dagger	30%
Trident, net & dagger	50%

Spears are used only as thrusting weapons. Nets are set with dozens of

hooks that make escape virtually impossible for unarmored victims or creatures not able to grasp and tear (DC 16 to tear free, those without gauntlets or similar protection suffer 1d4 S damage each time they make this attempt). Nets are replaced by three javelins when the band forays onto land. The crossbows have a base range of 10' underwater and normal ranges on the surface. Tridents have three uses - to spear small prey, to pin prey trapped in nets, and to hold threatening opponents at bay.

Sahuagin are well-equipped to attack even without weapons, for their webbed hands each end in long, sharp claws that can inflict 1-2 points of damage per attack. Their powerful rear legs are likewise taloned, and if they kick an opponent with them, they inflict 1d4 points of damage with each hit from either foot. The sharp teeth of the sahuagin cause 1d4 points of damage if a bite is scored on a victim. Thus, it is possible for an unarmed sahuagin to attack three or five times in a melee round causing 1-2/1-2/1-4 and an extra 1-4/1-4 if the legs can rake.

The eyes and ears of these monsters are particularly keen (+6 to Perception skill checks). They can see for 300 feet underwater at depths of up to 100 feet. For each 100 feet of greater depth, their vision is reduced by 10 feet (e.g., when 500 feet deep they can see 260 feet; when 1,000 feet deep they can see 210 feet). Their ears are so sharp as to be able to detect the clinking of metal at one mile, or a boat oar splashing at twice that distance.

A band of sahuagin is always led by a chieftain. He has one lieutenant for every ten members of the group. The chieftain has 4+4 Hit Dice, and his lieutenants have 3+3 Hit Dice. All are in addition to the normal sahuagin in the group.

When raiding villages, sahuagin attack en masse, with leaders in the second rank. As long as there is no truly spirited resistance, they continue in their plunder and violence.

Underwater, in their natural element, the sahuagin are far more confident. Using the three-dimensional aspect of underwater fighting, they sometimes dive down on a group of underwater explorers, coming in from behind, and swooping down and past them, dropping nets on their intended victims.

When sahuagin attack ships, they swarm up from all sides and try to overwhelm with numbers. They often grab their opponents and hurl them into the sea, where at least a fourth of the raiding party lurks, waiting for such an action or as reinforcements. Some leaders carry a conch shell, which when sounded gives the signal for the group of sahuagin in reserve to enter the fray.

Sahuagin have an almost paralyzing fear of spellcasters. They direct their strongest attacks toward anyone who uses spells or spell-like powers, such as the functions of some magical items. Their Saving Throws against fire-based spells suffer a -2 penalty, and they are vulnerable to fire damage.

Habitat/Society: The sahuagin are sometimes referred to as "sea devils" or "devil men of the deep." They dwell in warm saltwater at depths of 100 to 1,500 feet. Sahuagin are predatory in the extreme, and they pose a threat to all living things because they kill for sport and pleasure as well as for food. They abhor fresh water. They dislike light, and bright light such as that created by a continual light spell is harmful to their eyes.

The social structure of the sahuagin is based upon rule by a king who holds court in a vast city deep beneath the waves. This overlord's domain is divided into nine provinces, each ruled by a prince. Each prince has 2d10+10 nobles underneath him. Each noble controls the small groups of sahuagin dwelling in his fief. The sahuagin worship a great devil-shark. Sahuagin clerics above 5th level are very rare.

The king is supposed to dwell in a city somewhere at the greatest depth that a sahuagin can exist. This place is supposedly built in an undersea canyon, with palaces and dwellings built along either face. There, fully 5,000 of these monsters live, not counting the king's retinue of queens, concubines, nobles, guards, etc., said to number 1,000 or more. The sahuagin king is reported to be of enormous size (10+10 Hit Dice), and of greatest evil. The king is always accompanied by nine noble guards (9+9 Hit Dice) and the evil high priestess of all sahuagin (9+9 Hit Dice) with its retinue of nine underpriestesses (7th level clerics).

If sahuagin are encountered in their lair, there are the following additional sahuagin:

1 baron (6+6 Hit Dice)
 9 guards (3+3 Hit Dice)
 3d4 x 10 females (2 Hit Dice)
 1d4 x 10 hatchlings (1 Hit Die)
 2d4 x 10 eggs

Also, there is a 10% chance per 10 male sahuagin that there is an evil priestess and 1d4 assistant priestesses, for the religious life of these creatures is dominated by the females. If a priestess is with the group in the lair, it is of 1d4+1 level ability, and the lesser clerics are 3rd or 4th level.

There are always 2d4 sharks in a sahuagin lair. Sahuagin are able to make these monsters obey simple one- or two-word commands. Whenever a sahuagin lair is encountered, there is a 5% chance that it is the stronghold of a prince. The prince has 8+8 Hit Dice plus nine guards of chieftain strength. There are also one 8th-level sahuagin evil high priestess and four 4th-level underpriestesses. The numbers of males, females, hatchlings and eggs in a prince's lair are double the numbers given above. There are 4d6 sharks present at all times.

Sahuagin lairs are actual villages or towns, constructed of stone. The buildings are domed, and the seaweed and similar marine plants growing around and on these buildings make them hard to detect.

Few persons have survived capture by the sahuagin, for prisoners are usually quickly tortured and eaten. Any creatures taken alive from raids or intercepting unwelcome visitors are brought to the sahuagins' lair and confined in cells. Although sahuagin are able to stay out of water for up to four hours, there is no air in the confinement areas in the typical village, but in the towns of the nobles there are special quarters to maintain air-breathing creatures. The sahuagin set aside a few prisoners to torture and provide sport - typically a fight to the death between two different creatures in an arena. The bulk of captives are simply killed and eaten. It is seldom that any prisoner escapes, although the sahuagin find sport in allowing captives to think that they have found freedom, only to be encircled by sadistic guards while a school of sharks moves in for the kill.

The sahuagin are cruel and brutal, and the strongest always bully the weaker. Any injured, disabled, or infirm specimen is slain and eaten by these cannibalistic monsters. Even imperfect hatchlings are dealt with in this fashion. This strict law has developed a strong race, however, and any leader is subject to a challenge. Sahuagin never stop growing, although they grow very slowly, and death comes to most before the years allow growth to large size. Leaders are always the largest and strongest. It is reported that the nine sahuagin princes are each of the four-armed sort, as is the king. In any event, the loser of a challenge is always slain, either during combat or afterward. Sometimes the loser winds up as the main course at the victory feast.

Duels are fought without weapons, only fang and claw being permitted.

The sahuagin are chronicled because of their great evil, having time and again raided the land, desolating whole coasts, and destroying passing ships continually. The exact origin of the sahuagin is unknown. It is suggested that they were created from a nation of particularly evil humans by the most powerful lawful evil gods in order to preserve them when the great deluge came upon the earth. Some sages claim that they are degenerate humans who formerly dwelt on the seacoasts, whose evil and depravity was so great that they eventually devolved into fish-folk and sought the darkness of the ocean depths. The tritons however, are purported to have believe that sahuagin are distantly related to sea elves, claiming that the drow spawned the sahuagin.

Sahuagin range as far as 50 miles from their lairs. Most of their lairs are located 2d10+20 miles from coastal shores. Some of these creatures enjoy collecting pearls and coral formations, fashioning them into jewelry. This jewelry is worn as a status symbol. They are fond of wealth, which they use as a measure of influence, and for sacrifice to the deities that they worship in exchange for granted powers and other favors. Most of the treasure found in a sahuagin lair belonged to former victims. There is usually a high concentration of water-related items, such as magical boats, tridents, helms, potions, necklaces, etc. These were gained from adventurers who explored underwater too close to the sahuagin community.

These creatures want nothing less than full control of the sea coasts, collecting as much wealth and power as possible in the process while

maintaining the secrecy of their lairs' locations. Those who attempt escape are obsessively hunted down, for fear that the former prisoners may reveal the location of the sahuagins' city.

Ecology: Sahuagin venture ashore on dark, moonless nights to raid and plunder human coastal towns. They hate even the evil ixitxachitl, and only sharks are befriended by them.

The feuds and outright warfare between the sahuagin and ixitxachitl have indirectly contributed to preventing the ascendancy of the spellcasting, manta ray-like race. Sahuagin are also fond of eating giant squid and kraken. Their hunting of these monsters of the deep has kept the squid and kraken numbers down to a safe level. Conversely, these beasts enjoy eating sahuagin, which prevents the sahuagin from overrunning coastal areas.

Of all the sea-dwelling races, tritons, sea elves, dolphins, and hippocampi are the most implacable enemies of the sahuagin. In fact, the few air-breathers that have escaped the sahuagin owe their freedom to such beings that bravely aided the captives.

SATYR

	Satyr	Korred
CLIMATE/TERRAIN:	Temperate sylvan woodlands	Temperate forest and sylvan settings
FREQUENCY:	Uncommon	Very rare
ORGANIZATION:	Band	Clan
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Very (11-12)
TREASURE:	I, S, X	E
ALIGNMENT:	Neutral	Chaotic Neutral
NO. APPEARING:	2d4	1d4
ARMOR CLASS:	15	15
MOVEMENT:	90	45
HIT DICE:	5 (25 hit points)	6+6 (36 hit points)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2d4 B or by weapon	1d2+4 P or by weapon +4
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	10	5
SIZE:	M (5' tall)	S (3' tall)
MORALE:	Elite (16-17)	Elite (16-17)
XP VALUE:	975	1,400

Also called fauns, satyrs are a pleasure loving race of half-human, half-goat creatures. They symbolize nature's carefree ways. Satyrs have the torso, head, and arms of a man, and the hind legs of a goat. The human head is surmounted by two sharp horns that poke through the satyr's coarse, curly hair. The skin of the upper body ranges from tan to light brown, with rare individuals (1%) with red skin. A satyr's hair is medium, reddish, or dark brown. The horns and hooves are black.

Satyrs have their own tongue and can speak Sylvan, Elvish, and Common. Satyrs living near centaurs are 80% likely to be friendly with them and speak their language. Rarely (5%), satyrs are found with korred.

Combat: Satyrs have keen senses (+6 to Perception skill checks), can be almost silent, and can blend with foliage so as to be nearly undetectable; giving them a +6 to Stealth skill checks as well). Satyrs have Darkvision to a distance of 60 feet.

A satyr attacks by butting with its sharp horns. Some (20%) use +1 magical weapons, especially long or short swords, daggers, or short bows. Before resorting to combat, a satyr often plays a tune on its pipes, an instrument only a satyr can use properly. Using these pipes, the satyr can cast Charm Person, Sleep, or Cause Fear, affecting all within 60 feet, unless they make a successful (DC 15) Charisma Saving Throw.

Usually, only one satyr per band has pipes. If comely females are in a group met by satyrs, the piping will be to cast Charm Person. Should the intruders be relatively inoffensive, the piping casts Sleep, and the satyrs steal all of the victims' choice food and drink, as well as weapons, valuables, and magical items. If intruders are hostile, the piping is used to Cause Fear.

The effects of the piping lasts 1d6 hours or until dispelled. Any creature that saves against this piping is not affected by additional music from the same pipes in that encounter. A bard's countersong can nullify the pipe's music before it takes effect (PHB 17).

Habitat/Society: Satyrs are interested only in sport: frolicking, piping, chasing wood nymphs, and other pleasures. They resent intrusions and drive away any creature that offends them. A lucky wanderer may stumble on a woodland celebration, which will contain an equal number of dryads and fauns plus 3d8 other woodland creatures and a 25% chance of 2d6 centaurs. Strangers are welcomed only if they contribute some good food and drink, especially superior (10+ gp per bottle) wines. Such wine can also be used to lure or bribe satyrs. If a group includes elves, they have a better chance of being welcomed.



These celebrations last all night in warm months, with newcomers waking up the next morning with massive headaches, minus a few valuables, and not a woodland creature (nor their tracks) to be found.

Shying away from the trappings of an organized society, a colony of satyrs usually includes young numbering 50% of the adults. Satyrs live in comfortable caves and hollow trees. There are no female satyrs and sages believe that dryads are the female counterparts of the satyr, and that satyrs mate with dryads to produce more satyrs and dryads. Satyrs share the dryads' affection for humans of the opposite sex, but a female charmed by a satyr might return after 1d4 weeks (10% chance).

Satyrs are an inoffensive, fun-loving race. They rarely venture more than 10 miles from their homes, most often doing so to gather food. They are fond of venison and small game but also eat plants and fruits.

Ecology: Satyrs in sylvan woodlands keep game animal populations at normal levels; they never hunt to excess or despoil plants.

Korred

This small, dance-loving relative of the satyr looks much like its cousins, but lacks horns, and has wildly flowing beard and hair. Korred smell like pine trees and fresh earth. They usually wear leather britches, carry large leather pouches, and wield oaken cudgels. They have loud voices and speak their own language, plus those of satyrs, dryads, centaurs, and elves; a few even speak druidic.

Korred have a 19 Strength. They hurl boulders a base range of 20 feet for 1d6+4 bludgeoning damage, or use cudgels 1d6+4 bludgeoning damage), shears (1d4+4 slashing damage), or fists (1d2+4 bludgeoning damage).

Korred can weave their hair into entangling ropes and snares in 1d4 rounds. Such ropes have AC 18, 5 hp,



and a Movement Rate of 15. Anyone attacked by the ropes must make a DC 15 Athletics skill check or be entangled (as the Entangle spell, PHB 113) by the hair. The ropes sometimes guard special areas.

A korred may use its magical laugh three times per day; unless it is nullified by a bard's singing, all within 60 feet must make a Charisma Saving Throw (DC 13) or be stunned for 1d4 rounds. Korred can also use the following abilities at will, one per round: Stone Shape, Animate Rock, Stone Door (as Dimension Door, but only 30' away), Shatter, Transmute Rock to Mud, and Stone Tell.

Korred do not have structured communities; families in a common clan live within 5 miles of one another. Korred do not tolerate outsiders, except for rare rangers, druids, and elves. Even these must not interrupt the weekly korred dance. Those who interrupt must make a DC 13 Wisdom Saving Throw or dance themselves, losing 1d4 hp per round until dead or restrained, or until the korred stop playing and dancing.

Korred pouches contain hair, shears, and other items. These items turn to gold (5d4x10 gp value) if sprinkled with holy water. A korred will not voluntarily give up this pouch.

SCORPION

	Large	Huge	Giant
CLIMATE/TERRAIN:	Warm wilderness and subterranean areas		
FREQUENCY:	Uncommon	Common	Uncommon
ORGANIZATION:	Swarm	Swarm	Swarm
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	D	D	D
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1d6	1d4	1d4
ARMOR CLASS:	15	16	17
MOVEMENT:	45	60	75
HIT DICE:	2+2 (12 hp)	4+4 (24 hp)	5+5 (30 hp)
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1d4 B x2/1 P	1d8 B x2/1d3 P	1d10 B x2/1d4 P
SPECIAL ATTACKS:	Poison sting	Poison sting	Poison sting
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2' long)	M (4' long)	M (5'-6' long)
MORALE:	Average (9-12)	Average (9-12)	Steady (13-15)
XP VALUE:	175	420	650

Giant Scorpions

Giant scorpions are vicious predators that live almost anywhere, including relatively cold places such as dungeons, though they favor deserts and warm lands. These creatures are giant versions of the normal 4-inch-long scorpion found in desert climes.

The giant scorpion has a green carapace and yellowish green legs and pincers. The segmented tail is black, with a vicious stinger on the end. There is a bitter smell associated with the scorpion, which probably comes from the venom. They make an unnerving scrabbling sound as they travel across dungeon floors.

Combat: The giant scorpion is 95% likely to attack any creature that approaches. The creature has a hard, chitinous carapace that gives it Armor Class 17. This monster attacks by grabbing prey with its two huge pincers, inflicting 1-10 points of damage each, while it lashes forward with its tail to sting. Thus, it can fight three opponents at once.

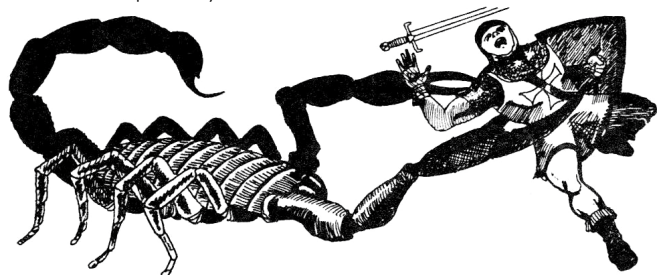
If a giant scorpion manages to grab a victim in a pincer (DC 14 Athletics skill check to avoid being grabbed), it will automatically inflict 1d10 points of damage each round until it releases the victim. The victim can escape a claw pinch with a DC 14 Athletics skill check. Grabbed victims are considered to be Grappled (DMG 69) but may attack with any weapon held in hand.

The sting inflicts 1d4 points of damage and the victim must make a DC 13 Constitution save versus poison or die the next round. Note that scorpions are not immune to their own poison. If a scorpion is reduced to 1 or 2 hit points, it will go into a stinging frenzy, stinging everything in sight, gaining two attempts to hit per round with only the tail. Slain creatures are dragged to the scorpion's burrow to be eaten.

Habitat/Society: Giant scorpions live in underground burrows or dungeons. Each lair may (20%) have 5d4 scorpion eggs. These beasts

eat any living creature that is unfortunate enough to stray too close to their lair. Any treasure found comes from the bodies of human or demihuman victims that have been dragged here to be consumed. Armor is rarely found intact, since the scorpion will surely have used its pincers to cut up its prey.

Ecology: These bizarre insects contribute to the ecosystem by feeding on other giant versions of insects such as spiders and ants. They themselves are prey for purple worms and other huge, subterranean creatures. Alchemists and assassins prize the scorpion's venom because of its potency.



Large and Huge Scorpions

Often found in dungeons and wildernesses, these creatures are merely smaller versions of the giant scorpion. Colors range from tan to brown to black, and rumors persist of rare white scorpions deep underground.

All attack with pincers and tail stinger. If struck by the stinger, the victim must make a DC 11 (DC 12 for huge scorpions) Constitution save versus poison or die the next round.

Huge scorpions can pin a victim in a way similar to the giant scorpion (DC 12 to avoid being pinned or to break free). It is not unusual to see scorpions of various sizes fighting with each other.

SEA LION

CLIMATE/TERRAIN:	Coastal marine
FREQUENCY:	Uncommon
ORGANIZATION:	Packs
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (3-5)
TREASURE:	B
ALIGNMENT:	Neutral
NO. APPEARING:	3d4
ARMOR CLASS:	15
MOVEMENT:	15, Sw 90
HIT DICE:	6 (30 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6 S x2/2d6 P
SPECIAL ATTACKS:	Mauling
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (15' long with tail)
MORALE:	Steady (13-15)
XP VALUE:	420

A sea lion is a fearsome creature with the head and forepaws of a lion and the body and tail of a fish.

Combat: Sea lions are ferocious and difficult to deal with. They are very

territorial and usually attack anything that enters their domains, no matter what the size. Their vicious teeth and huge paws are a match even for most sharks, which they hate above all other creatures. Sea lions must attack the same opponent with paws and teeth and cannot divide attacks. Any creature hit by both paw attacks in the same round is being mauled. Mauled creatures are Grappled (DMG 69) unless they make a DC 18 Athletics skill check to resist, or break free from, being mauled.

Sea lions are very difficult to raise in captivity but can become the best and most loyal of steeds. In fact, they are arguably the most powerful mountable creature beneath the waves. They are very useful as guarding and hunting beasts, since their tremendous roar can be heard for up to 10 miles underwater, providing ample time to prepare for an attack or to send help.

Habitat/Society: Sea horses and sea lions almost never encounter one another as sea lions prefer to dwell in the shallow coastal regions, while sea horses delve the deeps. This is primarily due to their respective dietary differences. Sea horses eat plankton, while sea lions eat any type of meat, be it a fish, dinosaur, or wandering herd animals caught drinking at the water's edge. Sea lions are not afraid of land and it is not unheard of for sea lions to drag themselves a few dozen yards up the beach in search of meals. While these attacks are rare indeed, the reports of sea lions in the vicinity does tend to foster more fear among the general populace than a simple shark attack does. But in a world of krakens, dinosaurs, and vampires, sea lions are a relatively minor threat.

Sea lions roam the seas in packs, what might be called a pride of lions on land. The strongest one (usually with maximum hit points) is the leader. In a sea lion pack, both sexes hunt and care for young, but the males are superior hunters, something that differentiates them from their land-based cousins.

While sea lions rarely travel anywhere with specific goals in mind, they do sometimes team up to aid other packs of lions, usually when they roam close enough to hear the collective bellowing of their comrades. But territoriality comes into play immediately after the kill is made, and rarely does the reigning leader allow the helpful newcomers to share in the spoils of the victory. Often a new battle for power ensues between the two leaders. If the resident leader wins, the newcomers leave without a taste of meat. If the newcomer wins, he and his pack remain just long enough to take first choice of flesh, and then depart for home. The remaining leader, vanquished and weakened before his peers, rarely lives long enough to enjoy the spoils.

Ecology: Sea lions hate sharks, often going to great lengths to hunt them down. The taste of sharks is apparently abhorrent to sea lions and they always leave the carcass uneaten, so it is something of a mystery why this rivalry exists. Some sages claim that it is the result of conflicts between the lesser deities of nature, but it is more likely two strong predators vying for supremacy of the seas.

Because of the water-proofing qualities of their thick scales, sea lions can remain out of water for up to 1 day before their gills dry out and become incapable of removing oxygen from the water. If a sea lion is fed a constant source of water into its mouth, it can survive for an entire week before disease enters the cracking scales and starvation takes its toll. It is theoretically possible to keep a sea lion in captivity but, like most aquatic carnivores, the restriction of space is often psychologically too much for the creature and death slowly takes the once-proud beast.



SELKIE

CLIMATE/TERRAIN:	Cold to subarctic waters
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to exceptional (8-16)
TREASURE:	A (magic only), R
ALIGNMENT:	Neutral (good)
NO. APPEARING:	1 or 12-30
ARMOR CLASS:	15 (10 in human form)
MOVEMENT:	60, Sw 180
HIT DICE:	3+3 (18 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 P or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Can change into human form
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' in either form)
MORALE:	Steady (13-15)
XP VALUE:	175
Leader:	420

Selkies are seal-like beings that have the ability to change into human form for a few days at a time.

When in their true, seal-like forms, they are nearly indistinguishable from normal seals. Close inspection of their arms, however, will reveal the presence of slightly webbed hands instead of fore flippers and legs instead of a tapering body and rear flippers.

Once a month, each selkie is able to assume human form for about a week. Usually selkies prefer to briefly visit the realm of men (which they call the "overworld") out of curiosity, but sometimes they are ordered to go forth and purchase desperately needed supplies or information. When in human form, selkies are very attractive indeed and their fine looks have broken more than a few overworlders' hearts. Their eyes are particularly noticeable as they are always either a bright emerald green or startling light blue. Since the selkie transformation is a magical effect, spells like True Seeing will reveal a selkie's true nature, as might their peculiar mannerisms and predilection for seafood.

Combat: Since selkies are unable to swim quickly while carrying weapons, 90% of selkies encountered underwater will be unarmed. They use their sharp teeth whenever they are cornered but prefer to use their impressive speed underwater to escape superior odds. If encountered on land, selkies are wise enough to bear human weapons, most likely swords scavenged from the wrecks of ships.

Habitat/Society: Selkie communities are divided between male and female, with females usually outnumbering males, as male selkies are the hunter/gatherers throughout the often dangerous waters nearby. However, both aspects of selkie "community" (domestic and provider) are equally respected within the lair, and no sex is accorded undue privileges.

Selkies inhabit only colder waters and there are both saltwater and freshwater varieties. Selkies almost always build their lairs in huge, underwater caverns and grottos containing both air and water-filled regions - selkie young must be raised in an air-filled environment for about their first year.

As mentioned earlier, selkies often find and explore wrecks of sunken treasure. Most selkie communities have hoarded at least some booty (especially pearls), keeping those otherwise useless trinkets only for purposes of trade with the overworld. Only selkies who have visited the overworld many times have ever acquired a taste for ornamenting themselves like overworlders and can be distinguished from more traditional selkies immediately. For obvious reasons, these more experienced selkies are often the best representatives to deal with if one is an overworlder. Selkies can be hired and have a limited knowledge of overworlder customs. All magical treasure recovered by selkies is immediately commandeered for the good of the community and the lair's defense.

Ecology: Selkies are omnivorous, preferring to eat fish, shellfish, crustaceans, and various forms of seaweed. Those that have visited the surface are often partial to human fare as well. Selkies are particularly susceptible to fine wine, which is to be expected since

these intoxicants are unknown below the seas.

Selkies are sensitive about their environment and harvest only what they need to survive. It is worth noting that selkie representatives lobby heavily whenever local overworlder environmental issues threaten selkie existence. Most selkie communities have learned the value of dropping a few pearls here and there in order to get what they want from men.



While selkies in human form are quite beautiful, they are fortunate indeed that their pelts have little value in overworlder markets. They are, therefore, without any special enemies besides those common to seals and all ocean dwelling beings.

Selkie, Leader: Each venerable leader of a selkie community can cast the following spells once per day: Augury, Cure Light Wounds, and Cure Disease. Leaders can also cast Control Weather once per week. Selkies fear the wrath of the sea should they use their powers for ill.

SHADOW

CLIMATE/TERRAIN:	Any ruins or subterranean chambers
FREQUENCY:	Rare
ORGANIZATION:	Roving bands
ACTIVITY CYCLE:	Night or darkness
DIET:	Living beings
INTELLIGENCE:	Low (6-8)
TREASURE:	F
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2d10
ARMOR CLASS:	13
MOVEMENT:	60
HIT DICE:	3+3 (18 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+1 N
SPECIAL ATTACKS:	Strength drain
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	M (6' tall)
MORALE:	Special
XP VALUE:	420

Shadows are shadowy, undead creatures that drain strength from their victims with their chilling touch.

Shadows are virtually undetectable in all but bright light (+10 to Stealth skill checks), as they normally appear to be nothing more than their name would suggest. In bright light they can be clearly seen.



Combat: As shadows exist primarily on the Negative Material Plane, they could drain the life force of their victims. The chilling touch of a shadow inflicts 2-5 points of necrotic damage to its victim as well as draining one point of Strength (DC 12 CON save to resist). Lost Strength points return at a rate of 1 point per hour after being touched.

If a human, humanoid, or demi-human opponent is reduced to zero Strength or zero hit points by a shadow, the shadow has drained the life force and the opponent becomes a shadow as well. The newly formed shadow is then compelled to join the roving band and pursue a life of evil.

Other living creatures simply collapse from fatigue (if taken to zero Strength) or fall unconscious (if taken to zero hit points), where they are left to die or are hounded again upon waking.

Shadows are immune to Sleep, Charm, and Hold spells and are unaffected by cold-based attacks.

They can be turned by clerics.

Habitat/Society: Shadows travel in loosely organized packs that freely roam ancient ruins, graveyards, and dungeons. They specialize in terrifying their victims.

Shadows have no leaders and thus spend much of their time roaming aimlessly about their chosen surroundings. Contrary to popular belief, shadows do not hoard treasure. In fact, such earthly baubles only help to remind the creatures of their former lives. Instead, the furious undead throw all of the treasure they find away, in the same location (often at the bottom of a well or deep pit), where it is out of sight of the band. It is therefore speculated that the removal of a shadow hoard would be quite easy (even welcomed), were it not for the fact that shadows attack living beings without hesitation, regardless of their intent or threat.

Ecology: According to most knowledgeable sages, shadows appear to have been magically created, perhaps as part of some ancient curse laid upon some long-dead enemy. The curse affects only humans, humanoids, and demihumans, so it would seem that it affects the soul or spirit. When victims no longer can resist, either through loss of consciousness (hit points) or physical prowess (Strength points), the curse is activated, and the majority of the character's essence is shifted to the Negative Material Plane. Only a shadow of their former self remains on the Prime Material Plane, and the transformation always renders the victim both terribly insane and undeniably evil.

Attempts to remove the curse from captured shadows have all failed, thus providing more clues into the nature of the disorder. A Limited Wish spell proves only partially successful as the victim returns for an hour but remains insane for the duration. It has been recently speculated that a full Wish, followed by a Heal spell, might be capable of restoring a shadow to his former state, but again it must be emphasized that this is only a theory.

Fortunately, shadows rarely leave their lairs, and a bold party wishing to rescue a lost fighter or magic-user should have plenty of time to venture forth and recover their friend, provided that no one else explores the lair and slays the unfortunate character while the shadows are absent.

The original body of a victim is destroyed when changed to a shadow whether by the curse itself or by unprotected exposure to the Negative Material Plane. In any case, killing a shadow is merely a case of severing the bond between the Prime Material and Negative Material forms.

SHADOW FIEND (SHADOW DEMON)

CLIMATE/TERRAIN:	Lower Planes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	15, see below
MOVEMENT:	60, see below
HIT DICE:	7+7 (42 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6 S x2/1d8 P
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (6' tall)
MORALE:	Champion (18)
XP VALUE:	2,000

The shadow fiend looks like a tall, slender humanoid with small bat-like wings and a body composed of darkness. Both the long fingers and slender toes of the creature end in terrible claws that inflict gaping wounds on enemies.



Shadow fiends have no known language, although it is said that they can communicate with other creatures from the Lower Planes. No mortal has ever confirmed this, however.

Combat: Like shadows, which many believe (wrongly) are related creatures, shadow fiends are virtually undetectable in all but bright light (+12 to Stealth skill checks). When they attack those who have spotted them, they strike with two claws (1d6 damage each) and a bite (1d8 damage.)

Whenever the shadow fiend gains surprise, it springs onto its victim. Because of the small wings on its back, it can leap up to 30' and strike with four claws (each doing 1d6 damage). When it leaps, it cannot use its bite attack.

In combat, the power of the creature depends on the lighting in the area.

- Sunlight: In sunlit areas the shadow fiend is greatly weakened; its Armor Class is 11 and all attacks that strike it inflict double damage. Because of this, shadow fiends flee from opponents in sunlight.
- Bright Light (torch, lantern, or any Light spells): The shadow fiend is somewhat better off. Here, it has Armor Class 15, takes normal damage from attacks, and gains +1 on its attack rolls.
- Dim light (anything up to candlelight or moonlight): The creature is at its deadliest. It gains +2 on all attack rolls, it has Armor Class 19, and all damage done to it is halved.

Regardless of lighting, the shadow fiend is immune to damage from fire, cold, and lightning. A Light spell cast directly upon the creature inflicts 1d6 points of radiant damage per level of the caster.

Once per day the shadow fiend can cast a Darkness, 15' Radius spell or subject all persons within a 30' area to a Fear spell (DC 15). Once per week, it can cast a Magic Jar spell (DC 16) at a single target, provided that it has a suitable receptacle for the victim at hand. If the victim of the Magic Jar attack makes it Saving Throw, the shadow fiend is stunned for 1d3 rounds.

Shadow fiends can be turned by cleric.

Habitat/Society: Shadow fiends live in small villages throughout the Lower Planes. They have a high sense of the aesthetic, and their villages are noted for the sculptures of pure darkness. (Shadow fiends cannot use the ability to sculpt darkness outside of the Lower Planes, and the time and concentration required to do so prevents its use in combat.) Many villages are built around a gate to some other plane. These gates are tiny (only a few feet tall) and well hidden.

If trapped on a foreign plane, shadow fiends seek and dwell with ancient black dragons. Some speculate that the shadow fiends have some biological tie, or perhaps even social ties, with these evil dragons. Certain researchers of magic would find confirmation of this rumor valuable.

Ecology: Shadow fiends are a race of traders in the Lower Planes. They deal in minds that they have captured in dark gems. An imprisoned intellect of great power and lore, such as a wizard with a high reputation, can interest many buyers and provoke intense bidding wars. The shadow fiends trade the captured intellects for raw evil magic, which they shape by unknown processes into more shadow fiends.

Shadow fiends seek powerful minds to imprison and sell, but sometimes they inadvertently steal the intellects of braggarts and know-alls. These little minds, prone to brag of their status, thereby attract a shadow fiend's notice. Soon the victims find themselves on a trading block in the Lower Planes.

Some say the powers of the Lower Planes have close ties to the shadow fiends, and that the powers can command the fiends to do their bidding at any time.

SHADOW MASTIFF

CLIMATE/TERRAIN:	Demiplane of Shadow
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night or shadow
DIET:	Living creatures
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	4d4
ARMOR CLASS:	14
MOVEMENT:	90, 45 in bright light
HIT DICE:	4 (20 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4 P
SPECIAL ATTACKS:	Baying
SPECIAL DEFENSES:	Hide in shadows
MAGIC RESISTANCE:	Nil
SIZE:	M (5' at shoulder)
MORALE:	Fanatic (19)
XP VALUE:	420



Shadow mastiffs are native to the Demiplane of Shadow, appearing on the Prime Material Plane only when summoned by ambitious magic-users and clerics. While on their home plane, shadow mastiffs roam at all times, returning to their lairs only after feeding. When summoned on the Prime Material, these creatures prowl at night or during times of darkness (such as eclipses), always seeking shelter just before light returns.

Combat: Creatures who are forced to fight a pack of shadow mastiffs typically find themselves fighting in dim light, complete darkness, or bright light.

During dim light or darkness, a shadow mastiff is at its most deadly peak. Each time the shadow mastiff strikes, it instantly blends back into the shadows, gaining total concealment (DMG 32). A shadow mastiff that has successfully blended back into the shadows must be attacked physically or with area of effect spells; line-of-sight spells (such as magic missile) cannot be used unless some special method of locating the mastiff is used.

In bright light, such as torchlight and that created by a Continual Light spell or Daylight, the weaknesses of a mastiff becomes obvious. It loses its ability to blend into shadows, its Movement Rate drops to 45', and its Morale Rating decreases to average (9-12).

Regardless of light conditions, a howling pack of shadow mastiffs can cause panic in even the most resolute of warriors. The baying power of a pack of mastiffs causes all creatures within 360 feet of a pack to run in fear away from the shadow mastiffs for 2d4 rounds unless a DC 12 Charisma Saving Throw.

This Saving Throw is made with a +2 modifier if 8 or fewer mastiffs are baying and with a -2 modifier if 12 or more mastiffs are baying. There must be at least four shadow mastiffs present to use their baying power. Those who fail their saving throws are 50% likely to drop anything held in their hands as they flee.

Habitat/Society: Shadow mastiffs are ruled by the most powerful mastiff in the pack, but there is little loyalty to the leader. Shadow mastiffs never suffer morale penalties for losing their leader, as another mastiff is always prepared to lead.

The lair of a pack of shadow mastiffs is 50% likely to contain 2-5 whelps. These young are valued at around 200-500 gold pieces each. Sunlight is fatal to whelps, however, so transportation of young shadow mastiffs is normally possible only through use of Continual Darkness or similar magic.

Ecology: Sages have long believed that shadow mastiffs arise as the result of an animal being killed by an undead shadow. Upon its death, it is believed to be mystically transported to the Demiplane of Shadow where it joins with others of its kind.

SHEDU

	Lesser	Greater
CLIMATE/TERRAIN:	Any (prefer hot)	Any open region
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Herd	Herd leader
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Exceptional (16-17)	Genius (18-19)
TREASURE:	G	Nil
ALIGNMENT:	Lawful good	Lawful good
NO. APPEARING:	2d4	1d2
ARMOR CLASS:	16	18
MOVEMENT:	60, Fl 120 (C)	75, Fl 150 (B)
HIT DICE:	9+9 (54 hp)	14+14 (84 hp)
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1d6 B x2	3d6 B x2
SPECIAL ATTACKS:	Psionics	Psionics
SPECIAL DEFENSES:	Psionics	Psionics, invisibility
MAGIC RESISTANCE:	5	10
SIZE:	L (5' at the shoulder)	L (6' at the shoulder)
MORALE:	Champion (18)	Unwavering (20)
XP VALUE:	8,000	15,000

Shedu are native to hot, arid climates. They have powerful, stocky equine bodies with short, powerful feathered wings. Their heads are large and humanoid, and rather dwarven in appearance. They always have beards and mustaches. Shedus hair is very bristly, and curls into tight waves or bands.

All shedu wear a simple headband made of braided cloth or rope, with a single button for adornment. The button is centered on the fore-head, and its material represents the bearer's status. From the lowest rank to the highest, a button may be made of silver, gold, platinum, sapphire, ruby, or diamond. Lesser shedu almost never have a button above the platinum level, greater shedu almost never wear one below sapphire status.

Shedu wander the Prime Material, Astral, and Ethereal Planes. They further the cause of law and goodness, help allied creatures in need, and combat evil. Greater shedu typically lead herds of six or more lesser shedu.

Combat: All shedu attack with powerful front hooves. However, both forms of shedu prefer to use their psionic powers whenever possible.

Lesser Shedus

Languages: Lesser shedu speak shedu, lamia, lammasu, and most human tongues. Of course, they can always use Mindlink (a limited form of telepathy, see below).

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
9	3/5/14	All/All	15	150

Lesser shedu always have the five powers listed below (within three disciplines). In addition to these powers, a lesser shedu knows any three sciences and five devotions desired (from these disciplines, or others). Each creature tends to specialize in a particular discipline to complement the herd (each takes a different discipline).

Psychometabolism: Shadowform

Psychoporation: Astral Projection



Telepathy: ESP, Mindlink, Send Thoughts.

Greater Shedus

Greater shedu radiate Protection from Evil, 10' Radius.

Languages: Greater shedu speak shedu, lamia, lammasu, common, and root languages (i.e. most human tongues). However, they can always rely upon telepathy, which they have mastered so well that they can even make rudimentary contact can be made even with plants.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
14	5/7/19	All/All	18	250

Clairensience: Aura Sight, Clairaudience, Clairvoyance, Danger Sense, Object Reading, Psionic Sense

Psychokinesis: Molecular Agitation, Molecular Manipulation, Telekinesis

Psychometabolism: Body Control, Body Equilibrium, Metamorphosis, Shadowform

Psychoporation: Astral Projection, Dimensional Door, Dimension Walk, Teleport

Telepathy: Awe, Domination, Invisibility, Mindlink

SIRINE

CLIMATE/TERRAIN:	Temperate or tropical salt or fresh water, in wilderness areas
FREQUENCY:	Rare (saltwater) or very rare (fresh water)
ORGANIZATION:	Solitary or family
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to genius (13-19)
TREASURE:	L, M, N, Q; X
ALIGNMENT:	Any
NO. APPEARING:	1 (2d4)
ARMOR CLASS:	17
MOVEMENT:	60, Sw 120
HIT DICE:	4 to 7 (20 to 35 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Song, spell powers
SPECIAL DEFENSES:	Spell powers, water-breathing
MAGIC RESISTANCE:	4
SIZE:	M (5'-6' tall)
MORALE:	Steady (13-15)
XP VALUE:	4 HD: 2,000 (+1,000/additional Hit Die)

Sirines are beautiful, human-like females, at home in any aquatic environment. They have human skin tones ranging to a light yellow-green, and their hair can be almost any color, though silver and dark green are the most common. Sirines have beautiful figures and wear scanty clothing at best.

Most sirines are antisocial, so they try to drive intruders away, with evil sirines taking stronger measures. Other sirines are hungry for social interaction and try to lure male humans or demihumans to join them for a time.

Sirines speak their own language and the language of the nearest intelligent races. They can breathe water and air, and they have Darkvision to a range of 120 feet.

Combat: A lone sirine will always have 6 or 7 HD; each member of a group has an equal chance for 4, 5, or 6 HD. All members of a group have the same basic alignment (all evil, all good, or all neutral). All sirines can defend their solitude with some skill.

Sirines have a Dexterity of 18; combined with their innate magic, this grants them an exceptional Armor Class. Most (90%) sirines carry a short sword or a dagger, and 30% carry missile weapons, javelins or slings, as well. Each weapon has a 10% chance of being magical, and javelins of lightning are common.

Sirines also have several spell-like abilities, each usable once per day (caster level 11): Charm Person (DC 16), Fog Cloud, Polymorph (self-only), and Improved Invisibility. The charm ability is used through the

sirine's song, and all people within 30 feet are subject to it, even if they are hostile or attacking.

If the sirine touches an opponent, the victim must make a DC 13 Intelligence Saving Throw; those failing to save are reduced to an Intelligence of 2. The touch is automatic for charmed individuals but requires a normal attack roll for others. A successful Dispel Magic will restore the victim's intelligence, as will a sirine's touch, if she so wills it. Any sirine can restore intelligence taken by another sirine.



Sirines make Saving Throws as 11 Hit Dice creatures, with a +2 bonus on poison Saving Throws. They are immune to all gas attacks.

Habitat/Society: Sirines are encountered only in lonely places that are otherwise uninhabited. Most live near rocky outcroppings or small islands in the sea. Some choose to live in fresh water but tend to avoid these areas because they are usually populated and sometimes difficult to reach.

Young sirines often live with their sisters; these sirines are the more social type. As a sirine grows older, she becomes more reclusive and contemplative, however, and eventually looks for a home of her own where she can think and sing in solitude. Even then, they have a rare desire for companionship.

Sirines usually mate with male humans. Some sirines choose elves, tritons, or merfolk as mates, producing children with some of their parents' traits (pointed ears from elves, green skin from aquatic elves, scales and webbed fingers and toes from merfolk and tritons). Sirines never form lasting relationships, for the call of the sea is too great to bind them.

After a gestation period of nine months, they give birth to 1d4 baby sirines, which are cared for by their mother until they are five years old. After that, they fend for themselves, living on the bounty of the sea. Reaching adulthood at 10 years, they live for about 100 years, and yet their beauty never leaves them.

Sirines live to sing, and to think about the sea. If deprived of their voices, or confined away from water, they will slowly wither away until they die. Sirines often have great knowledge regarding the history of their area and any current events. They sometimes trade this knowledge for companionship.

Ecology: Sirines are not harmful to their environment in any manner. They kill only enough to eat, and never take too much from the sea. They have few natural enemies, and they are more than able of taking care of themselves. Though they make beautiful garments from sea shells, fish skin, and seaweed, they gain other belongings and treasure by scavenging shipwrecks.

SKELETON

	Skeleton	Animal	Monster
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Band	Band	Band
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	See below	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	3d10	2d10	1d6
ARMOR CLASS:	13	12	14
MOVEMENT:	60	30 to 60	60
HIT DICE:	1 (5 hp)	1 (5 hp)	6 (30 hp)
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	By weapon	1d4 P	Special
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	See below	See below	See below
SIZE:	M (6' tall)	S-M (3'- 5')	L-H (7'-15')
MORALE:	Special	Special	Special
XP VALUE:	65	65	650

All skeletons are magically animated undead monsters, created as guardians or warriors by evil magic-users and clerics.

Skeletons appear to have no ligaments or musculature which would allow movement. Instead, the bones are magically joined together during the casting of an Animate Dead spell. Skeletons have no eyes or internal organs.

Skeletons can be made from the bones of humans and demihumans, animals of human size or smaller, or giant humanoids like bugbears and giants.

Combat: Man-sized humanoid skeletons always fight with weapons, usually a rusty sword or spear. Animal skeletons almost always bite for 1d4 points of damage, unless they would obviously inflict less (i.e., skeletal rats should inflict only 1d2 points, etc.). Monster skeletons, always constructed from humanoid creatures, use giant-sized weapons which inflict the same damage as their living counterparts but without any Strength bonuses.

Skeletons are immune to all Sleep, Charm, and Hold spells. Because they are assembled from bones, cold-based attacks also do skeletons no harm. The fact that they are mostly empty means that slashing or piercing weapons (like swords, daggers, and spears) inflict only half damage when employed against skeletons. Blunt weapons, with larger heads designed to break and crush bones, cause normal damage against skeletons. Fire also does normal damage against skeletons. Holy water inflicts 2d4 points of damage per vial.

Skeletons are immune to Fear spells and need never check morale, usually being magically commanded to fight to the death. When a skeleton die, it falls to pieces with loud clunks and rattles.

Habitat/Society: Skeletons have no social life or interesting habits. They can be found anywhere there is a magic-user or cleric powerful enough to make them. Note that some neutral clerics of deities of the dead or dying often raise whole armies of animated followers in times of trouble. Good clerics can make skeletons only if the dead being has granted permission (either before or after death) and if the cleric's deity has given express permission to do so. Otherwise, violating the eternal rest of any being or animal is something most good deities disapprove of highly.

Skeletons have almost no minds whatsoever and can obey only the simplest one- or two-phrase orders from their creators. Skeletons fight in unorganized masses and tend to botch complex orders disastrously. It is not unheard of to find more than one type of skeleton (monsters with animals, animals with humans) working together to protect their master's dungeon or tower.

Ecology: Unless the skeleton's remains are destroyed or scattered far apart, the skeleton can be created anew with the application of another Animate Dead spell. Rumors of high-level Animate Dead spells which create skeletons capable of reforming themselves to continue fighting after being destroyed have not been reliably confirmed.



SKELETON, GIANT

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non-(0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2d4
ARMOR CLASS:	16
MOVEMENT:	60
HIT DICE:	5 (25 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12 (varies)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (12' tall)
MORALE:	Unwavering (20)
XP VALUE:	975

Giant skeletons are similar to the more common undead skeleton, but they have been created with a combination of spells and are, thus, far more deadly than their lesser counterparts.

Giant skeletons stand roughly 12 feet tall and look to be made from the bones of giants. In actuality, they are simply human skeletons that have been magically enlarged. They are normally armed with long spears or scythes that end in keen bone blades. Rare individuals will be found carrying shields (and thus have an Armor Class of 17), but these are far from common.

A small, magical fire burns in the chest of each giant skeleton, a by-product of the magics that are used to make them. These flames begin just above the pelvis and reach upward to lick at the collar bones. Mysteriously, no burning or scorching occurs where the flames touch the bone.

Giant skeletons do not communicate in any way. They can obey simple, verbal commands given to them by their creator, but will ignore all others. In order for a command to be understood by these animated skeletons, it must contain no more than three distinct concepts. For example, "stay in this room, make sure that nobody comes in, and don't allow the prince to leave," would be the type of command these creatures could obey.

Combat: In melee combat, giant skeletons most frequently attack with bone-bladed scythes or spears. Each blow that lands inflicts 1d12 points of slashing or piercing damage.

Once per hour, a giant skeleton may reach into its chest and draw forth a sphere of fire from the flames that burn within its rib cage. This flaming sphere can be hurled as if it were a Fireball that delivers 8d6 points of damage (DC 15 Dexterity save for ½ damage). Because these creatures are immune to harm from both magical and normal fires, they will freely use this attack in close quarters.

Giant skeletons are immune to Sleep, Charm, Hold, or similar mind-affecting spells. Cold-based spells inflict half damage to them, lightning inflicts full damage, while fire (as has already been mentioned) cannot harm them. They suffer half damage from slashing or piercing weapons. Bludgeoning weapons inflict full damage to them.

Being undead, giant skeletons can be turned by clerics and paladins. Holy water that is splashed upon them inflicts 2d4 points of damage per vial.

Habitat/Society: The first giant skeletons to appear in Ravenloft were created by the undead priestess Radaga in her lair within the domain of Kartakass. Others have since mastered the spells and techniques required to create these monsters; thus, giant skeletons are gradually beginning to appear in other realms where the dead and undead lurk.

Giant skeletons are employed as guards and sentinels by those with the power to create them. It is said that the Dark Powers can see everything that transpires before the eyes of these foul automatons, but there is no proof supporting this rumor.

Ecology: Like lesser animated skeletons, these undead things have no true claim to any place in nature. They are created from the bones of those who have died and are abominations in the eyes of all who believe in the sanctity of life and goodness.

The process by which giant skeletons are created is dark and evil. Attempts to manufacture them outside of Ravenloft have failed, so it is clear that they are in some way linked to the Dark Powers themselves. In order to create a giant skeleton, a spellcaster must have the intact skeleton of a normal human or demihuman. On a night when the land is draped in fog, they must cast an Animate Dead, Produce Fire, Enlarge Person, and a Resist Fire spell over the bones. When the last spell is cast, the bones lengthen and thicken, and the creature rises up.

SKELETON, WARRIOR

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (16-17)
TREASURE:	A
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	18
MOVEMENT:	30
HIT DICE:	9+9 (54 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon, see below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	18
SIZE:	M (6'-7' tall)
MORALE:	Champion (18)
XP VALUE:	4,000

Formerly powerful fighters, skeleton warriors are undead lords forced into their nightmarish states by powerful wizards or evil demigods who trapped their souls in golden circlets. The sole reason that skeleton warriors remain on the Prime Material Plane is to search for and recover the circlets that contain their souls.

A skeletal warrior appears as a cracked and yellowing skeleton covered with shards of decaying flesh. Its eyes are black holes containing pinpoints of reddish light. It is clad in the blackened armor and rotted trappings it wore in its former life.

Combat: Anyone possessing a skeleton warrior's circlet can control its actions, so long as the controller remains within 240 feet of the warrior. The controller is either in active control of the warrior or in a passive mode. When in active control, the controller can see whatever the skeleton sees, and he can mentally command it to fight, search for treasure, or take any other actions; however, the controller himself is unable to cast spells, move, or take any other actions while in active control. When in the passive mode, the controller can take any normal actions, but he is unable to see through the warrior's eyes; the skeleton warrior remains inert while the controller is in passive mode. The controller can change between the passive mode and active control at will (requiring a free action to do so).

The controller must have the warrior's circlet on his head in order to control the warrior. If the circlet is removed from the controller's head, he can no longer control the warrior; likewise, if the controller and the warrior are separated by more than 240 feet, the controller can no longer control the warrior. If the circlet remains in the controller's possession, he can resume control at a later time. But if the controller loses the circlet, either by accident or by a deliberate act, the warrior immediately charges toward the controller to attack and destroy him. The warrior does not rest until it destroys its former controller or until control is re-established. If the warrior holds the circlet to its head, both the warrior and the circlet turn to dust, never to reappear.

When a character first comes into possession of a circlet, he is unlikely



to be aware that the skeleton warrior is tracking him, unless he recognizes the circlet's significance. To establish control for the first time, the character not only must hold the circlet to his head, he must be able to see the warrior and concentrate on the establishment of control for one action and then roll a successful (DC 15) Wisdom Saving Throw; if he fails this save, he can try again in subsequent rounds. Meanwhile, the skeleton warrior continues to approach, attempting to destroy the character and gain possession of the circlet.

If his concentration is broken before control is established - for instance, if he has to defend himself against an attack - he must concentrate again for three rounds. Once control has been established for the first time, it can only be broken as indicated above. To be effective, the circlet cannot be worn with any other headgear; placing it in a helm, for instance, nullifies its powers, though the skeleton warrior is still aware of the circlet's presence.

Skeleton warriors usually fight with two-handed swords, but they can use other weapons as well. Skeleton warriors make all weapon attacks as 12 Hit Die creatures; this is an innate ability, the weapon itself is not

magical.

Only magical weapons affect skeleton warriors. They have a Magic Resistance rating of 18. The mere sight of a skeleton warrior causes any creature with fewer than 5 Hit Dice to flee in panic unless it makes a DC 15 Charisma Saving Throw. Skeleton warriors cannot be turned by clerics.

Habitat/Society: Skeleton warriors are usually found near the areas where they died in their former lives, or where they were buried. A skeleton warrior usually has a sizeable collection of treasure, the remnants of a lifetime of adventure. Since a skeleton warrior is preoccupied with recovering its circlet, protecting its treasure is not a priority.

Ecology: Skeleton warriors are used by their controllers as bodyguards, servants, or workers. Since skeleton warriors are obsessed with their circlets and are therefore undependable, evil creatures and other undead seldom associate with them. Skeleton warriors do not eat, sleep, or perform any other physiological functions.

SLAAD

	Blue	Death	Green	Grey	Red
CLIMATE/TERRAIN:	Limbo	Limbo	Limbo	Limbo	Limbo
FREQUENCY:	Rare	Very rare	Very rare	Very rare	Uncommon
ORGANIZATION:	Group	Group	Group	Group	Group
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (6-8)	Genius (18-19)	Average (9-10)	High (13-15)	Low (6-8)
TREASURE:	K, Q	Z	R	R (x2)	K, Q
ALIGNMENT:	Chaotic neutral	Chaotic neutral	Chaotic neutral	Chaotic neutral	Chaotic neutral
NO. APPEARING:	2d6	1d2	1d6	1d2	3d6
ARMOR CLASS:	18	24	20	22	14
MOVEMENT:	30	60	45	60	30
HIT DICE:	8+8 (48 hp)	15+15 (90 hp)	9+9 (54 hp)	10+10 (60 hp)	7+7 (42 hp)
NO. OF ATTACKS:	5	3 or 2	3	3 or 2	3
DAMAGE/ATTACK:	2d6 S x4/2d8 P	3d6 S x2/2d10 P or by weapon x2	1d6+2 S x2/2d8 P	2d4+2 S x2/2d8 P or by weapon x2	1d4 S x2/2d8 P
SPECIAL ATTACKS:	Disease	See below	See below	See below	Stun, egg-pellet
SPECIAL DEFENSES:	+1 weapons to hit, see below	+2 weapons to hit, see below	+1 weapons to hit, see below	+1 weapons to hit, see below	See below
MAGIC RESISTANCE:	6	14	10	12	6
SIZE:	L (10' tall)	M (6' tall)	L (7' tall)	M (6' tall)	L (8' tall)
MORALE:	Steady (13-15)	Fanatic (19)	Elite (16-17)	Champion (18)	Average (9-12)
XP VALUE:	10,000	20,000	12,000	15,000	4,000

The slaadi are great frog-like beings, who dwell on the outer plane of Limbo. Their form is that of a large bipedal frog, though some of the more powerful slaadi have Polymorph or Shapechange abilities and sometimes appear as men. In frog form their heads are huge and their claws are extremely sharp. There are powerful symbols embedded into their foreheads signifying rank. They speak their own language and, occasionally, some additional evil languages. Telepathy allows them to understand and converse with all things.

Habitat/Society: Slaadi have a hierarchial society. Their caste system is rigid because the strong will simply destroy the weak for disobedience; lesser slaadi are forced to be their servants. Reds and blues aid each other only in extreme emergencies.

Ecology: Although slaadi are inhabitants of the outer planes, and are frequently found travelling the lower planes, they have little or nothing to do with the Blood War between the baatezu and the tanar'ri.

Blue Slaad

Blue slaad are ruthless warriors that specialize in mass combat. Blue slaad are stronger than red slaad; and there is a great sense of rivalry between them.

Combat: Blue slaadi have two razor-sharp bone rakes sticking out from the back of each hand. These potent weapons inflict 2-12 points of damage on a successful hit. They have perfected their fighting style with these rakes, which give them two attacks per hand. Their bite does 2-16 points of damage per hit and has a chance of infecting the slaad's opponent with a rotting disease (DC 14 CON save or lose 1 point of CON and CHA per month). Blue slaadi have the following magical abilities that they may use at

will (caster level 8): Hold Person (DC 12), Passwall, and Telekinesis (DC 14).

They may attempt to Gate in either 1d4 red slaadi or 1d2 blue slaadi, twice times per day, with a 40% chance of success.

Ecology: Blue slaadi can infect wounded and unconscious opponents with a disease similar to lycanthropy. This infection transforms a humanoid victim, over three months' time, into a red slaad; non-humanoid victims die. The disease is undetectable in the first month except by detect evil or other magic, but its effects become obvious thereafter. Cure Disease and other powerful healing magic cures and reverses the infection. To prevent this, slaadi maintain victims as prisoners in temporary camps, along with those infected by red slaadi egg-pellets.

The rivalry between blue and red slaadi is no less real for their interrelationship. Driven by instinctual urges, each type unwillingly spawns the rival color, but after the spawning, each slaad takes no more interest in its creation. Instead they nurture the rival variety's victims to successful "birth" of a new offspring.

Death Slaad

The greatest of their kind, these few powerful slaadi have



achieved near-immortal longevity through evil ceremonies. Most of the half-dozen known death slaadi work to propagate their race, marshalling mobs of red and blue slaadi to invade small villages on the Lower Planes. They imprison the population as hosts and incubate a new generation of slaadi.

Death slaadi can communicate with all creatures through telepathy.

Combat: Also known as The Lesser Masters, they are the absolute masters of their race. Their claws strike for 3 to 18 points of damage (plus the target must make a DC 16 Strength Saving Throw or stunned for 1d6 rounds) and their bite inflicts 2 to 20 points of damage. A successful bite drains 2 levels of ability (DC 16 CON save to resist).

Only four of these fearsome monsters are known to exist. They have rarely been seen in slaad form, since they use human form exclusively on the Prime Material Plane, wearing no armor but using deadly swords of great magical power (such as *swords of sharpness*). They have an 18 Strength and add 3 to any weapon damage that they deal.



They may travel the planes at will and may use the following powers at will: Astral Spell, Cloudkill (DC 18), Darkness 15' Radius, Detect Invisibility, Detect Magic, ESP (DC 15), Fear (DC 17), Flame Strike (DC 18), Invisibility, Improved Phantasmal Force (DC 16), Locate Object, Shapechange (self only, human-form only), Ray of Enfeeblement (DC 14), and Wind Walk. Once per day they can use any Symbol spell (DC 20), as well as Delayed Blast Fireball (15d6, DC 20), Power Word: Stun (DC 21), Unholy Word (DC 20), and Phantasmal Killer (DC 17). The caster level is 15.

Once every 10 minutes they may Gate in 1d8 red, blue, green, or gray slaad.

Green Slaad

Whether as a host for a red's egg-pellet or as a blue's disease victim, a powerful human or demihuman host (such as a high-level adventurer) sometimes spawns a baby green slaad instead of a red or blue. This is an auspicious occasion, and both red and blue slaadi nurture the young green carefully.

At maturity (10-12 years), green slaadi have somewhat higher foreheads than reds or blues, typically with several tattoos. In their century-long careers they acquire many forehead tattoos.

Green slaadi are defensive about weaknesses and self-aggrandizing in triumph. Tremendous braggarts, they sometimes pause even during combat to gloat over opponents.

This creature is pale green with streaks of gray. Though it normally appears as a bipedal giant toad, it can change shape with its innate Polymorph ability.

Combat: Very rarely seen, they are the highest form of lesser slaadi. They attack with claws for 3 to 8 (1d6+2) points of damage and a bite for 2d8 piercing damage.

They prefer to use their innate powers or gate in other slaadi for combat, but they fight viciously if pressed. A green slaad can Polymorph at will into a duplicate of the human or demihuman host



that spawned it.

Its innate powers, which it can use at will, are: Continual Darkness, Darkness 15' Radius, ESP (DC 13), Detect Invisibility, Detect Magic, Fear (DC 15), Locate Object, Produce Flame, Polymorph (self only, human-form only), and Telekinesis (DC 16). Once per day it can generate a Delayed Blast Fireball (9d6, DC 18). The caster level is 9.

If a green slaad has its mortal form destroyed, but its symbol remains intact, it will reincarnate after 24 hours as a blue slaad, remaining in that form for a year and a day before turning green once again and resuming its former power.

Twice a day, with a 50% chance of success, they can attempt to Gate in 1d6 red slaadi, 1d4 blue slaadi, 1d2 green slaadi, or 1 gray slaad. Green slaadi are harmed only by +1 or better weapons.

Grey Slaad

A green slaad that lives to advanced age (a century or so) sometimes withdraws into wilderness isolation. Most are never seen again, but after a year or more some slaadi return to their fellows as grey slaadi.

Uninterested in lesser slaadi, greys become fascinated by power and magic, apparently seeking the near-immortality of the most powerful slaadi, the death slaadi (see above).

They normally appear as relatively small slaadi, a uniform light grey in color.

Combat: Known as The Executioners, they use a claw/claw/bite routine for 4 to 10 points of damage from their wicked claws, and 2 to 16 points of damage from the vicious bite they inflict upon opponents.



They can Shapechange into the form of the original host. In human form they attack twice per round with a +2 magical sword (75%) or sword of greater power, such as a *sword of sharpness* (25%). They have a 19 Strength and add 4 to any weapon damage that they deal.

Once per round they may use one of the following powers: Darkness 15' Radius, Fear (DC 15), Flame Strike (DC 16), Invisibility, Know Alignment, Lightning Bolt (DC 14), Phantasmal Force (DC 13), Shapechange (self only, human-form only), and Wind Walk.

Once per day they can use Symbol of Pain (DC 16) and Power Word: Blind (DC 18). Given time and equipment they can cast Enchant an Item. The Saving Throw DCs against these powers is 11 plus the spell level and the caster level is 10.

They may also, twice per day, attempt to Gate in 1d4 more grey slaad (60% chance of success).

Red Slaad

Slaadi are vicious combatants and quick to attack all other creatures. They can be ruthless when encountered in numbers, often surrounding smaller groups of beings and bullying and tormenting them before finally slaying the lot.

Red slaadi wear loincloths and have few forehead tattoos, denoting low status.

Both red and blue slaadi are surly brutes that despise one another, yet their complex reproductive cycle intertwines them as mutual progenitors.

Combat: Red slaadi attack with two claws for 1-4 points of damage per hit and bite for 2-16 points.

They are not terribly intelligent, so they choose predictable, uninspired tactics.

Red slaadi regenerate at a rate of 3 hit points per melee round. They can attempt to Gate in 1d2 additional red slaadi twice per day with a 40% chance of success. Once per day, red slaadi may stun by emitting

a loud croak that affects all opponents within 20 feet of the slaad. Victims must make a DC 14 Strength Saving Throw or be stunned for two rounds.

Ecology: Red slaadi have a special gland under the skin of each claw. When one hits with a claw attack, there is a chance that an egg pellet is planted in its opponent's body (DC 13 Constitution Saving Throw to avoid this). The egg pellet begins to move through the victim's body, often without the victim even knowing he has been infected until it reaches the chest cavity. There it gestates for three months, forming a baby red slaad that will eat its way out of the victim's body, killing it. The victim falls very ill 24 hours before the baby slaad eats its way out. An egg pellet can only be detected by a Detect Evil spell, and destroyed by a Remove Curse, Dispel Evil, or similar spell. To prevent this, the slaadi confine victims in temporary prison camps erected near the battlefield.



SLUG, GIANT

CLIMATE/TERRAIN:	Subterranean and wet
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	12
MOVEMENT:	30
HIT DICE:	12 (60 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12 P
SPECIAL ATTACKS:	Spits acid
SPECIAL DEFENSES:	Immune to blunt weapons
MAGIC RESISTANCE:	Nil
SIZE:	H-G (25'-50' long)
MORALE:	Steady (13-15)
XP VALUE:	5,000

Giant slugs are huge, omnivorous mutations of the small and benign garden slugs. Their highly developed mouths are capable of chewing flesh and well as plants, and they spit a highly corrosive acid on their food. Most giant slugs are pale gray, with dead white underbellies.

Combat: Giant slugs can bite for 1d12 points of damage, but their main attack form is their corrosive acid saliva. The acid is spat at a single target and corrodes any organic tissue (plants or animals). It will also destroy equipment (DC 16 Item Saving Throw). The acid inflicts 4d8 points of acid damage (DC 12 DEX save for ½ damage). Note that giant slugs are impervious to this acid spittle.

Giant slugs are immensely strong and can batter down doors and wooden buildings in seconds. They have no bones and can squeeze through holes and crevasses normally impassible to much smaller predators. For example, a party of adventurers might seek cover in a large stone building, while taunting the slowly approaching slug behind them. To their astonishment, the huge creature enters through the same doorway the party did and begins to send acid everywhere.

The rasping tongue of a giant slug enables it to burrow through 1 foot of earth or 6 inches of wood per round, making most standard barricades useless against it.

Because of their lack of bones and their thick, rubbery hides, giant slugs are not harmed by blunt weapons or spells that cause crushing or impact damage. Only edged and pointed weapons and magical attacks, can harm a giant slug.



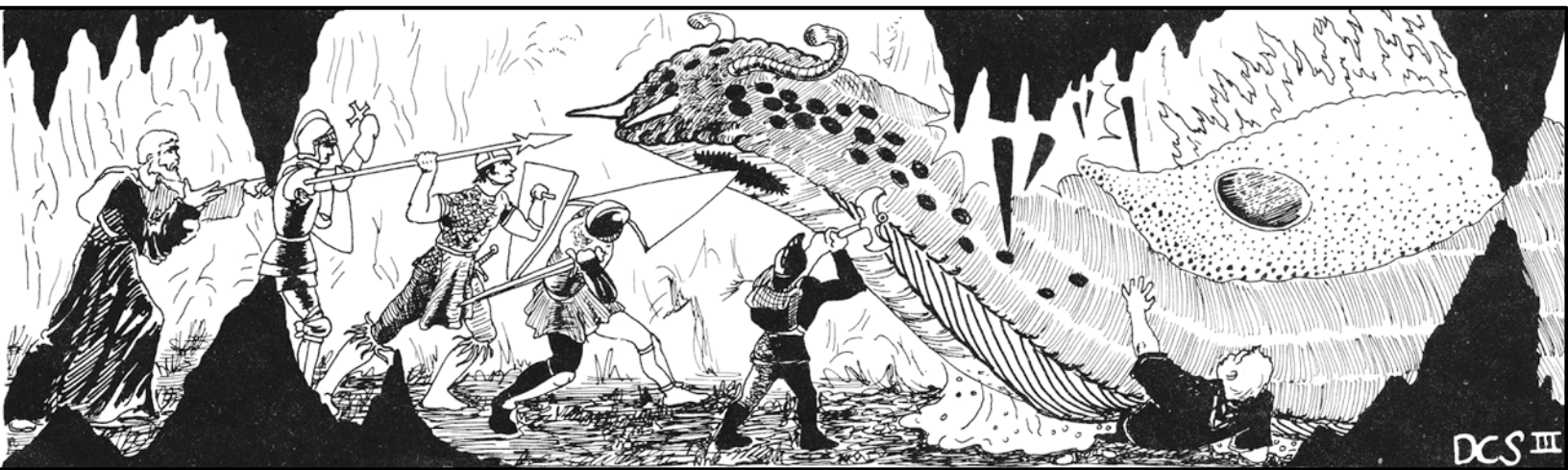
Habitat/Society: Giant slugs can be found in any wet and dark environment, including deserted dungeons, swamps, and rain forests. Giant slugs are solitary creatures and speak no language. They are barely sentient, exhibiting only rudimentary instinctive reactions when confronted.

Ecology: No one has ever found a good use for giant slugs, except maybe as huge garbage disposals. They have no known predators. They will eat anything - plants, carrion, garbage - but prefer warm, living flesh when they can catch it.

Since giant slugs have such huge appetites, they rarely attack smaller creatures, such as squirrels and monkeys, which they have a hard time seeing anyway. Even on a good day, they must usually supplement their feedings with some vegetation.

Normal slugs have a nasty reaction to salt when it is sprinkled on them. They dry up and die in less than a minute. It is unlikely that this technique is adaptable to the giant variety, but some fabrication and summoning spells might be adaptable if there ever seemed to be a need for it.

For now, giant slugs remain a very real danger in jungles, forests, and dungeons everywhere.



SNAKE

	Amphisbaena	Boalisk	Constrictor (Normal)	Constrictor (Giant)	Heway
CLIMATE/TERRAIN:	Any temperate	Any tropical	Any warm	Any warm	Desert oases
FREQUENCY:	Very rare	Rare	Uncommon	Uncommon	Uncommon
INTELLIGENCE:	Animal (1-2)	Animal (1-2)	Animal (1-2)	Animal (1-2)	Low (6-8)
NO. APPEARING:	1d3	1d3	1d2	1d2	1d2
ARMOR CLASS:	17	15	14	15	13
MOVEMENT:	60	60	45	45	60, Sw 30
HIT DICE:	6 (30 hp)	5+5 (30 hp)	3+3 (18 hp)	6+6 (36 hp)	1+3 (8 hp)
NO. OF ATTACKS:	2	2	2	2	1
DAMAGE/ATTACK:	1d3 P x2	1d3 P/1d6+1 B	1 P/1d3 B	1d4 P/2d4 B	1d3 P
SPECIAL ATTACKS:	Poison	Gaze and constrict	Constrict	Constrict	Poison and hypnotic stare
SPECIAL DEFENSES:	See below	Nil	Nil	Nil	Nil
SIZE:	M (13' long)	L (25' long)	M (10'-20' long)	L (30'+ long)	M (12' long)
MORALE:	Average (9-12)	Steady (13-15)	Average (9-12)	Average (9-12)	Unsteady
XP VALUE:	650	975	175	650	175
Elder:	1,400	2,000	420	1,400	420
Jaculi:	975	1,400	270	975	N/A

	Poison (Normal)	Poison (Giant)	Sea, Giant	Spitting, Giant
CLIMATE/TERRAIN:	Any land	Any land	Tropical marine	Tropical land
FREQUENCY:	Uncommon	Uncommon	Uncommon	Rare
INTELLIGENCE:	Animal (1-2)	Animal (1-2)	Animal (1-2)	Animal (1-2)
NO. APPEARING:	1d6	1d6	1d8	1d4
ARMOR CLASS:	14	15	15	15
MOVEMENT:	75	75	60, Sw 60	60
HIT DICE:	2+2 (12 hp)	4+4 (24 hp)	10 (50 hp)	4+4 (24 hp)
NO. OF ATTACKS:	1	1	2	2
DAMAGE/ATTACK:	1	1d3 P	1d6 P/3d6 B	1d3 P
SPECIAL ATTACKS:	Poison	Poison	Poison, constrict	Spit Poison
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
SIZE:	S (5' long)	M (12' long)	G (50'+ long)	M (8' long)
MORALE:	Average (9-12)	Average (9-12)	Steady (13-15)	Average (9-12)
XP VALUE:	175	420	3,000	650
Elder:	420	975	5,000	1,400
Jaculi:	270	650	N/A	975

Snakes are long, slender reptiles that can be found anywhere in the entire world, even in the coldest arctic regions.

There are basically two types of snakes, in all manner of sizes. The poisonous snakes make up for their relatively smaller size with deadly venoms, while the larger constrictors squeeze their victims to death. Both types sleep for days after eating. All snakes shed their skin several times each year. All snakes in this entry share the following characteristics:

ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
TREASURE:	Nil
ALIGNMENT:	Neutral
MAGIC RESISTANCE:	Nil

Snakes fear fire and will retreat from open flames, suffering a -6 Morale Rating penalty when flames are used against them.

Amphisbaena

These monsters have heads at both ends, and both heads are armed with poisonous fangs. The creature travels by grasping one of its necks and rolling like a hoop. It can attack with both heads, each head attacking a separate target. Victims failing to make a DC 13 CON Saving Throw when bitten die instantly. Amphisbaena are immune to cold-based attacks.



Boalisk

The boalisk is a tropical constrictor snake with a gaze attack. Any creature meeting its gaze (failing a DC 13 Wisdom Saving Throw) is infected with a magical rotting disease, identical to that inflicted by a mummy (see page 3).

The boalisk can use its gaze on a single victim each round in addition to its bite and constrictor attacks.

Constrictor Snake

Constrictors of all sizes hide in the branches of trees, waiting patiently until they can slowly lower themselves or suddenly drop onto their unsuspecting victims. Once they strike, the victim is Grappled (DMG 69) unless it makes a DC 12 Athletics skill check. Grappled targets suffer 1d3 crushing (bludgeoning) damage every round, unless they escape (DC 12 Athletics skill check), die, or the snake is slain.

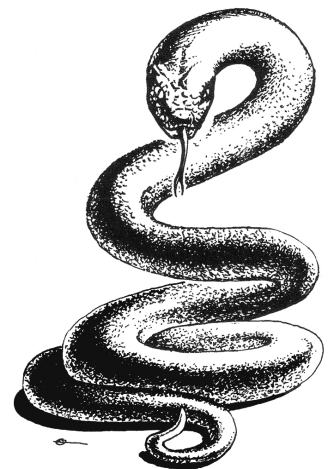
Common constrictor species include anacondas, boas, and reticulate pythons, all of which can reach lengths of 30 feet. Their skin is valuable, with an unblemished skin selling for as much as 100 gp.

Some constrictor snakes are known as birdcharmers; these innately magical snakes can mesmerize their prey by swaying slowly and steadily while staring down their victims. Creatures of animal intelligence or less must make a DC 12 Saving Throw or be effectively paralyzed for as long as the snake continues to sway, and for 2d6 rounds thereafter.

Elder Serpents

Ancient snakes are said to gain wisdom with age, giving them Semi-Low intelligence (3-8). They gain an additional Hit Die and the ability to speak.

Elder serpent venom is more concentrated than that of its younger cousins (death in 1d4 rounds maximum, +4 to the Saving Throw DCs



against their venom). They suffer no modifier to morale when faced with open flames. Elder serpents have a measure of cunning and value glittering objects; they have treasure, type W.

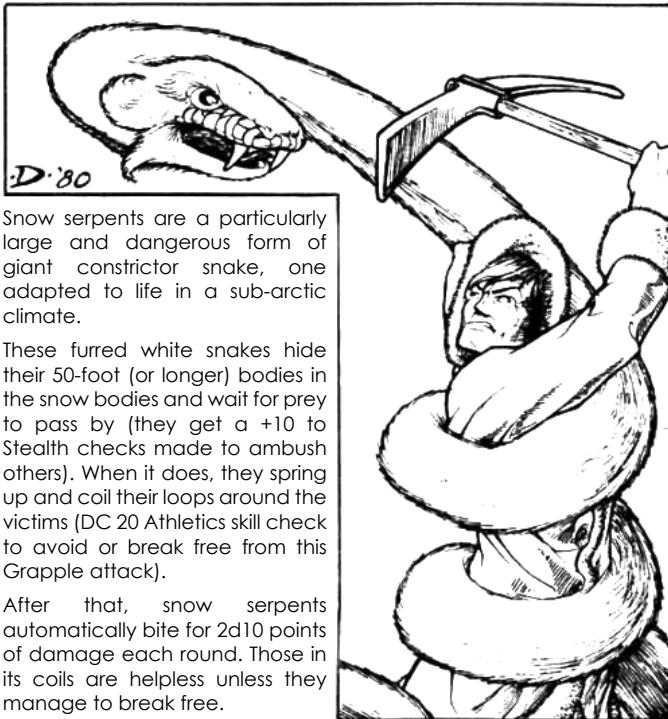
Elder serpents can paralyze prey as birdcatchers do (see constrictors above, DC 16). In the case of elder boalisks, their gaze has two simultaneous effects and victims are entitled to two Saving Throws. All elder serpents can hypnotize people as well as animals with their paralyzing stare.

The largest elder serpent is called the Grand Snakemaster and is said to be immortal. When it sheds its skin, the discarded skin is rumored to possess healing powers. Those who eat it are said to gain wisdom, but since the Grand Snakemaster has never been seen, the truth of these rumors is questionable.

Giant Constrictor Snake

Giant constrictor snakes are larger and much stronger than their smaller cousins. It requires a DC 18 Athletics skill check to avoid or escape from their coiling (Grapple) attack.

The skin of a giant constrictor snake is thick and stiff; valuable only as armor, not for decoration. An uncured hide can fetch 20 gp.



Snow serpents are a particularly large and dangerous form of giant constrictor snake, one adapted to life in a sub-arctic climate.

These furred white snakes hide their 50-foot (or longer) bodies in the snow bodies and wait for prey to pass by (they get a +10 to Stealth checks made to ambush others). When it does, they spring up and coil their loops around the victims (DC 20 Athletics skill check to avoid or break free from this Grapple attack).

After that, snow serpents automatically bite for 2d10 points of damage each round. Those in its coils are helpless unless they manage to break free.

Snow serpents are very rare and have the following statistics:

AC 14, MV 45, HD 10, SZ G (50'+ long), ML Average (9-12), XP 2,000. Their pelt is worth 2,000 gp. In all other respects they are similar to other giant constrictor snakes.

Heway

These intelligent snakes have slimy, poisonous skins that they use to foul wells and oases. After swimming in a body of water for several hours and releasing its poison, it slinks off to wait for its prey to arrive. A creature drinking water poisoned by a heway must make a successful DC 11 Constitution Saving Throw or suffer 30 points damage within 3d6 minutes and be paralyzed for 1d6 hours. Creatures that make their

Saving Throws suffer 15 points of damage. Even animals that survive the initial effects are often doomed to die of dehydration.

Many humans and animals attack heways on sight, but it can defend itself with its hypnotic stare, which has a powerful effect; any creature failing a DC 11 Wisdom Saving Throw will follow the heway to its lair and allow itself to be devoured.

The heway sometimes uses this stare simply to immobilize a menacing creature. It then leaves the area while the hypnotized creature remains stationary for 1d6x10 minute.

Heway are innate cowards and avoid contact with other animals. It is a weak fighter, its bite is not venomous, and its jaws are weak. Its preferred food is small animal carrion. Simply touching heway skin has no effect; the poison must be ingested.

Poisonous Snake

All poisonous snakes deliver toxins automatically through their bite. Roll on the table below (or choose) to determine what type of poison is present.

D8 Roll	Class	Method	Onset	Damage
1	A	Injected	10-30 minutes	4d6/0
2	B	Injected	2-12 minutes	6d6/1d6
3	C	Injected	2-5 minutes	8d6/2d6
4	D	Injected	1-2 minutes	10d6/2d6
5	E	Injected	Immediate	Death/6d6
6	F	Injected	Immediate	Death/0
7	O	Injected	2-24 minutes	Paralysis/-
8	P	Injected	1-3 hours	2d6 STR/-

Typical varieties of poisonous snakes include the asp, cobra, copperhead, coral snake, death adder, krait, mamba, puff adder, rattlesnake, sidewinder, and water moccasin.

Some cobras and sidewinders hunt by night and can track warm-blooded prey by body heat as well as by sight. They have the equivalent of 30-foot Darkvision. Black mambas are the fastest known snakes and can reach move 150 per round across open ground.

Giant Poisonous Snake

Giant poisonous snakes cause death in one round if their victims fail a DC 12 Saving Throw. Some varieties inflict 3d6 points of poison damage even if the Saving Throw is made.

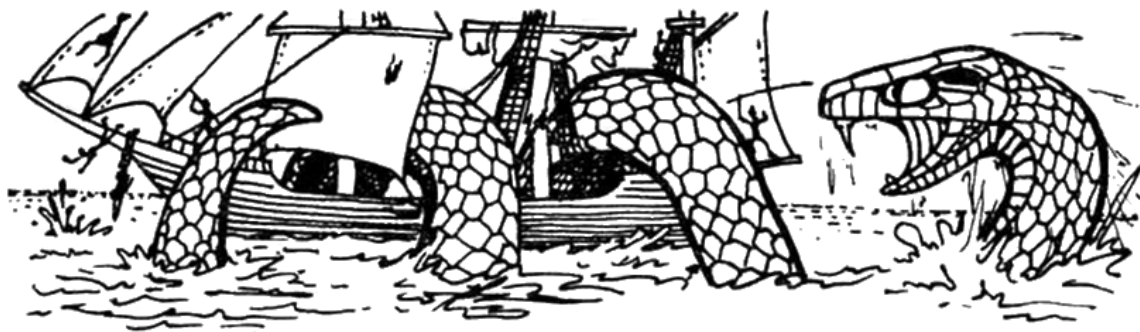
The giant cobra is an example of a variant, giant poisonous snake. Its venom results in death 2d4 rounds after a successful strike; if the victim makes a DC 14 Saving Throw, he suffers only 10 points of damage.

Giant cobras mesmerize prey as birdcharmer snakes do (see above). They can kill and eat an entire Small-sized creature. Some varieties of giant weasel can hunt them successfully, and jungle giants consider giant cobras a delicacy, as do some elven tribesmen.

Giant Sea Snake

Found only in tropical waters, the giant sea snake is the only type of snake that is both constricting and poisonous. Its constricting grasp on small ships can crush them in 10 rounds. Sea snakes attack ships only when they are hungry (20% chance). Their poisonous bite is deadly in 1-4 rounds. Sea snakes are fully capable of diving to great depths, and their nostrils (on the top of their snouts) have membranes that automatically seal them underwater.

From time to time giant sea snakes gather in huge floating masses of hundreds or thousands of snakes, often 100 yards wide and 30 miles long. These may be mating rituals, or they may be seasonal migrations; the actual reason is unknown.



Spitting Snake

Spitting varieties of snakes bite their victims and can shoot poisonous spittle at a single target within 30 feet. Their poison is identical to normal poisonous snakes (see above). Typical species include the African spitting cobra, which can spit up to 15 feet. Its spittle can blind victims that fail a DC 12 Constitution Saving Throw. The blindness wears off after 2d6 hours.

Jaculi (Tree Snakes)

Many of the above land snakes can be encountered as tree snakes, also known as jaculi. These subspecies are simply arboreal varieties of other types of snakes that have adapted to life in a forest canopy. They have chameleon-like camouflage abilities and can leap onto their prey from 50 feet above ground; opponents suffer a -4 penalty to surprise rolls.

Some tree snakes have broad, flat heads with razor spines or barbs that make their initial impact particularly potent (double normal bite damage). After their initial flying attack, they must depend on biting or constriction attacks or climb back into the trees to leap again.

Jaculi snakes include the poisonous boomslang and the emerald tree boa. Many jaculi species prey on other snakes.



SONS OF KYUSS

CLIMATE/TERRAIN:	Desolate dungeons and ruins
FREQUENCY:	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Living beings
INTELLIGENCE:	Low (6-8)
TREASURE:	Q (25%)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d3
ARMOR CLASS:	10
MOVEMENT:	45
HIT DICE:	4 (20 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 B
SPECIAL ATTACKS:	Fear, disease, worms
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Champion (18)
XP VALUE:	1,400

Sons of Kyuss are horrible undead beings that convert living humans and demihumans into cursed undead like themselves. Sons look similar to zombies and are often mistaken for them when seen from a distance (DC 15 Religion or Perception skill check to notice the difference). Putrid flesh hangs loosely from their bones. Their skulls are completely devoid of skin, with only a few strands of hair and fungus remaining. Most revolting of all, writhing green worms crawl in and out of every skull orifice. Their clothing is usually filthy, tattered rags, but recent converts occasionally have fine garments.

Combat: Sons of Kyuss are surrounded by a spherical zone of fear that is 30 feet in diameter. Those who fail a DC 12 Charisma Saving Throw when entering this zone flee in terror for one minute (6 rounds). Fleeing characters are 60% likely to drop whatever they are carrying in hand. Sons can be turned by clerics.

Sons regenerate 2 hit points per round. Their limbs also regenerate, even if severed. Sons reduced to 0 or fewer hit points collapse as if

dead but continue to regenerate normally; they stand up to fight when their hit points reach 1 or more. Fire, lightning, acid, and holy water cause permanent damage to sons of Kyuss. Pouring holy water or touching a holy symbol to the wounds of sons stop them from regenerating. These procedures destroy them if undertaken while they are at 0 hit points or less.

Sons are exceptionally strong. They attack in melee with a double-handed flailing of fists, causing 1d8 points of damage. Each hit has a chance of inflicting a rotting disease on the victim (DC 12 CON save to resist). This disease is fatal in 1d6 months. Each month that the disease progresses, the victim loses 2 points of Charisma permanently. The rotting disease can be cured only by a Cure Disease spell. Victims suffering from the disease heal wounds slowly, recovering no more than 1 hit point per day. The disease also negates all Cure Wound spells cast upon the victim.



In addition to flailing fists, one worm per round attempts to jump from a son's head to a character the son is in melee with. The worm needs only to roll a successful attack roll (as a 4 Hit Die creature) to land on the victim. The worm burrows into the victim on the next round unless torn free (DC 12 Athletics skill check) or killed by the touch of cold iron, holy water, or a blessed object. A worm that is torn from a victim immediately attacks the creature that tore it free.

After penetrating the victim's skin, the worm burrows toward the victim's brain, taking 1d4 rounds to reach it. During this time a Remove Curse or Cure Disease spell will kill the worm and Neutralize Poison or Dispel Evil will delay the worm for 1d6 x 10 minutes. If the worm reaches the brain, the victim dies immediately and becomes a son of Kyuss. Decay and putrefaction set in without further delay.

A Cure Disease or Remove Curse spell will transform a son into a zombie, but both spells require that the cleric touch the son. Any character voluntarily touching a son is attacked by 1d4 worms. These worms must roll successful attacks to land on the character.

Sons travel in pairs or threes, stalking ruins or dungeons in search of victims. They attack unceasingly using their sphere of fear to scatter

their victims and then hunt them down individually.

Habitat/Society: Kyuss was an evil high priest who created the first of these creatures, via a special curse, under instruction from an evil deity. Since then the number of sons has increased dramatically.

Sons are completely insane. There is no pattern to their wanderings. Some stalk the dungeon or ruin where they died, others conceal themselves within crypts, a few walk the land in broad daylight attacking settlements without hesitation.

Rumors persist that high-level evil clerics sometimes use sons to spread terror, promising the sons eternal rest for their cooperation.

Ecology: The worms are tied to the curse of the sons but exactly how remains a mystery. It is known that the worms cannot survive apart from a victim or on a son. Worms that fail to burrow into a victim die as soon as they touch the ground. Any worm removed from a son dies within one round of separation from the son who carried it. When a son is killed permanently, the worms die with him. Some sages have proposed that the worms might not be living creatures per se, but incarnations of the curse. Sons keep no treasure hoard, but dungeons inhabited by sons often contain items dropped by fleeing and past victims. Some sons still wear precious items that they carried when they were transformed.



SPECTRE

CLIMATE/TERRAIN:	Desolate dungeons and ruins
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Darkness and night
DIET:	Nil
INTELLIGENCE:	High (13-15)
TREASURE:	Q(x3), X, Y
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d6
ARMOR CLASS:	18
MOVEMENT:	75, Fl 150 (B)
HIT DICE:	7+7 (42 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 N
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	M (6' tall)
MORALE:	Champion (18)
XP VALUE:	3,000

Spectres are powerful undead that haunt the most desolate and deserted of places. They hate all life and light.

Spectres appear as semitransparent beings and are often mistaken for haunts or ghosts. Unlike most undead, spectres retain the semblance and manner of dress of their former life and can be recognized by old friends or through paintings of the persons they used to be.

Combat: Spectres exist primarily on the Negative Material Plane and can therefore be attacked by beings on the Prime Material Plane only with magical weapons. Daylight makes spectres powerless by weakening their ties to the Negative Material Plane.

The chilling touch of a spectre drains energy from living creatures. A successful attack inflicts 1d8 points of necrotic damage and drains two life energy levels from the victim (DC 14 CON save to resist).

Any being totally drained of life energy by a spectre becomes a full-

strength spectre under the control of the spectre which drained him.

The victim loses all control of his personality and may become more or less powerful than before, depending on his level and class before becoming a spectre.

Spectres are immune to all Sleep, Charm, Hold, and cold damage, as well as poisons and paralyzation attacks. Holy water inflicts 2d4 points of radiant damage when it strikes a spectre. The water can be splashed on a spectre successfully. A Raise Dead spell apparently reverses the undead status, destroying the spectre immediately if a Saving Throw is failed.

Habitat/Society: Most spectres are solitary, but some enclaves exist where a particularly powerful or lucky spectre has managed to drain mortals of life. This lead spectre is known as the master spectre (always with maximum hit points per die), while the others are known collectively as the followers.

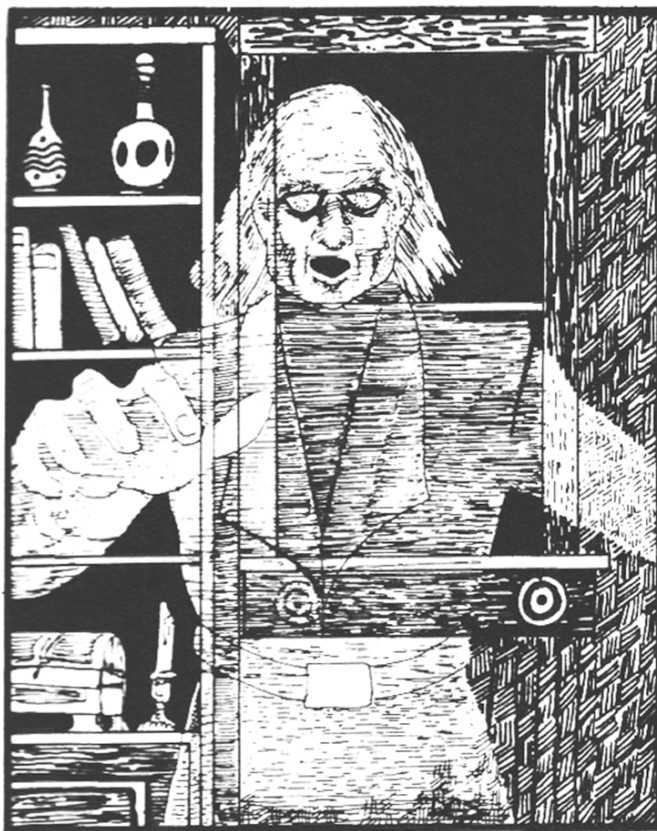
In this arrangement, the master spectre almost never engages enemies personally, but instead sends his minions in for the kill. Mortals drained of life by follower spectres are subservient to the master spectre, not the followers. Note that if the master spectre is slain, all followers become independent and can travel anywhere they wish in hopes of becoming master spectres themselves. Once a character becomes a spectre, recovery is nearly impossible, requiring a special quest.

Spectres hate light and all life, as both remind them of their undead existence. They are therefore encountered only in places of extreme darkness and desolation, like long-abandoned ruins, dungeons, and subterranean sewers.

Contrary to popular mythology, spectres remain highly intelligent and generally rational after the transformation to undeath. Life makes them lament their unlife, and they bear a strong hatred for all those lucky enough to live and truly die.

Spectres have enough cunning to plan their attacks, and rival vampires in their skill at remaining hidden from the general populace.

Ecology: No one knows who the first spectre was or how it came to be; the few facts detailed above are all that is known with any degree of certainty.



SPHINX

	Androsphinx	Criosphinx	Gynosphinx	Hieracosphinx
CLIMATE/TERRAIN:	Warm lands	Warm woodlands	Warm lands	Warm hills
FREQUENCY:	Very rare	Rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Exceptional (16-17)	Average (9-10)	Genius (18-19)	Low (6-8)
TREASURE:	U	F	R, X	E
ALIGNMENT:	Chaotic good	Neutral	Neutral	Chaotic evil
NO. APPEARING:	1	1	1d4	1d6
ARMOR CLASS:	22	20	21	19
MOVEMENT:	90, Fl 150 (D)	60, Fl 120 (D)	75, Fl 120 (D)	45, Fl 180
HIT DICE:	12 (60 hp)	10 (50 hp)	8 (40 hp)	9 (45 hp)
NO. OF ATTACKS:	2	3	2	3
DAMAGE/ATTACK:	2d6 S x2	2d4 S x2/3d6 B	2d4 S x2	2d4 S x2/1d10 P
SPECIAL ATTACKS:	See below	Nil	See below	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (8' tall)	L (7½' tall)	L (7' tall)	L (7' tall)
MORALE:	Fanatic (19)	Champion (18)	Fanatic (19)	Elite (16-17)
XP VALUE:	7,000	5,000	3,000	1,400

Androsphinx

Androsphinxes are huge, winged mythological creatures with the bodies of male lions and man-like facial features. They can speak the languages of Common and all sphinxes.

Combat: The male, or andro-, sphinx is the most powerful of the sphinxes. Its huge paws can kill a normal man with just one swipe. If brute force is not successful, an androsphinx can cast spells as if a 6th level cleric. Note that most androsphinxes use these spells for healing and defense rather than damage and attack.

The androsphinx has another special weapon as well - his bellowing roar. It can roar three times per day but must be very angry to do so. The first time an angry androsphinx roars, all creatures within 100 feet must roll successful DC 16 Charisma Saving Throws or flee in panic for 5d6 minutes.



When an already angry androsphinx is continually molested, even after bellowing once, it can roar even louder, causing all creatures within 600 feet make a DC 16 Charisma Saving Throw or be paralyzed with fright for 1d4 rounds. In addition, any creatures within 100 feet of this second roar are automatically deafened for 2d6 rounds (unless they are deaf already or have protected hearing organs).

Any creature foolish enough to anger an androsphinx further will unleash his third and final roar with devastating effects. All creatures within 600 feet must successfully roll a DC 16 Constitution Saving Throw or lose 2d4 points of Strength for 2d4 rounds. In addition to the weakness effects, any Medium-sized or smaller creature within 100 feet of the androsphinx must make a DC 16 Athletics skill check or be knocked prone. Creatures knocked prone suffer 2d8 points of bludgeoning damage and must roll a successful DC 16 Strength Saving Throw or be stunned for 2d6 rounds. The force of this third roar is so powerful that stone within 90 feet cracks under the strain, unless it makes a DC 16 Item Saving Throw.

Habitat/Society: Androsphinxes are the most solitary of the sphinxes. They shun gynosphinxes because they are jealous of the higher intelligence of their female counterparts and find their neutral disposition a bit hard to deal with. However, most androsphinxes

eventually succumb to the advances of a gynosphinx at least once in their lives.

Ecology: What is strangest about androsphinxes is not their combination lion/human appearance (as there are many such cross-mutations found in the world), but their apparent lack of purpose. They are by far the strongest of the sphinxes, but unlike their counterparts, have no true pattern of behavior universal to all androsphinxes. They despise communicating with humans and hate riddles (mostly because gynosphinxes love them so much). It is therefore suggested by those knowledgeable in mythological beasts and desert lore that androsphinxes are the guardians of the sphinxes, evil (hieraco-), neutral (gyno- and crio-), and good (andro-).

Certainly, androsphinxes are the lifelong adversaries of the hieracosphinxes, but they almost always let the defeated enemy go free instead of finishing the kill (often with a roar or two at the fleeing sphinxes' behinds).

In short, androsphinxes are free-roaming sphinxes sworn to defend other sphinxes against other races, namely men and their ilk. They have been known to bargain with men on occasion, but are the least greedy of the sphinxes, and are the only sphinxes likely to take offense at such offerings if made by characters with low Charismas or evil alignments.



Criosphinx

Criosphinxes have the bodies of winged lions, but they have the heads of rams. They are always male. They can speak their own dialect of sphinx, as well as that spoken by andro/gynosphinxes and the languages of animals.

Combat: Criosphinxes attack with their two paws or with a head butt with their ram's horns. Because they cast no spells and are not the brightest of sphinxes, their bargains with other beings are limited to

"safe passage or die." They love treasure and lust after gynosphinxes constantly. Plenty of wealth, or knowledge of the location of a gynosphinx's lair, is always enough for adventurers to avoid confrontation with criosphinxes.

Habitat/Society: Criosphinxes prize wealth and usually seek to extort passers-by for safe passage in exchange for a hefty bribe. They are sometimes found in packs of two or more, but only because all of these sphinxes are looking for the same gynosphinx. They often follow other criosphinxes, even if they have no idea whether or not the leader really knows where he's going. When a number of criosphinxes find a gynosphinx, the first order of business is to restrain their prey. Usually pushing boulders in front of the lair with their huge horns is sufficient. Then the criosphinxes butt horns like rams, except these creatures do their fighting in the air. The winner gets the prize.

More often than not, however, criosphinxes begin their combat immediately upon finding their quarry, and inevitably the victor strides forth to find the gynosphinx gone. While the criosphinxes often find themselves richer for their trouble, as the gynosphinx rarely sees the need for material wealth while it is fleeing, it is only a poor reward indeed for their often decades-long quest.

Ecology: Criosphinxes are obviously just further mutations of the already mysterious sphinx form. Their ability to speak with animals seems to be an evolutionary necessity, as criosphinxes are particularly fond of warm wooded areas, often bordering on the desert lands preferred by gynosphinxes.



Gynosphinx

The gynosphinx is the female counterpart of the androsphinx, having a winged lion's body and human-like facial features. Gynosphinxes are not nearly as powerful as androsphinxes, but they are much more knowledgeable, clever, and wise. Gynosphinxes speak all sphinx languages as well as Common.

Combat: Gynosphinxes can attack with two paws but prefer to bargain with their opponents. They help strangers only if they are paid. They accept payment for services rendered or knowledge and advice given, in the form of gems (preferred), jewelry, magic, or knowledge.

Knowledge that would be of special interest to a gynosphinx is the location of an androsphinx, but they accept fine prose, poetry, lore, or a good riddle.

If anyone breaks a bargain with a gynosphinx, he is subject to attack and the gynosphinx won't hesitate to devour the victim if it wins the fight. The gynosphinx can cast the following spells once per day: Clairaudience, Clairvoyance, Detect Invisibility, Detect Magic, Dispel Magic, Legend Lore, Locate Object, Read Magic, Read Languages,

and Remove Curse. It can also use each Symbol spell once per week. Note that a gynosphinx is very intelligent and can use these spells in many ways. If a bargaining group of adventurers steps back to discuss their plans among themselves, the gynosphinx will growl a little and cast Clairaudience to listen in.

Habitat/Society: Gynosphinxes are solitary by nature, but not by choice. They spend most of their lives avoiding the advances of criosphinxes (which they detest) and hieracosphinxes (which they fear) and searching high and low for an androsphinx.

Gynosphinxes are intelligent enough to actively seek out ruins and mystical places, like forgotten temples and such, which they immediately occupy. Using their many spells to learn as much as possible about the setting, they then wait for the next group of travelers, pilgrims, or adventurers to come by and hope that they've encountered an androsphinx in their travels or have spells or magical items that might be usable for just such a purpose.

Ecology: Gynosphinxes own the dubious distinction of being the only female sphinx. A gynosphinx mated with an androsphinx will produce another androsphinx or gynosphinx (even chances for both). A gynosphinx mated with a criosphinx only produces another male criosphinx, while mating with a hieracosphinx produces similarly displeasing results.

Fortunately, gynosphinxes are much smarter than their counterparts and can avoid otherwise compromising situations through trickery and outright deceit. Unfortunately, they are among the slowest of the sphinxes when flying or running, and the lustful criosphinx and vicious hieracosphinx rarely give up the chase once a gynosphinx has been located.

Hieracosphinx

Hieracosphinxes are the only evil members of their breed. They have the bodies of lions, but the wings and head of hawks. They are always males. They speak the languages of the other sphinxes, and some (20%) also speak Common.

Combat: Hieracosphinxes do not cast spells, much like the criosphinxes, but make up for their weaknesses with viciousness and tenacious evil. Their paws and sharp beaks are deadly in combat, and they have been known to swoop down on victims.



Habitat/Society: Hieracosphinxes live in hilly regions exclusively, dwelling in caves overlooking the nearby deserts. They delight in evil and sometimes gather in bands of as many as six to do their vile business. Most often when a band of hieracosphinxes is encountered, it is hot in pursuit of an androsphinx, which they hate with all of their beings. Only in numbers can they hope to defeat so powerful an adversary, and these sphinxes never believe in honor or playing fair. While it is true that a victorious androsphinx sometimes lets the defeated flee (in the vain hope that the battle may change the losers' dispositions), a defeated androsphinx is always ripped to pieces when the hieracosphinxes are numerous enough and lucky enough to win the fight.

Hieracosphinxes also spend much of their time searching for a gynosphinx to mate with but prefer to kill an androsphinx and inhabit his lair until a gynosphinx eventually arrives (usually by following old rumors and legends). It is worthwhile to note that there are more hieracosphinxes than criosphinxes.

Ecology: Hieracosphinxes are belligerent mutations of unknown origin. It is believed that they were created by elder gods of evil merely to wreak havoc on the other, more pleasant sphinxes described above.

SPIDER

	Hairy	Large	Huge	Giant	Phase
CLIMATE/TERRAIN:	Any non-arctic land	Any non-arctic land	Any non-arctic land	Any non-arctic land	Any
FREQUENCY:	Common	Common	Common	Uncommon	Rare
ORGANIZATION:	Swarm	Swarm	Pack	Nest	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Omnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (6-8)	Non-(0)	Animal (1-2)	Low (6-8)	Low (6-8)
TREASURE:	Nil	J-N	J-N, Q	C	E
ALIGNMENT:	Neutral evil	Neutral	Neutral	Chaotic evil	Neutral
NO. APPEARING:	1d20	2d10	1d12	1d8	1d4
ARMOR CLASS:	12	12	14	16	13
MOVEMENT:	60, Wb 45	30, Wb 75	90	15, Wb 60	30, Wb 75
HIT DICE:	1-1 (4 hp)	1+1 (6 hp)	2+2 (12 hp)	3+3 to 4+4 (18 to 24 hp)	5+5 (30 hp)
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE/ATTACK:	1 P	1 P	1d6 P	1d8 P	1d6 P
SPECIAL ATTACKS:	Poison	See below	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Phasing
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	T (6' across)	S (2' across)	M (6' across)	L (8'-12' across)	H (14' across)
MORALE:	Average (9-12)	Unsteady (6-8)	Average (9-12)	Elite (16-17)	Champion (18)
XP VALUE:	65	175	270	3+3 HD: 420 4+4 HD: 650 Flying: 650 Steeder: 975 Trap door: 975	1,400

	Sword	Gargantuan
CLIMATE/TERRAIN:	Any (prefers jungles)	Any non-arctic land
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Nest
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (9-10)	Low (6-8)
TREASURE:	Nil	C
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1	1d6
ARMOR CLASS:	18	16
MOVEMENT:	30, Wb 45, Cl 45	45, Wb 60
HIT DICE:	5+5 (30 hp)	7+7 to 8+8 (42 hp to 48 hp)
NO. OF ATTACKS:	1, see below	1
DAMAGE/ATTACK:	2d4 P/2d6 P	2d6 P
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	H (12' across)	G (10' long, 20' across)
MORALE:	Elite (16-17)	Elite (16-17)
XP VALUE:	2,000	7+7 HD: 1,400 8+8 HD: 3,000

Spiders are aggressive predators, dwelling both above and below ground. Most listed here are poisonous and bite prey first, because unconscious victims are easier to carry to a lair.

Spiders have eight legs and eight eyes. They usually fit into two categories: web-spinners, which have bulbous abdomens and thin, sleek legs; and hunting spiders, which have smaller bodies, larger heads and fangs, and hairy bodies and legs.

Hairy Spider

These are the vicious, black, hunting spiders that are found in jungles, tombs, caverns, and throughout the Underdark. Though spin no webs, they can move readily in the webs of other spiders, and they are immune to all known spider venoms.

Hairy spiders hunt in groups, swarming over victims to bite. Up to 32 hairy spiders can swarm a Medium-sized victim, and bite with a +2 bonus to attack rolls once they cover a creature. Hairy spiders are resistant to bludgeoning damage; rolling or crashing into walls is ineffective at removing or destroying hairy spiders. They must be individually struck or torn away.

Hairy spiders are sometimes used as familiars, especially by drow magic-users. They can carry tiny items and walk on walls and ceilings; they have 60-foot Darkvision and are not afraid of fire. Some (40%) of these spiders can Detect Invisibility at will. These familiars are sometimes given treasure by their masters.

Victims of the hairy spiders' weak poison must make a DC 10 Constitution Saving Throw fails or be sickened (DMG 242). This begins one round after the bite and last for 1d4+1 minutes.



Large Spider

Large spiders are web-spinners that build strong, sticky webs, and often lurk nearby (they get a +8 to Stealth skill checks made to hide and to conceal their webs) waiting for victims to get stuck while examining the beautiful constructions of their own spinning.

A being who walks into a large spider's web must make a DC 13 Athletics skill check to tear loose from it. Those stuck in the web cannot move, attack, or cast spells with somatic components until they break free. As many spiders as possible will attack the defenseless victim during its struggle to free itself. Entangled characters can be attacked with a +2 bonus to hit and lose all Armor Class adjustments due to Dexterity and shields.

The large spider's poison is Type A, the onset time is 15 minutes. Victims take 4d6 points of poison damage, or no damage if a Constitution Saving Throw (DC 10) is successful.

Huge Spider

Huge spiders are hunting spiders that prefer to hide in camouflaged tunnels and holes (they get a +8 to Stealth skill checks made to hide) and wait to leap as much as 30 feet through the air at unsuspecting victims.

Huge spiders also possess Type A poison, with the same effects as that of a large spider (DC 11).

The **watch spider** is a specially bred, huge spider used as a guard animal in cellars, warehouses, and some drow homes. It has Low Intelligence (6-8) and can be trained to obey a master, not attack beings designated by the master, and to disable spellcasters. Their venom has an onset time of 1d2 rounds and causes paralysis for 2d4x10 minutes, unless the victim makes a successful Constitution Saving Throw (DC 11). If starved for long periods, they often eat paralyzed prey.

Giant Spider

Most giant spiders are simply much bigger versions of the web-spinning large spiders. Their poison is Type F, which causes immediate death if the victim fails the Saving Throw (DC 12).

The **giant water spider** is a small version (8-foot diameter, 3+3 HD) of the giant spider. It lives in a burrow in a body of fresh water and fills its burrow with bubbles of air. These spiders drag prey underwater to their lairs, where they can safely wrap it in cocoons for later repasts. It is faster than a normal giant spider (Movement Rate 75) but cannot travel through webs. It is only semi-intelligent (3-5) and has treasure as a huge spider; its bite causes only 1d4 damage plus poison.

The **flying spider**, sometimes just called a hunting spider, is a giant, winged, hunting spider. They are sometimes trained as guard animals, especially by the drow. They are 10 feet in diameter and have 3+3 Hit Dice. Its normal Movement Rate is 45, and its great gossamer wings allow it to fly at the same rate (MC: D). These spiders can also leap up to 45 feet, and fall any distance without harm upon landing, as long as they use their wings. Hunting spiders have Type A poison, just as a large spider, with the same damage (DC 12).

The **giant trapdoor spider** is a hunting spider which builds tunnels and surprises prey like a huge spider; it is brown or golden, with red strips around its legs. On a successful attack roll, the spider grabs a victim and attempts to drag it into its lair (DC 16 Athletics skill check to resist). A victim can get free by making a DC 18 Athletics skill check as an action. The victim can make no attacks while held.

A giant trapdoor spider has 4+4 Hit Dice and causes 2d4 piercing damage per bite. Its poison causes an additional 1d6 points of poison damage if the victim fails a DC 12 Constitution Saving Throw. Though it does not build webs, it can travel through webs of other spiders, and it can shoot web strands up to 5 feet. The web strands require normal attack rolls to hit; they cause no damage but entangle a victim for 1d4 rounds (DC 12 Athletics skill check to resist or break free).

The **steeder** is a giant hunting spider with tarantula markings, 4+4 HD and a 60' Movement Rate. It does not spin webs and cannot move in them, but its feet exude a sticky substance which allows it to cling to precarious surfaces, even if only one foot is touching the surface. The steeder also uses the secretions (50% of the time) to cling to prey; this

requires an attack roll from the steeder, against AC 10 for the victim, adjusted only for magic and Dexterity. A victim can escape by making a successful Strength or Dexterity roll with a -10 penalty. While held, the victim suffers a -2 penalty to attack and damage rolls and is automatically bitten once per round.

Duergar dwarves use steeders as mounts, fitting the spiders with complex saddles and control straps. A steeder can leap 240 feet, even with a rider. Leaps are considered charging attacks. A steeder moves on walls and ceilings at half its normal rate; duergar saddles are built for this kind of motion.

Phase Spider

Phase spiders are web-spinners with a raised thorax and a human-like head; they are often confused with neogi or driders.

They have a unique ability to phase in and out of the Prime Material Plane. They phase in, attack, and phase out, all in a single round. This gives them a +2 modifier on initiative rolls; if a phase spider wins initiative over its foes, it attacks and phases out before its opponent has a chance to strike back. Otherwise, an opponent can take the Ready action (PHB 64) in order to strike a phase spider as it phases in to attack.

Then too, a phase spider usually phases into existence behind its chosen victim, so they get a +2 modifier for attacking from behind (and negating any shield bonus that they have to Armor Class).

Phase spiders flee to the Ethereal plane when outmatched; there, they gain no modifier to initiative and can be attacked every round, regardless of the initiative result.

Phase spiders have Type F poison (DC 15).

Sword Spider

This giant hunting spider is native to jungles but has been introduced into the Underdark by drow traders. It has a sleek, hairy, black body with brown stripes. Its legs have bony plates with sharp, raised ridges that cut like sword blades.

Against formidable prey, a sword spider leaps horizontally as far as 30 feet, and lands legs forward, impaling its prey. Only one attack roll is made for the creature. If the attack is successful, the victim is struck by a number of legs based on its size:

Small: 3 Medium: 4 Large: 5 Huge: 6 Gigantic: 8

If the spider's leap is greater than 20 feet, each leg receives a +1 bonus to damage. The spider's high armor class is due to its speed, metallic exoskeleton, and protective, raised ridges.

Gargantuan Spider

The gargantuan spider, also called a whisper spider, is a hunting spider with red eyes, a black body, and two gray stripes along its abdomen. They usually live in huge webs in a forest or a cave, keeping treasure from prey in a small hole, or in the bole of a tree. The whisper spider has 8+8 Hit Dice. It can flatten itself to become nearly undetectable and can move without a sound (+8 to Stealth skill checks made to hide or move silently).

Using its webbing, it can make a false spider, a flapping banner, a filmy veil, or any shape it has ever seen; it uses these to mislead prey.

The spider can make a web net to trap prey, or it can shoot web strands up to 2 feet to bind a foe. Either attack prevents the spider from making a melee attack that round. Web nets and binds require a DC 18 Athletics skill check to avoid or break free from. A victim caught by webbing is treated as if caught in a Web spell.

When bitten, a victim must make a successful (DC 16) Constitution Saving Throw or fall into a coma for 2d4x10 minutes.

Giant marine spiders are gargantuan spiders with 7+7 Hit Dice, which live in burrows near bodies of saltwater. Like their freshwater cousins, they carry prey to their lairs; though they collect no treasure, their lairs may contain incidental items from victims. They have type F poison (DC 14), and do not share the whisper spider's special abilities.

SPRITE

	Atomie	Grig	Nixie
CLIMATE/TERRAIN:	Temperate forests	Temperate forests	Temperate lakes
FREQUENCY:	Rare	Very rare	Rare
ORGANIZATION:	Band	Tribe	Tribe
ACTIVITY CYCLE:	Night	Night	Day
DIET:	Herbivore	Herbivore	Fish
INTELLIGENCE:	Average-very (9-12)	Low-average (6-12)	Very (11-12)
TREASURE:	M (X)	M (X, Y)	Q (C)
ALIGNMENT:	Chaotic neutral	Neutral (good)	Neutral
NO. APPEARING:	3d4x10	2d6	2d4x10
ARMOR CLASS:	16	18	13
MOVEMENT:	60, Fl 120 (A)	60	30, Sw 60
HIT DICE:	½ (3 hp)	1-1 (4 hp)	½ (3 hp)
NO. OF ATTACKS:	2	2	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	See below	See below	Charm
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	4	6	5
SIZE:	T (1' tall)	T (1½' tall)	S (4' tall)
MORALE:	Steady (13-15)	Steady (13-15)	Average (9-12)
XP VALUE:	270	270	270
CLIMATE/TERRAIN:	Temperate forests	Meadows and woods	Tropical coral reefs
FREQUENCY:	Very rare	Rare	Rare
ORGANIZATION:	Community	Tribe	Community
ACTIVITY CYCLE:	Night	Day	Day
DIET:	Herbivore	Omnivore	Omnivore
INTELLIGENCE:	Exceptional (16-17)	Very (11-12)	Very (11-12)
TREASURE:	R, S, T, X	C	(D)
ALIGNMENT:	Neutral	Neutral (good)	Chaotic neutral
NO. APPEARING:	5d4	10d10	5d8
ARMOR CLASS:	15	14	14
MOVEMENT:	30, Fl 60 (B)	45, Fl 90 (B)	30, Sw 120
HIT DICE:	½ (3 hp)	1 (5 hp)	1 (5 hp)
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	5	Nil	Nil
SIZE:	S (2½' tall)	S (2' tall)	S (2' tall)
MORALE:	Steady (13-15)	Steady (13-15)	Elite (16-17)
XP VALUE:	650	270	270

Sprites are shy and reclusive faerie people, related to other faerie-folk, like brownies and leprechauns. There are several varieties, including pixies and nixies. Most have small, semitransparent wings, and elven features.

Normal sprites have distinctly elven features and live in meadows and wooded glens. The wingless sea sprites make their homes on colorful coral reefs, living in harmony with the sea creatures, protecting the reefs' delicate environment, and frolicking in the waves. The naturally invisible pixies are perhaps the most intelligent and mischievous of the faeries; they dwell in idyllic woodlands and delight in harassing travelers with their pranks. Nixies are water sprites that live in freshwater lakes, and, while they harbor no grudges against humankind, they delight in enslaving men as their beasts of burden. Other sylvan creatures related to sprites include the swift atomies and the mischievous grigs, both forest-dwellers.

Combat: Sprites hate evil and ugliness, and are capable of stout militancy, should their secluded homes be invaded by orcs or worse. They fight with long, slim swords which do damage as a human-sized dagger, or their own special bows. Bows have a base range of 20 feet and deal 1d3 points of piercing damage. The tips of their arrows are coated with a special ointment concocted by the sprites. Any creature struck by the drugged arrows, regardless of level, race, or Magic Resistance, must make a DC 13 Constitution Saving Throw against poison or fall into a deep sleep lasting 1d6 hours. Normally sprites do nothing more than take their victims to safe a place very far

away (often confiscating their weapons in the process), though evil creatures may be slain.

Habitat/Society: Sprites prefer to avoid other intelligent beings and live in places where they can have many celebrations, parties, and gatherings. They gather on most moonlit nights for singing and dancing, land sprites in the glens, and water sprites in the surf. Land sprites live in sylvan woodlands, they monitor and protect forests and secluded glens. Water sprites protect their watery territories equally well.

Most land-dwelling species of sprite are immortal, and never die unless killed. The sprites' diminutive size and their dangerous environments keep sprite populations low.

Atomie

Atomies avoid most serious-minded creatures, but mix freely with grigs, and are 20% likely to be found in their company. The lightest and quickest of all the sprites, atomies are less than 1 foot tall. Atomies have four dragonfly-like wings. Their features are elven, their skin is pale with a hint of woodland green. Atomie clothing is innately magical, bright and festive while at the same time blending with woodland surroundings (they get a +10 to Stealth skill checks when in woodlands).



Atomies have twice the hearing range of humans (+6 to Perception skill checks), and they have Darkvision to 90 feet. Their voices are high-pitched, almost a bee-like buzz. Atomies speak their own language and often the languages of sprites, pixies, Sylvan, and some broken Common. They can also speak with plants and animals.

Combat: Atomies attack as 3 Hit Die creatures. About 20% of atomies carry tiny crossbows and spears. Atomie crossbows have a 20 foot base range and inflict 1d3 points of damage. Atomie spears also cause 1d2 points of damage. The remaining atomies are armed with either spears (40%) or swords (40%) that deal 1d2 damage. Atomies have the following magical abilities, usable once per round at caster level 5 and a DC of 11 plus the spell level: Audible Glamer, Blink, Dancing Lights, Invisibility, Plant Door, Speak with Animals, Summon Insects, and Ventriloquism.

Upon hearing an intruder, atomies hide and try to make the intruder go away, using false lights, clattering voices, and pesky, summoned insects. Repeat intruders are warned with crossbow bolts. If combat is inevitable, or the intruders are orcs, the atomies regroup and attack. Atomies with spears fly in and dive on surprised opponents (usually aiming at their posteriors). Diving attacks inflict double damage (2d2).

Habitat/Society: Atomies live in the upper branches of old hardwood trees (usually oaks), one family per tree. Each family hollows out a series of tiny rooms, decorating with walnut chairs, woven pine needle rugs, acorn dishes, and the like. A network of balconies, landings, and rope bridges connects the dwellings, forming a village high above the forest floor. A typical atomie village houses 3d4 x 10 adults and 4d6 children.

Atomies seldom bother with outsiders, even standard sprites (whom they view as tedious and too serious), but they will sometimes help a lost child. A rescued child is well cared for and entertained before being returned to the outside world.

The concept of pets is unknown, but atomies often grow mushroom "friends" in their living rooms.

Atomies have loose leadership, choosing a chieftain based on storytelling and singing ability.

Ecology: Atomies are herbivores and find the eating habits of their cousins repulsive. They favor nuts above fruit and prefer honey when

they can trick bees into giving them some.

Atomies make a perfect, bite-sized morsels for most creatures, and sometimes fall prey to evil animals, such as worgs.

Atomies view magic as a force connected with life and are fascinated by inanimate magical items. Atomies collect magical items and display them in their homes or communities. Non-magical treasures are considered clutter and are either thrown away or given to forest creatures who value such things.

Grig

Grigs are mischievous and lighthearted. They have no fear of big people and take great joy in playing tricks upon them.

A grig has the head, torso, and arms of a sprite, with the wings, antennae, and legs of a cricket. They can leap great distances. Grigs have light blue skin, forest green hair, and brown hairy legs. They usually wear tunics or brightly colored vests with buttons made from tiny gems. Grigs speak atomie, brownie, pixie, sprite, and Common. They have double normal hearing range (+6 to Perception skill checks) and 180-foot Darkvision. The origin of the grigs remains a mystery.



Combat: Fierce (by sprite standards), each grig carries six small darts and a sword. Grigs gain a +2 bonus to attack rolls with darts. Darts and swords deal 1d2 points of damage.

Grigs have the following spell-like abilities, usable once per round at caster level 6 and a DC of 11 plus the spell level: Change Self, Entangle, Invisibility, Pyrotechnics, Trip, and Ventriloquism. Grigs move silently in woodlands and blend into their surrounding; gaining a +10 to all Stealth skill checks.

Some grigs throw darts, while others leap to attack, and one grig fiddler (grigs never go anywhere without a fiddle), plays a song with the same effect as Otto's Irresistible Dance. All non-sprites within 30 feet of the fiddler must make a DC 13 Wisdom Saving Throw or dance until the grig ceases playing. Grigs can play for hours.

Habitat/Society: Grigs roam the forests in small bands. They have no permanent homes but often sleep in the limbs of treants, or near unicorns (who protect grigs even unto death).

Grigs are cautious but trusting. They delight in playing pranks on big people. Common plays include stealing food, collapsing a tent, and using ventriloquism to make objects talk. Once a prank is set, the grigs sit back and watch, laughing at the unfortunate person. People who make fools of themselves are apt to be plagued by harmless jokes until they reach the forest edge. At that point, one of the grigs comes out of hiding and makes amends with a gift, either a harmless bauble such as a 1d6 x 100 gp gem (25%) or a precious jar of fresh honey (75%). Grigs speak their own language, as well as that of sprites, pixies, and Sylvan. Some speak halting Common or Elvish.

Ecology: Grigs live on nuts, berries, and honey.

Nixie

Nixies have webbed fingers and toes, pointed ears, and wide silver eyes. Most are slim and comely, and they have lightly scaled, pale green skin and dark green hair. Females are attractive, often twining shells and pearl strings in their thick hair, and they modestly dress in tight-fitting wraps woven from colorful seaweeds. Males wear loincloths of the same materials. Nixies can breathe both water and air; travel on land is possible, but they prefer not to leave their lakes. Nixies speak their own language and the Common tongue.



Combat: If one or more human approach within 30 feet of a group of nixies, the nixies pool their magic to create a powerful Charm spell, one such spell per every 10 nixies. The victim must make a DC 14 Charisma Saving Throw. Nixies keep each charmed slave for one full year, forcing him to do all their heavy labor, but thereafter the charm wears off and the victim is set free. During this enslavement, the nixies keep a Water Breathing spell on the human captive. Nixies can cast this spell on any creature, or dispel it, once per day; the spell's duration is one day.

Male nixies carry daggers and javelins. The javelins are used to spear things in the water or can be thrown. A group of 10 nixies can use a large fishing net against adversaries who are in the water with them. Nixies make one net attack (PHB 48) against a single Medium-sized or two Small-sized creatures. They gain a +6 bonus to their Athletics skill check when attempting to net others. Nixies sometimes employ guardian fish in battle.

Even with their Magic Resistance, nixies fear fire and very bright lights, so a *flaming sword* or a Light spell keeps them at bay. Nixies try to negate a Continual Light spell by summoning small fish to crowd around the light and dim it.

Habitat/Society: Nixie dwellings are woven from living seaweed and difficult to detect (DC 15 within 20 feet, impossible from farther away). Nixies keep giant fish as guards, either 1d2 gar (20%) or 1d4+1 pike (80%); these are taught to obey simple commands. Small bright, ornamental fish are kept as pets and trained to perform elaborate tricks. Trout, bass, and catfish are herded as food. Nixies can also summon 10d10 small fish, which takes 1d3 rounds.

Nixie tribes have 2d4 x 10 members, about one third are youth. Families have 4-8 members, and the tribe usually includes 10-15 families, all related through common ancestors. A nixie tribe controls an area with a radius of 3-5 miles; when a tribe gets too large, 2-3 families split off to form a new tribe. Nixies live for several centuries.

Nixie tribes are ruled by the water mother, a hereditary position held by a direct descendant of the original founding ancestor. She decides major disputes and chooses the most apt warrior to be the warlord responsible for hunting and defense. The water mother is advised by a council of elders, whose spokesperson is called the keeper of the tribe's oral history. Treasures, whether the spoils of war or the results of work or luck, are divided equally by the water mother. Intertribal rivalries are often fierce, and females are sometimes kidnapped as brides, for nixies are polygamists, keeping 2-3 wives. Nixies worship water and nature powers.

Ecology: Lakes with nixie tribes are kept clean and well stocked; often, human slaves work to improve the environment through the removal of trash and obstructions. Nixie artifacts include jewelry of shells, pearls and opals, silk from water spiders, and *potions of water breathing*.

Pixie

Pixies stand about 2½ feet tall. Pixies are normally invisible but, when visible, resemble small elves with long and pointed ears. Pixies have two silver wings, like those of moths. They wear bright clothing, often with a cap and a pair of shoes with curled and pointed toes. Pixies speak their own language, Sylvan, Common, and the language of sprites. Some speak Elvish instead of Common.

Combat: Pixies carry sprite-sized swords and bows. They shoot them with a +4 bonus to the attack roll. Besides standard sprite sleep-arrows, pixies use a war arrow, which inflicts 1d4 points of damage, and an arrow which does no physical harm to the target. Those hit by this arrow must make a DC 13 Intelligence Saving Throw or suffer complete loss of memory which can be restored only by a Break Enchantment, Heal, Limited Wish, or Wish.

Pixies can, once per day, use each of the following magical powers, at caster level 8 and a DC of 12 plus the spell level: Polymorph, Know Alignment, Dispel Magic, Dancing Lights, and ESP. They can also do the following once per day: become visible for as long as they desire; cast Improved Phantasmal Force (DC 14); and cause Confusion (DC 16) by touch. A creature that fails its save against Confusion suffer its effects until a Remove Curse or Break Enchantment is applied. One pixie in 10 can use Otto's Irresistible Dance (DC 20), also once per day.

A successful Dispel Magic (with a DC 14 Concentration Check)

makes any pixies, in its area of effect visible for one round. They then automatically become invisible again. They attack while invisible without penalty.

Like their fey kindred, pixies are observant (+6 to all Perception skill checks) and adept at hiding and moving silently within their forested lands (+10 to Stealth skill checks).

Habitat/Society: Pixies live in deep forest caves, dancing in moonlit glades to the music of crickets and frogs. They are pranksters and they love to lead travelers astray. They use their illusion powers to accomplish this, hence the expression "pixie-led" for one who has lost his way. They like to frighten maidens, rap on walls, blow out candles, and play in water.



Pixies love to trick misers into giving away their treasure, especially by convincing them that something horrible will happen to them if they do not. Pixies carry no treasure, but sometimes have a hoard in their lair to impress visitors. Pixies use treasure to taunt greedy people, and then play merciless pranks on them until they abandon their search for the pixies' fortune. If the victim shows no greed and exhibits a good sense of humor about their pranks, the pixies may allow that individual to choose one item from their hoard.

Pixies dwell together in a community of clans or families that seem to mimic human customs. Each family has a last name; family and community loyalty are very important to pixies. Their life span is about 300 years.

Ecology: Pixies eat fruits and nectar. The most famous by-product of pixies is pixie dust, also known as *dust of disappearance*. Crushing 50 pixie wings into a fine powder creates one dose of *dust of disappearance*. Naturally, pixies frown on this use of their wings.

Sprite

Sprites usually speak only their own language, Sylvan, Common, and Elvish, but seem to get along with woodland mammals and other creatures anyway. Humans often mistake sprites for butterflies at a distance, and it is guessed that the majority of forest creatures also think of the fair sprites in this way.

Combat: Sprites can become invisible at will and Detect Good/Evil within 150 feet, so they are hard to deceive, evade, or capture. They gain a +6 to all Perception skill checks and a +10 to Stealth skill checks while in sylvan settings.

Habitat/Society: Sprites are very flighty and find even elves much too serious about most woodland affairs.

Only druids deal with sprites regularly. Some druids even receive a little of their training in the company of a few sprites. Most sprites love druids, for their love for nature make them see the forest in much the same way. On rare occasions, sprites associate with rangers as well.

Sprites are loosely tribal, electing the best warrior among the group (male or female) as the group spokesperson. This leader is recognized as the one who makes major decisions and bargains with druids and elves. Sprites rarely wait for their leader's decision, often attacking an evil creature before the leader can issue any command.



Ecology: Sprite sleep ointment is concocted from forest mushrooms. The ointment must be left to cure in the sun for seven days. Sprites hollow out tree stumps to serve as containers for this rare substance.

Sprites keep watch on their fellow sprites, so they know who to invite to their frequent gatherings. A deserted meadow or glen is never empty for more than a decade before a new clan of sprites moves in.

Sea Sprites

Sea sprites have fine, cheerful faces, with rounded cheeks and wide, fish-like eyes. Their hair is the color and texture of seaweed, and reaches down to the gills on their necks, which enable sea sprites to breathe water as well as air. Their skin is light blue, smooth, and slick. Sea sprites have no wings, but webbing grows between their toes and fingers. Sea sprites wear bright, eelskin jerkins, and often adorn themselves with ornaments crafted from treasures found in the ocean.

Combat: About half of the sea sprites encountered carry special crossbows. In the hands of sea sprites, these crossbows have a base range of 30 above and below water, and deal 1d3 damage. Sea sprites coat their crossbow bolts in sprite sleep ointment.

Sea sprites hate and fear sahuagin and kill those they put to sleep. Air breathers are left on a nearby beach provided they have neither harmed nor attempted to harm the coral reef.

Sea sprites can turn invisible at will and Detect Good/Evil within 150 feet. Three times per day, a sea sprite may cast *Slow*, by touch. Once per day, a sea sprite can cast *Airy Water*. Both have a caster level of 10.

Sea sprites are 45% likely to be accompanied by 1d6 large carnivorous fish, such as barracudas. These fish act as guards and pets, attacking any creature that threatens the sprites.

Habitat/Society: Sea sprites live in natural caves in coral reefs, or amid large wrecks. Though sea sprites can breathe air, they rarely set foot on land. Their homes are cheerfully decorated with a mishmash of seashells, bones, pearls, free-swimming and colorful pet fish, and artifacts taken from sunken ships. Sea sprites live in small communities of four or five families. While each community is led by the eldest male, the true power often rests in the hands of his mate.

Ecology: Sea sprites eat seaweeds, small crustaceans, and fish. They raise fish and never deplete the reefs where they live. The only natural enemies of sea sprites are sahuagin. Sea sprites usually live for several centuries. They sometimes trade with sea elves but never mix socially with them.

SQUID, GIANT

	Squid, giant	Kraken
CLIMATE/TERRAIN:	Any deep waters	Very deep oceans
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Genius (18-19), see below
TREASURE:	A	G, R, S (+A)
ALIGNMENT:	Neutral	Neutral evil
NO. APPEARING:	1	1
ARMOR CLASS:	15	17
MOVEMENT:	Sw 90	Sw 105
HIT DICE:	12 (60 hp)	20 (100 hp)
NO. OF ATTACKS:	9	9
DAMAGE/ATTACK:	1d6 B x8/5d4 S	3d6 P x2/2d6 B x6/7d4 S
SPECIAL ATTACKS:	Constriction	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	G (60'+ long)	G (90'+ long)
MORALE:	Elite (16-17)	Fanatic (19)
XP VALUE:	5,000	14,000

Giant Squid

Giant squids are huge varieties of the normal, peaceful, tentacled cephalopods.

They have ten long tentacles, two of which are always used to maintain stability when attacking or defending, and long, protected heads with two eyes. Their beak-like mouths are located where the tentacles meet the lower portion of their bodies.

Combat: Giant squids prefer to grab their opponents in their tentacles and constrict them, while they bring the thrashing victims into their huge jaws. As many as eight tentacles can attack one opponent, but only one at a time can constrict a Medium-sized opponent (the rest are free to attack anything else within reach). A giant squid's tentacles hit for 1d6 points of damage and Grapple (DMG 69) the creature struck, unless it makes a DC 16 Athletics skill check to resist. Grappled creatures take 2d6 points of constriction (bludgeoning) damage every round after the initial strike. The beak of a giant squid inflicts 5d4 points of damage. A giant squid's tentacle requires 12 points of damage from sharp or edged weapons to sever (these hit points are in addition to the hit points from Hit Dice). Escaping a giant squid's Grapple requires a DC 18 Athletics skill check.

If a giant squid has four or more tentacles severed, the monster is 80% likely to squirt out a cloud of jet-black ink 60 feet high by 60 feet wide and 80 feet long. The squid then jets away and retreats to its lair. The ink completely obscures the vision of all within the cloud.

A giant squid can drag ships of small size to the bottom and can halt the movement of larger ones in 10 minutes of dragging. After six or more tentacles have squeezed the hull of the ship for three consecutive rounds, the vessel suffers damage as if it had been rammed and it begins to take on water and sink.

Kraken

A kraken is a rare form of gargantuan squid. It is one of the deadliest monsters in existence.

Combat: Krakens attack as huge varieties of giant squid. Two of their tentacles are barbed and cause 3d6 points of piercing damage when they hit. The other six free tentacles inflict 2d6 points of bludgeoning



damage when they hit and Grapple (DMG 69) the creature struck, unless it makes a DC 22 Athletics skill check to resist. Grappled creatures take 3d6 points of constriction (bludgeoning) damage each round thereafter. They then try to drag prey toward their gaping maws for a bite of 7d4 points of damage (DC 22 Athletics skill check to break free). A kraken's tentacle must suffer 18 points of damage from sharp or edged weapons to be severed (these hit points are in addition to those the kraken gets from its Hit Dice).

If three or more of its tentacles have been severed, the monster is 80% likely to retreat, leaving behind a cloud of ink to discourage pursuit. The kraken is 50% likely to retreat to its den if four or more of its tentacles have victims. It leaves behind an ink cloud in this case also. The ink cloud of a kraken is 80 feet high by 80 feet wide by 120 feet long and is poisonous (it dissipates in 2-5 rounds). Those within the cloud receive 2d4 points of poison damage every round they remain.

Krakens can drag ships of 60 feet long down in the same way as normal giant squids attack. They have the innate power to cause Airy Water in a sphere 300 feet across or in a hemisphere 600 feet across (they can do this continuously). They can employ the following spell-like powers, one at a time, at will: Faerie Fire for up to eight hours, Control Weather, and Animal Summoning III (fish only) three times per day (note that this spell does not grant control of the fish once summoned). All are cast at caster level 20.

Krakens are not affected by the conch horns of tritons.

Habitat/Society: Krakens have Intelligences of genius (or higher) and often control entire regions of the underwater world. Their lairs lie thousands of feet below the surface and they maintain huge complexes of caverns where they keep and breed human slaves to serve and feed them.

Ecology: Krakens can breathe either air or water and are aggressive hunters. Many tropical islands have been completely stripped of all inhabitants (animal and human) by krakens.

It is said that krakens retreated to the depths when the forces of good thwarted their attempt to rule the seas, but it is also said that in the future krakens will rise again.

STIRGE

CLIMATE/TERRAIN:	Forests or subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Clusters
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Animal (1-2)
TREASURE:	D
ALIGNMENT:	Neutral
NO. APPEARING:	3d10
ARMOR CLASS:	12
MOVEMENT:	15, Fl 90 (C)
HIT DICE:	1+1 (6 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' wingspan)
MORALE:	Average (9-12)
XP VALUE:	175
Jungle Stirge:	420

Stirges are bat-like creatures that drink the blood of their victims for sustenance. They have four small, pincer-like legs that they use to clamp onto the necks of their victims. They are rusty-red to reddish brown in color, and their eyes and feet are yellowish. The dangling proboscises of stirges are pink at the tip, fading to gray at the base (near their heads).

Combat: Due to an instinctive ability to find and attack weak points, stirges attack as 4 Hit Die creatures. Their long proboscis inflicts 1d3 points of piercing damage when it hits, and drains 1d4 points of blood every round thereafter.

When a stirge drains a total of 12 points of blood from a victim, it becomes bloated and flies off to digest its protein-rich meal.

Stirges must be killed or torn free (DC 15 Athletics skill check due to their strong grip) in order to stop them from draining blood. If an attack against an attached stirge misses by 5 or more, the attack strikes the stirge's victim (if the original attack roll was sufficient to strike the victims' Armor Class). Caution is advisable when attempting to remove an attached stirge.



Habitat/Society: Stirges form nest-like colonies in attics, dungeons, and copses of trees. They hang upside down when sleeping, indicating that stirges may be closely related to vampire bats.

Stirges can breed in captivity, but a constant supply of blood is needed. Stirges mostly kill low-level humans, animals and children, so the arrival of these predators in any civilized territory is always a cause for alarm. Fortunately, even a low-level group of adventurers or town militia is usually capable of ending the menace with little or no loss of life.

Ecology: Stirges have an acute sense of smell (+6 to Perception skill checks), have 120' Darkvision, and can sense heat sources within 200 feet. These senses keep stirges informed when living creatures enter their habitat.

Creatures with a natural AC of 17 or better are usually immune to a stirge's blood draining attack, since their hides are too thick to penetrate. As a consequence, huge nests of stirges live symbiotically with some evil dragons.

Characters who protect their entire bodies with special leather or better armor (this special armor costs two to three times more than normal armor) can safely approach a stirge. Even the slightest gap in the protection is seen and smelled by the creature, and a successful attack roll means the creature has broken through the weakness and locked on.

After a stirge has gorged itself by draining blood, it sleeps for one day, plus one day for every 2 points of blood it drank (the maximum sleep period is after drinking 12 points of blood - seven days). During this period of rest, silent attackers can impose a -2 penalty to the stirges' Perception skill check, as the beasts wake slowly and remain drowsy for a few moments. They are most vulnerable at this time. While certain species of stirges prefer to dine on human blood, most are content with any large mammal, like cows, moose, and deer. Experienced druids and rangers usually recognize the traces of a stirge colony by the numerous occurrences of drained and dead animals in the vicinity.

A stirge colony's territory extends for only a mile in diameter, so stirges move around a lot after they've drained a region of the available blood. Often, the presence of stirges is only discovered long after the colony has departed, making it very difficult to track them.



Jungle Stirges

There are rumored to be exceptionally large varieties of stirges deep in the densest tropical jungles. Though they are only 2+2 Hit Die creatures, they attack as 8 Hit Die monsters. Purportedly, they have a paralyzing poison in the tips of their sharp snouts that is highly prized by local tribesmen. Jungle stirges have been known to mingle with giant vampire bats. None of these larger versions have ever been captured or examined by sages, so nothing else is known about their strengths or weaknesses. What little of them is known came from the cannibals and headhunters of the jungle regions.

STRIDER, GIANT

CLIMATE/TERRAIN:	Hot, volcanic regions
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Animal (1-2)
TREASURE:	Nil
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1d6
ARMOR CLASS:	16
MOVEMENT:	75
HIT DICE:	2 (10 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8 P/1d10 B
SPECIAL ATTACKS:	Fireball
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Champion (18)
XP VALUE:	270

These large, featherless, flightless birds are used as mounts by firenewts. The giant strider is about the size of an ostrich. It has a bumpy, dusky red hide and dully-glowing red eyes. It is often mistaken for a lizard.

Combat: The giant strider attacks to its front with a bite that inflicts 1d8 points of damage. It can also attack to the rear with a kick that causes 1d10 points of damage. It cannot use both attacks in the same round; it generally attacks in whatever direction the last attack against it came from.

It can emit a small fireball from the duct that lies next to either eye. Each fireball has a range of 60 feet and a burst radius of 10 feet. Anyone caught by the blast must make a DC 12 DEX save or suffer 1d6 points of fire damage. The giant strider can generate one fireball per eye per hour.

Giant striders are immune to fire damage. In addition, they gain a +2 bonus to Saving Throws against any magical attack. Intense heat and flame actually act as Cure Light Wounds spells with giant striders. This effect can occur only once every three rounds. Fireballs and other intense, fiery attacks have this effect immediately. Conversely, they are vulnerable to cold damage.

Habitat/Society: Giant striders are completely adapted to life in hot, volcanic regions. Their meager diet consists of the few animals and plants that share their hot realm. They are able to directly metabolize the heat of their surroundings, and they use this to fuel their own bodily functions. Without this extra heat, the giant strider grows chilled and sluggish.

Their physiology is so modified that normal conditions are dangerous to them. They are sickened by ingested water and harmed by cold weather or frigid attacks.

Despite their abnormal nature, giant striders' behavior is similar to that of other flightless birds. Mating season occurs in the spring. Cocks compete for mates by elaborate dances punctuated by the explosions of fireballs. The hens lay 1d4 eggs in a simple nest, usually a pit scratched in the ground. The chicks hatch in five to six weeks and stand about 6 inches high. They grow swiftly, adding 6 inches per month. They can begin to emit flame after six months. Giant striders mature in one year.

Giant striders are the primary mounts of firenewts. A firenewt tribe might keep a herd of up to 100 giant striders. Giant striders are fitted with a saddle atop the hips. The firenewts control these mounts by kicking their sides or hitting them with spears (the giant striders' sharp teeth would saw through any bridle).

Ecology: Wild striders have a potential lifespan of 10 to 20 years, although the struggle for survival usually shortens this. Striders domesticated by firenewts are usually killed and eaten after 15 years.



SU-MONSTER

CLIMATE/TERRAIN:	Dark areas/Wilderness and subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Family/clan
ACTIVITY CYCLE:	Dawn and Sunset
DIET:	Omnivorous
INTELLIGENCE:	Average (9-10)
TREASURE:	C, Y
ALIGNMENT:	Chaotic (evil)
NO. APPEARING:	1d12
ARMOR CLASS:	14
MOVEMENT:	45, Cl 45
HIT DICE:	5+5 (30 hit points)
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4 S x4/2d4 P
SPECIAL ATTACKS:	Psionics, ambush
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	Nil
SIZE:	M (large ape)
MORALE:	Average (9-12)
XP VALUE:	650

Su-monsters look like big gray monkeys, 4 to 5 feet tall. They have large bones and muscular limbs, but they always appear a bit underfed, because their ribs and vertebrae show prominently. Their long, prehensile tails can easily support their weight. Their hands and feet

are virtually alike, each having three long, thick fingers and an opposable thumb, all equipped with claws. Like the tail, their hands and feet are very strong, allowing them to hang by one limb for several hours. Short, dirty gray fur covers most of their body. Their face and tail are black, while their paws are always bloody red (making them look like they just finished killing something, which is the case more often than not). They frequently grin, but this is usually a sharp-toothed threat rather than a gesture of friendliness.



Combat: Su-monsters attack with all four legs when possible, raking their extremely sharp nails across their victim. They can also deliver a powerful bite with their canine-like mouth. These creatures like to hunt in small packs (1d12 members). Their favorite hunting grounds are well-traveled trails through the jungle/forest. They search for a sturdy branch overhanging a trail, and perch in the trees, waiting patiently to ambush prey (they gain a +8 to Stealth skill checks). When a victim passes beneath them, they swing down, using their tails as anchors. This way they can attack with all four claws plus the bite.

What really makes these beasts ferocious is their tribal unity. Half the time (50% chance), the entire family takes part in the hunt: male, female, and two young. If the young are attacked or threatened, the females fight as if under a Haste spell (i.e., +2 to Armor Class and an extra action each round). Likewise, if the the females are attacked, the males appear to fight with Haste. A surge of adrenaline accounts for this ferocity. Both can maintain the effect for up to 10 minutes (60 rounds) per day.

Psionically these creatures can be deadly. They know three attack modes. They are also impervious to telepathic attacks.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
2	2/1/5	PsC, MT, PB/Nil	12	120

Su-monsters know the following powers.

Clairensience: Psionic Sense (always on, no cost)

Psychometabolism: Adrenaline Control

Habitat/Society A su-monster family is composed of two parents (adult male and female) and two young. When two or more families live together, they form a clan. Su-monsters are very territorial and have a particular hatred for the psionically empowered.

According to legend, su-monsters were created by a powerful evil cleric or magic-user, who wished to guard his forest from intruders (especially psionic ones). The creatures do make a formidable attack force, which tends to support this theory. According to some sages the creatures are magical hybrid of humanoids and apes. In any event, many evil wizards and clerics employ su-monsters as forest guards today.

Ecology: Su-monsters keep their valuables well hidden in the high boles of the trees in their territory. They have no food value, since their meat is mildly poisonous. Characters who eat su-monster meat must make a DC 12 Constitution Saving Throw or become sickened (DMG 242). Those who are sickened in this manner cannot naturally heal for 1 week.

SWANMAY

	Swanmay	Bird Maiden
CLIMATE/TERRAIN:	Temperate wetlands	Tropical mountains
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Flock	Solitary
ACTIVITY CYCLE:	Any	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	High to genius (13-19)	Average to genius (9-19)
TREASURE:	See below	See below
ALIGNMENT:	Neutral or any good	Any
NO. APPEARING:	1 or 1d4+1	1
ARMOR CLASS:	13 (higher with armor)	13
MOVEMENT:	15, Fl 90 (D) or 75	15, Fl 180 (C) or 60
HIT DICE:	2d10 to 12d10 (12 to 72 hp)	2 to 8 (10 to 40 hp)
NO. OF ATTACKS:	3 or by weapon	2 or by weapon
DAMAGE/ATTACK:	1 B x2/1d2 B or by weapon	1 B/1d3 B or by weapon
SPECIAL ATTACKS:	See below	Spells
SPECIAL DEFENSES:	+1 weapon to hit	+2 or to hit
MAGIC RESISTANCE:	1 per 2 Hit Dice	1 per Hit Die
SIZE:	M	M
MORALE:	Champion (18)	Elite (16-17)
XP VALUE:	270 to 3,000	420 to 3,000

Swanmays are human females who can assume swan form. In human form, swanmays are indistinguishable from other people. They normally wear light armor and carry rangers' gear, as well as a sword, dagger, bow, and arrows. These items are unaffected by a swanmay's shapeshifting, so they must be hidden. Swanmays may be recognized by a feather token, feathered garment, or signet ring. Such items are transformed into part of the swans' plumage or worn on a leg.

Combat: In human form, the swanmay functions as a ranger (PHB 29 and 30). To determine the level and Hit Dice of a swanmay, 2d6 are rolled. She attacks with whatever weapons she possesses.

In swan form, a swanmay is harmed only by +1 or better weapons. She attacks with buffeting wings, a flying leap, and a bite.

Habitat/Society: Swanmays are members of a special sorority of lycanthrope rangers. Unlike other lycanthropes, their shapeshifting ability is gained voluntarily from a special token: a feather token, a feather garment, or a signet ring. Such items reveal their magical auras when exposed to a Detect Magic spell. Without the item, she is forced to remain in her current form. Tokens only function for swanmays.

Swanmays are extremely secretive about their sorority. Only human women are admitted; the other requirements are unknown. It is suspected that women are invited to join when they unknowingly perform a great service for another swanmay. If a PC is invited to join, it is 50% likely that she will retire from casual adventuring to devote herself full time to her new responsibilities.

Swanmays are guided by their swan personalities. They dislike noisy, brash creatures, ferocious beasts, and anything of an evil alignment. They are friendly with forest folk, such as sylvan elves and dryads. They tend to avoid normal humanoids. Only druids are known to regularly associate with swanmays; such alliances are generally initiated by swanmays when they need help against a common evil.

Swanmays build communal lodgings near bodies of water, deep in the forest. Such lodgings are lightly fortified against land attack. They usually contain two means of escape - a secret tunnel to the lake and a ceiling hatch. Swanmays in swan form can use either route.

Swanmay lodgings may be recognized by the number of waterfowl living nearby. The remains of poachers may also be left here as a warning to others.

Ecology: Swanmays are independent protectors of the forests and wildlife. They actively oppose evil races or monsters that might otherwise decimate wildlife and the countryside. They protect swans more out of sympathy for their similarity than out of any kinship.

Bird Maidens

In the mountains and cool valleys of the lands of Zakhara lives a race of bird maidens, related to the swanmays. Just like their sisters, they depend on a token to change forms: a colorful shawl or veil of

feathers. They can assume many bird shapes, including falcons, swallows, parrots, and even (at 8th level) giant eagles.

Though they have no sorority, bird maidens are loosely united by their faith. All bird maidens are kahina (druids), idol priestesses who believe in the divinity of all things. They live as wandering teachers, protecting the land from those who despoil it. They get along best with those who respect the land: desert riders, mystics, and fisherfolk. In the fertile river valleys, they preach the faith and maintain the fertility of the land and livestock. Some tribesmen believe bird maidens are hama, spirits of the departed, who return to help the living. Bird maidens deny this and may cut themselves to prove that they are flesh and blood.

Bird maidens' Hit Dice are equal to their druid level, from 2-8 (PHB 20-21). They carry spears, darts, and slings, but may not use metallic armor or shields. If they do, they cannot use spells.

In bird form, bird maidens can peck and claw, but most don't fight as birds. Only a bird maiden's shawl or veil changes with her when she shifts form. All other equipment is unchanged and must be hidden or cared for by others until the bird maiden again changes her form.

Bird maidens are sometimes forced to marry men who steal their shawls; if they ever recover them, they leave their husbands, killing their sons and taking the daughters with them to become bird maidens. If the feathered garment is destroyed, the bird maiden dies as well.

Rumors tell of a great wooden fortress among the clouds of the high hills, called the Crown of All Feathers, where young bird maidens are taught the rituals and duties of kahinas by the aaracockra.



TABAXI

	Tabaxi	Tabaxi Lord
CLIMATE/TERRAIN:	Tropical or subtropical jungle	Tropical or subtropical jungle
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Clan	Clan or solitary
ACTIVITY CYCLE:	Any	Nocturnal
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average to High (9-15)	High to genius (13-19)
TREASURE:	U	U
ALIGNMENT:	Chaotic neutral	Chaotic evil
NO. APPEARING:	2d4	1
ARMOR CLASS:	14	17
MOVEMENT:	75	75
HIT DICE:	2 (10 hit points)	8 (40 hit points)
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d3 S x2/1d3 P or by weapon	1d4 S x2/1d10 P or by weapon
SPECIAL ATTACKS:	Rear claw rake	Magic use, rear claw rake
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6'-7' tall)	L (10'-12')
MORALE:	Steady (13-15)	Average (9-12)
XP VALUE:	420	5,000
	Clan leader: 975	
	Shaman, 3 rd : 975	
	Shaman, 5 th : 3,000	

Tabaxi have spotted coats ranging in color from light yellow to brownish red. These graceful feline humanoids are tall and slender, with retractable claws, and eyes of green or yellow.

Some tabaxi have solid spots and are also called leopard men; they pronounce their name ta-BAX-ee. Tabaxi in other regions have roseate spots, are called jaguar men, and pronounce their race's name tah-BAHSH-ee.

Combat: Tabaxi are great hunters, combining quick, stealthy movements with natural camouflage to surprise prey (+5 to Stealth skill checks).

Tabaxi are clever and organized, often driving prey into an ambush (though some play with prey before killing it). Tabaxi climb and swim well (+5 to Athletics skill checks) and can use those abilities in combat. Because of their cleverness and acute sense of smell, tabaxi are almost impossible to trap (+5 to Perception skill checks).

Tabaxi often use weapons of wood, bone, and stone, including bolas, slings, obsidian studded clubs (treat as battle axes), and javelins. They are as likely to use claws and teeth as any other weapon. If both forepaws hit, a tabaxi rakes with both rear claws for 1d4+1 slashing damage each (this requires an attack roll for each claw). A group encountered in the wild will include a Hunt Leader with maximum hit points and may (50% chance) include a 3rd level cleric or druid with appropriate Hit Dice and spells.

Habitat/Society: Tabaxi clans contain equal numbers of males and females, and a full clan has 1d6+1 hunts of 2d4 tabaxi. The hunts work the area around the clan lair. Some lairs are temporary, but most are small villages of ramadas (huts with grass roofs supported by tall poles, and no walls). In a lair, 3d4 young with 1 HD each will be found. An elder with 4 HD leads the clan, and 50% of the leaders are aided by a 5th-level shaman.

A clan has a 10% chance of owing allegiance to a tabaxi lord; these clans tend toward evil, warlike ways, and their shamans worship evil powers.

Tabaxi are reclusive and avoid other intelligent beings, even other tabaxi clans. They do not engage in trade, which they consider demeaning, but some few have agents who trade for them. Tabaxi speak their own ancient language. Legends tell of a great tabaxi civilization that was supplanted by other races.

Ecology: Tabaxi have few natural enemies. For food, they prefer the boar-like peccaries and huge rodents called capybaras; only a very degenerate clan attacks members of another intelligent species for food. Tabaxi are sometimes hunted for their pelts, worth up to 250 gp each. Their skins and claws are also useful in some types of natural magic.

Tabaxi Lord

A tabaxi lord appears as a huge jaguar or leopard, depending on where it is found. They are intelligent, malicious, and cunning. They speak tabaxi and languages commonly used by nearby societies. The antithesis of couatls, tabaxi lords hate them (the feeling is mutual) and attack couatl on sight.

Tabaxi lords use trickery, ambush, allies, and spells to weaken foes before closing for combat. Some 55% are 7th level magic-users, while 40% are 7th level clerics of a dark power known as Zaltec. Five percent are both wizard and cleric. Wizard spells are chosen from the schools of illusion, enchantment/charm, or necromancy; spells from the schools of alteration and invocation/evocation are never used. In addition to spells that require only verbal components, they can use the following powers at will: Detect Good/Evil, Detect Invisibility, Blindness/Deafness, and Hypnotic Pattern. The bravest and cruelest tabaxi lords can use Dimension Door three times per day.

Tabaxi lords are closely related to tabaxi, perhaps a cursed version. All tabaxi lords are male and must take a tabaxi mate to produce

offspring (always a male tabaxi lord). Although usually solitary, a tabaxi lord sometimes takes leadership of a tabaxi clan for the purpose of mating and insuring offspring. Some choose to stay with the clan even after the offspring is born and sent off to make its way in the jungle.



TANAR'RI (DEMONS)

CLIMATE/TERRAIN:	Alu-demon The Abyss	Babau The Abyss	Balor The Abyss	Bar-Igura The Abyss	Cambion, Major The Abyss
FREQUENCY:	Very rare	Uncommon	Very rare	Uncommon	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Pack	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Very to genius (11-19)	Very to genius (11-19)	Supra-genius (20)	Low to very (6-12)	Average to genius (9-19)
TREASURE:	See below	D	H (x3)	C	C, R, see below
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1d2	1 (rarely 1d2)	1	1d3 or 1d6	1
ARMOR CLASS:	15	23	28	20	14 (16+ with armor)
MOVEMENT:	60, Fl 60 (C)	75	75, Fl 75 (D)	45', Cl 45'	75
HIT DICE:	2 (10 hit points)	8+16 (56 hit points)	13 (65 hit points)	6+6 (36 hit points)	4 (20 hit points)
NO. OF ATTACKS:	1	1 or 3	2	3	2
DAMAGE/ATTACK:	By weapon	By weapon +4 or 1d4+1 S x2/2d4 P	By weapons, see below	1d6 S x2/2d6 P	By weapon
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:	6	10	14	6	6
SIZE:	M (5'-7' tall)	M (7' tall)	L (12' tall)	M (5' tall)	M (6'-7' tall)
MORALE:	Steady (13-15)	Champion (18)	Fanatic (17-18)	Elite (16-17)	Elite (16-17)
XP VALUE:	3,000	9,000	26,000	4,000	3,000
Genius:	+500/level				

CLIMATE/TERRAIN:	Cambion, Baron The Abyss	Chasme The Abyss	Dretch The Abyss	Glabrezu The Abyss	Hezrou The Abyss
FREQUENCY:	Very rare	Common	Common	Rare	Common
ORGANIZATION:	Solitary	Solitary	Group	Solitary	Group
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	High to genius (13-19)	Average to very (9-12)	Semi- to low (3-8)	Exceptional (16-17)	Average to high (9-15)
TREASURE:	A, Z, see below	B	Nil	H, see below	C
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1	1	5d4	1	1d6
ARMOR CLASS:	16 (18+ with armor)	25	16	27	26
MOVEMENT:	75	30', Fl 105 (D)	45	75	60'
HIT DICE:	6 (30 hit points)	8+8 (48 hit points)	2 (10 hit points)	10 (50 hit points)	9 (45 hit points)
NO. OF ATTACKS:	2	3	3	5	3
DAMAGE/ATTACK:	By weapon	2d4 S x2/1d4 P	1d4 S x2, 1d4+1 P	2d6 S x2, 1d3 S x2, 1d4+1 P	1d3 S x2/4d4 P
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:	6	10	2	12	14
SIZE:	M to L (6'-7½' tall)	M (7' tall)	S (3'-4' tall)	H (15' tall)	L (7' + tall)
MORALE:	Elite (16-17)	Champion (15-16)	Steady (13-15)	Fanatic (19)	Fanatic (19)
XP VALUE:	5,000	10,000	650	10,000	10,000



	Manes	Marilith	Molydeus	Nabassu	Nalfeshnee
CLIMATE/TERRAIN:	The Abyss	The Abyss	The Abyss	The Abyss or Prime	The Abyss
FREQUENCY:	Common	Very rare	Rare	Very rare	Very rare
ORGANIZATION:	Horde	Solitary	Solitary	Solitary	Band
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi- (3-5)	Genius (18-19)	High to exceptional (13-17)	High (13-15)	Godlike (21+)
TREASURE:	Nil	C, F	Nil, see below	Q (x10), see below	H (x2)
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	5d10x10	1d2	1	1	1
ARMOR CLASS:	12	29	25	16 to 25, see below	28
MOVEMENT:	30	75	60	75, Fl 75 (C)	60, Fl 60 (D)
HIT DICE:	1 (5 hit points)	12 (60 hit points)	12 (60 hit points)	7 to 7+21 (35 to 56 hp)	11 (55 hit points)
NO. OF ATTACKS:	3	7	3	3	3
DAMAGE/ATTACK:	1d2 S x2/1d4 P	By weapon x6, 4d6 B	2d6 P, 1d6 P, by weapon +3	2d4 S x2/3d4 P	1d4 S x2, 2d4 P
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:	2	14	18	10	14
SIZE:	S (3' tall)	L (7' tall)	H (12' tall)	M (7' tall)	H (20' tall)
MORALE:	See below	Fanatic (19)	Unwavering (20)	Champion (18)	Fanatic (19)
XP VALUE:	420	24,000	20,000	Fledgling: 8,000 Mature: 16,000	17,000

	Rutterkin	Succubus	Vrock	Yochlol
CLIMATE/TERRAIN:	The Abyss	The Abyss	The Abyss	The Abyss
FREQUENCY:	Very rare	Rare	Uncommon	Very rare
ORGANIZATION:	Solitary	Solitary	Group	Group
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (9-10)	Exceptional (16-17)	High (13-15)	High (13-15)
TREASURE:	Nil	I, Q	B	None
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1	1	2d4	1d4
ARMOR CLASS:	20	20	25	10 (14 as spider)
MOVEMENT:	60	60, Fl 90 (C)	60', Fl 90 (C)	60, Wb 30 as spider
HIT DICE:	4 (20 hit points)	6 (30 hit points)	8 (40 hit points)	6+6 (30 hit points)
NO. OF ATTACKS:	1 or 2	2	5	8 (1 as spider or humanoid)
DAMAGE/ATTACK:	By weapon type or 1d6+1 B x2	1d3 S x2	1d4 S x2/1d8 S x2/1d6 S	1d4+3 B x 8, 1d8 P as spider, by weapon +3 as humanoid
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	2	14	14	10
SIZE:	M (5'-7' tall)	M (6' tall)	L (8' tall)	M (6' tall)
MORALE:	Steady (13-15)	Elite (16-17)	Fanatic (19)	Champion (18)
XP VALUE:	975	7,000	14,000	11,000

Tanar'ri are, in the broadest terms, chaos and evil defined. The less intelligent often attack without question and fight until slain. True and greater tanar'ri often roam the Astral and Ethereal Planes - their attention is attracted by those in an ethereal state.

Combat: In addition to the separate abilities of each sort of tanar'ri, they all share the following magical powers:

Attack	Damage
Acid	Full
Cold	Half
Cold iron weapon	Full
Fire (magical)	Half
Fire (nonmagical)	None
Force spells (Magic Missile, Spiritual Weapon)	Full
Lightning	None
Poison	None
Silver or mithral weapon	Full*

* Greater tanar'ri suffer half damage from silver or mithral weapons.

All tanar'ri with average or above average intelligence have a form of telepathy that enables them to communicate with any intelligent life form, regardless of any language barriers.

Frequently, the Abyss-forged, magical weapons of the tanar'ri dissolve upon the death of the creature. When one doesn't, it is likely that the weapon in question originated somewhere else.

Habitat/Society: There are five classifications of tanar'ri, listed in ascending order of power, and with species, below:

- Least:** dretch, manes, rutterkin
- Lesser:** alu-fiend, bar-igura, cambion, succubus
- Greater:** babau, chasme, nabassu
- True:** balor, glabrezu, hezrou, marilith, nalfeshnee, vrock
- Guardian:** molydeus

Alu Demon (Lesser Tanar'ri)

Alu demons or alu-fiends, the horrid female offspring of succubus and human, look like comely human females with attractive, powerful features. Only their sharp, upsloping eyebrows and wings indicate the truth.

Alu-fiends usually communicate using telepathy but can sometimes speak additional languages.

Combat: Alu-fiends have an innate intuition that warns them of impending danger (+10 to Perception skill checks to spot traps, ambushes, or similar threats). They have no natural attack forms save

fists and teeth (normal human damage).

About 75% of them carry enchanted weapons, often gifts from their evil mothers. These weapons are most likely of common make (i.e. +1, +2, etc.), but there is a 15% chance for a special weapon. The fiend relies heavily on a special weapon and never willingly parts with it.

Alu-fiends can restore their own hit points at the expense of their opponents. Every time an alu demon strikes with a melee weapon and wounds an opponent, they heal 1 hit point of damage.



These creatures have base Armor Class 15, the heritage of their unnatural mother. Enchanted armor or protective items can improve the base AC. As with weapons, 75% of alu-fiends wear enchanted armor of common make (+1, +2, etc.). There is a 5% chance such armor is special (e.g. *plate mail of ethereality*, etc.). For both magical armor and weapons, choose appropriate items from the tables on pages 147 and 149 of the DMG.

In addition to those available to all tanar'ri, all alu-fiends, regardless of intelligence, have the following spell-like powers: Charm Person (DC 13), Dimension Door (once per day), ESP (DC 14), Shapechange (to a humanoid form of approximately their own height and weight only), and Suggestion (DC 15). The caster level for these powers is 6.

All alu-fiends have 240' Darkvision. Alu-fiends are affected only by cold-wrought iron or magical weapons.

Fully 10% of alu-fiends have an 18-19 intelligence; they have all the spell-like powers of their sisters and are also actual magic-users. Genius alu-fiends are 1st to 12th level magic-users with full spell ability and can choose spells from any school. Genius alu-fiends are never specialist wizards.

Habitat/Society: Alu-fiends tend to be hateful, even by tanar'ri standards, because of their dual nature. They view themselves as outcasts, neither human nor tanar'ri. Other tanar'ri view them the same way, as lowly and without purpose. Only the alu-fiends' power keeps them in contention as a lesser tanar'ri race.

Ecology: If an alu-fiend can somehow hide her wings, she can easily be mistaken for a human (+5 to Disguise skill checks made to hide their wings).

Interestingly, about 20% of alu-fiends are chaotic neutral or true neutral in alignment. This usually occurs when a succubus mates with a non-evil human and the offspring retains a hint of her father's morality.

Babau (Greater Tanar'ri)

Babaus are greater tanar'ri that roam the layers of the Abyss recruiting lesser and least tanar'ri for the vast armies of the Blood War. They look like tall skeletons covered with dark, form-fitting leather. A great horn protrudes from the back of their skulls. Babaus have long, wicked claws covered with dirt, blood, and decaying flesh. Their movements are very quick, sharp, and mechanical, emphasizing their alien nature. Babaus communicate using telepathy.

Combat: Any creature who meets a hahau's glowing red gaze must make a DC 14 Constitution Saving Throw or be affected as a Ray of Enfeeblement. Gaze range is 20'. The gaze affects one opponent per round, in addition to normal attacks. Babaus are immune from attacks by nonmagical weapons, except for silver or mithral weapons, from which they take half damage, and cold-iron weapons, from which they take full damage.

Babaus can use any weapon they find. They have enchanted and magical weapons 20% of the time (determine magical weapon randomly). Babaus have Strength 19 and gain a +4 damage bonus.

Babaus attack with two claws (1d4+1 damage each) and their sharp horn (2d4 damage). Babaus are intelligent and prefer other means of attack, but they fight fiercely unarmed when necessary.

Babaus generate a slick, dark red substance that covers their bodies. This slippery jelly halves damage from all slashing and piercing weapons, give them a +4 bonus to resist Grapple attempts, and it has a corrosive quality. If the liquid comes into contact with exposed flesh (during Grappling attacks or other contact), it burns for 1d6 points of acid damage. Weapons that strike a babau must make a DC 11 Item Saving Throw or corrode and break.

In addition to those available to all tanar'ri, babaus have the spell-like powers (caster level 12): Dispel Magic, Fear (DC 16), Fly, Heat Metal (DC 14), Levitate (DC 14), and Polymorph (self only). Once a day they can attempt to Gate in 1d6 cambions or 1 babau with a 40% chance of success.

There is also a chance that a true tanar'ri comes to the aid of a babau in trouble (see below).

Babaus also have the abilities of a 9th level thief (PHB 31), including a +6 to all Athletics, Disable Device, Perception, Sleight of Hand, and Stealth skill checks. They also gain a +2 bonus when making attack rolls against surprised opponents or when attacking an opponent from the rear (Backstab), and deal an additional 3d6 points of damage, once per round, against surprised opponents (Sneak Attack).

Habitat/Society: Other tanar'ri hate babaus because they roam around recruiting for the vast Abyss armies. To escape service, numbers of lesser tanar'ri sometimes gang up on a pursuing babau and try to kill it. However, the babau defend themselves well.

True tanar'ri have close ties with babaus. If a babau is attacked, a true tanar'ri (randomly determined) is 20% likely to notice and come to its aid - not through any sense of loyalty, but rather to further the Blood War. This causes the lesser tanar'ri to fear babaus even more.

Ecology: According to the true tanar'ri (presumably among the greatest powers of the Abyss), the only purpose of the lesser and least tanar'ri is to fight in the Blood War. Because the babaus are the grim recruiters of those armies, they are integral to the Abyss and important in the Blood War.

Balor (True Tanar'ri)

The greatest and most terrible of the true tanar'ri, the balors are the undisputed terrors of the Abyss. They are the very motivation behind the tanar'ri involvement in the Blood War. In every sense of the word, balors are the quintessential tanar'ri. They derive great pleasure from the suffering of others and go out of their way to torment lesser beings and cause them pain.

Balors are repulsive and loathsome to behold. They are towering humanoids with deep, dark red skin. They have huge wings that propel them with unnatural speed and agility. They have long, wicked claws and grotesque fangs that drip with venom. Balors are commonly surrounded by searing flames.

Combat: Balors attack with their great fists for 2-12 points of damage. Anyone struck by a balor's fists must roll a DC 18 Charisma Saving Throw or flee in terror for 1d6 minutes. Those who make their save need not save again against that balor.

Balors much prefer weapons to fists in combat. Each carries a great sword that looks like a bolt of lightning. In the hands of a balor, these



swords are vorpal, dealing 2d6+6 slashing damage, and can Detect Evil or Good in a 30 foot radius. On a natural 20, the sword automatically decapitates the stricken foe. Any creature that picks up a balor's sword, regardless of whether its skin actually touches it, immediately suffers 10d6 points of fire damage and must roll a DC 16 Charisma Saving Throw or die immediately.

Balors also use a great whip with many tails. These whips will inflict but 1d4 points of slashing damage per hit. However, they magically Grapple (DMG 69) the victim (unless it makes a DC 18 Athletics skill check to resist), allowing the balor to draw the victim into his ever-present bodily flames.

The round after the whip Grapples a foe, it is dragged into the flames and suffers 4d6 points of fire damage every round. Escaping the whip requires a DC 18 Athletics skill check.



Balors may use one of the following additional magical powers, at caster level 20, at will: Detect Invisibility (always active), Detect Magic (always active), Dispel Magic, Fear (DC 16), Pyrotechnics (DC 14), Read Magic, Suggestion (DC 15), Symbol (any type, DC 18), Telekinesis (DC 17), and Tongues.

They may also Gate 1d8 least, 1d6 lesser, 1d4 greater, or 1 true tanar'ri to their location. The Gate is always successful but may only be used once per hour.

Balors are completely immune to gas attacks. If a balor is slain in the Abyss, it explodes in a blinding flash of light, inflicting 50 points of fire damage to everything in a 100 foot radius around the creature (DC 18 Dexterity Saving Throw for half damage).

Habitat/Society: Balors exist for one purpose only; to wage the Blood War. They are driven by the strongest primal desire to fight and will command whole legions of beings into battle.

Balors also recognize a subtle but important aspect of the War: the Prime Material Plane. They will often make pacts with mortals to perform services for the purpose of gaining power in the Prime Material Plane. Balors know that the more followers or allies they can gain in the prime material, the more power they will have there.

There are at least 24 balors known to exist. The creatures do not inhabit any particular area of the Abyss but wander about forming armies for battle with the baatezu (q.v.).

Ecology: There is nothing more important in the Abyss than the Blood War. The balor, in a sense, are the Blood War from a tanar'ri perspective, the ecology of the Abyss, driving the creation of new beings and mandating their survival.

Bar Lgura (Lesser Tanar'ri)

The bar-kgura are hulking, brutish creatures that roam the Abyss in small packs. They sometimes serve as scouts for armies in the Blood War.

Bar-kgura look like orangutans. Their fur is a deep, red dish brown and their skin, where exposed, is grayish brown. They have frightening visages and six digits per limb, sharp, wicked claws extending from each digit. They shamble along the ground using both arms and legs for movement, prefer to move among trees, rafters, vines, etc., for they move easily there.

Bar-kgura communicate using telepathy.

Combat: Bar-kgura favor ambush tactics, springing forth at opponents from cover. Experts at camouflage, they change their coloration to that of their surroundings, chameleon-like. This gives them a +8 to all Stealth skill checks.

They can spring up to 45' and attack savagely in the same round.

Bar-kgura attack in numbers, often trying to overwhelm a single, unfortunate opponent with claws (1d6 damage) and bite (2d6 damage).

In addition to those available to all tanar'ri, the bar-kgura have the following spell-like powers (caster level 6): Change Self (twice per day, DC 13), Detect Invisibility, Dispel Magic, Entangle (DC 13), Fear (by touch, DC 16), Invisibility (twice per day), Improved Phantasmal Force (twice per day, DC 15), Plant Growth, and Telekinesis DC 16).

Once per day they can also attempt to gate in 1d6 additional bar-kgura with a 35% chance of success.

Habitat/Society: Bar-kgura dislike other tanar'ri and prefer to hunt among their own kind. They obey only tanar'ri of obviously greater power than themselves, acting as scouts for the Blood War when commanded.

In certain areas of the Abyss, the bar-kgura form tribes of 300 or more. These societies divorce themselves from the day to day dealings of the Abyss and form their own crude "government," the only government in the Abyss. Tribal bar-kgura do not obey other tanar'ri, for their numbers protect them from the wrath of the true tanar'ri. Still, there are tales of a balor summarily laying waste to an entire tribe of rebellious bar-kgura.

Ecology: Bar-kgura are not quite beasts but are not terrible intelligent. They do not hate baatezu as do other tanar'ri. The closest thing to animals among the tanar'ri, they receive especially cruel treatment by more powerful tanar'ri when they get out of line.

Cambion (Lesser Tanar'ri)

In the event that a tanar'ri mates with a human female, the resulting offspring is a cambion. The type sired depends on its parentage: a lesser or greater tanar'ri fathers a major cambion, whereas a true tanar'ri fathers a Baron/marquis. In either case, the mother does not survive the birth.

Cambions are ugly and terrifying. They are humanoid, but have pitch-black, slightly scaly skin covered with pockmarks: sharply pointed ears; and mouths filled with crooked, sickly fangs. Cambions often adorn themselves with spiked armor and weapons. They can communicate using telepathy.



Cambions have ability scores like characters. The ability adjustments and range are determined by the type of cambion:

Major

+4 to Strength, +2 to Dexterity and Constitution. -4 to Wisdom and Charisma. Initial Ability Score Limits: Strength 18, Wisdom 10, Dexterity 18, Constitution 18, Charisma 10.

Baron/Marquis

+4 to Strength, +3 to Dexterity and Constitution. +2 to Intelligence and Wisdom. 2d12 are rolled to generate the Charisma score. Initial Ability Score Limits: Strength 20, Intelligence 18, Wisdom 18, Dexterity 20, Constitution 18, Charisma 24.

Charisma scores over 18 indicate the cambion is considered charming. Charming cambions can, at will, produce a reaction identical to a Charm Person spell (DC 14).

Combat: Cambions have keen senses and are rarely surprised (+8 to Perception skill checks made to detect traps, ambushes, or similar threats).

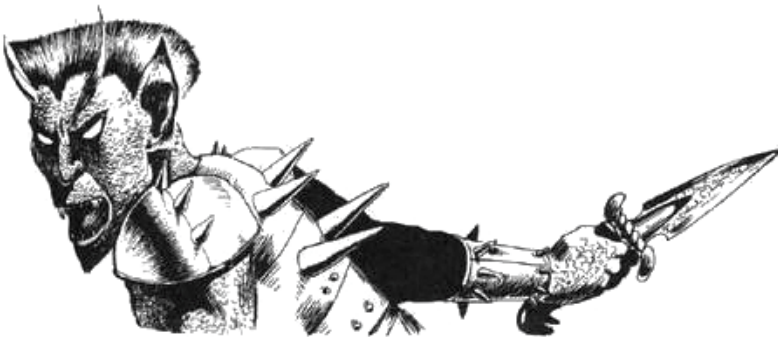
Cambions use ornate weapons and armor. Many have a magical weapon (75% chance), most likely of common make (i.e. +1, +2, etc.), but 15% likely to be special (referee's choice).

Magical armor is likely (75% chance), most likely of common make (+1, +2, etc.), but also 15% likely to be special.

In addition to those available to all tanar'ri, cambions have one to four of these spell-like powers (the caster level is equal to the cambion's Hit Dice): Detect Magic, Fear (by touch, DC 16), Levitate (7 times per day, DC 14), and Polymorph (self only, 3 times per day).

Any cambion with 16 or higher Intelligence has magic-user abilities. They have spells as wizards of a level equal to their Hit Dice (major 4th level, baron/marquis 6th level) and a randomly determined spellbook.

As stealthy as thieves, they add their Proficiency bonus to all Athletics and Stealth skill checks and may use bulky metal armor without penalty.



Habitat/Society: Cambions, like alu-fiends, are freaks and outcasts. Never accepted in human society and only poorly tolerated in the Abyss, they feel bitter and hateful towards all things.

However, their stealth and detachment make them excellent assassins. The balors use them as personal bodyguards and advisors. Most cambions overcome their bitterness and take pride in serving so high a power.

One in ten cambions is not chaotic evil, but neutral or even good, because its human mother was of good alignment.

These wretched creatures are doomed to a miserable existence as lone wolves because they are rarely accepted by a good-aligned community.

Ecology: Evil cambions serve in the Blood War as assassins.

Chasme (Greater Tanar'ri)

Wretched and horrifying, the chasme travel the layers of the Abyss in search of tanar'ri that evade participation in the Blood War.

The chasme are abominable crosses between human and fly: the body of a giant fly with unnatural human arms in place of forelegs and a vaguely human head. Their mouths are tiny, but their sharp, horn-like noses can bite and draw blood.

These creatures can walk on floors, walls, and ceilings as they wish.

Chasme communicate using telepathy.

Combat: Anyone viewing a chasme must make a DC 14 Charisma Saving Throw or flee in terror for 1d4 hours.

The chasme live to fight. Their physical attacks consist of a claw/claw/nose routine. (2d4/2d4/1d4 damage). Claw wounds bleed profusely for 2 hp damage per round until magically healed (cure light wounds, etc.).

Chasmes buzz in a rasping voice. Living creatures who hear this drone must make a DC 14 Wisdom Saving Throw or fall into a comatose sleep. Sleeping victims must be splashed with water or vigorously stimulated to wake up. Otherwise, sleep persists for 2d4 hours or until the chasme starts to drain the victim's blood (1d4 hp per round). A creature can be affected by this power only once per encounter.

In addition to those available to all tanar'ri, chasmes have the following spell-like powers (caster level 8): Detect Good (always active), Detect Invisibility (always active), Insect Plague, Ray of Enfeeblement (DC 12), and Telekinesis (DC 15).

Three times per day a chasme can try to Gate in the following: 2d10 manes, 1d4+1 cambion, or 1 chasme. There is a 40% chance of success.



Habitat/Society: The chasme act as the punishers of the tanar'ri. They travel the Abyss to punish those who do not fight in the Blood War. This punishment is, of course, lingering, painful death.

How the chasme spot Blood War evaders is a mystery. Although tanar'ri as a race are not psychically aware, perhaps these creatures have a psychic power that lets them read the thoughts or emotions of tanar'ri. If this ability extends to non-tanar'ri (a matter for speculation), these monsters would indeed be fearsome opponents.

In return for this duty, the chasme avoid going to the "front lines" to fight in combat formations. Instead they fill those ranks with other hapless tanar'ri. This makes them extremely unpopular among the tanar'ri, who often attack chasme on sight. Only their power and the backing of the true tanar'ri protect the chasme from annihilation.

Note, however, that the destructive activities of the chasme do not affect the war effort, for the fiends of the Abyss are nearly infinite.

Ecology: Chasme reproduce from eggs. Any adult chasme can lay up to 10 eggs per year. Eggs hatch in three months, and hatchlings growing to adults in seven years.

Chasme wings have been used in brews to create *potions of flying*.

Dretches (Least Tanar'ri)

Petty and wicked, dretches are the most common tanar'ri found in massive hordes everywhere in the Abyss. Along with the manes, the dretches are the rank-and-file of the Blood War.

Dretches are gaunt, squat humanoids with rubbery, almost hairless bodies. Their skin is pale white to beige, giving way to sickly blue in some areas, stretched over pulsing varicose veins. Dretches' mouths are slack and slobbery with many small fangs. Their hair is sparse and bristly, exposing pointed ears that hang limply from either side of the head. A dretch's eyes slant downward and the nose appears squashed.

Dretches communicate using telepathy.

Combat: Only their vast numbers allow dretches to survive the rigors of the Abyss. These creatures will not flee combat if a greater or true tanar'ri is present. Dretches are so wretched they would rather die than fall further into disfavor by fleeing. Their natural attack form consists of a claw/claw/bite routine (1d4/1d4/ 1d4+1).

In addition to those available to all tanar'ri, dretches can use these spell-like abilities (at caster level 6): Scare (DC 12), Stinking Cloud (once per day, DC 13), and Telekinesis (DC 15). Once per day, they can attempt to Gate in 1d4 dretches with a 50% chance of success. They like to Gate in companions, then have the companions immediately attempt Gates in turn, and so on until a vast horde of dretches appears.

Habitat/Society: Dretches are the lowest form of actual tanar'ri; their inferiors, the manes, are merely dead spirits from the Prime Material Plane. Dretches mill around and torment the manes to avoid considering their own lowly position.

Some dretches try to be extremely useful, hoping for promotion. Others consider themselves so lowly that they have nothing to lose, and they rebel. By virtue of their numbers, they feel they can go their own way and ignore the more powerful tanar'ri. This leads to a huge slaughter of the rebellious dretches by more powerful tanar'ri. These civil outbreaks temporarily divert the tanar'ri from the Blood War, sometimes with disastrous results.

Ecology: Dretches are important to the Blood War. The primary strength of the tanar'ri is their sheer numbers, and those numbers consist largely of dretches. Unlike the hordlings, they are actual tanar'ri and have concern for their position. This makes them more reliable than hordlings, if the term applies to any creature in the Abyss.

The dretches' weakness makes them a perfect choice for food in an environment where food is scarce. Greater fiends eat them in great quantities.



Glabrezu (True Tanar'ri)

Glabrezu are the tanar'ri that typically respond to summonings from other planes. They go forth and secure power for their cause.

Glabrezu are towering, broad and well-muscled, with four arms, two that end in clawed hands and two with powerful pincers. They have dog-like heads with sharp fangs and penetrating violet eyes. Their skin color ranges from a deep russet to pitch black. These commanding tanar'ri are terrifying to see.

Glabrezu communicate using telepathy.

Combat: Glabrezu usually avoid combat with mortals, preferring guile, trickery, and evil bargains. However, if things do not go as planned, the glabrezu thinks nothing of slaying the mortal (who, to the glabrezu's thinking, will probably end up in the Abyss anyway).

A glabrezu can attack with two claws (1d3 damage each), two pincers (2d6 damage each), and a bite (1d4+1 damage).

With a successful claw attack, it can attempt to Grapple a Medium-sized or smaller opponent (DC Athletics skill check to resist). A glabrezu rarely drops a grabbed opponent unless it faces imminent death.

In addition to those available to all tanar'ri, glabrezu can use the following spell-like powers (caster level 10): Burning Hands (DC 13), Charm Person (DC 13), Confusion (DC 15), Detect Magic (always active), Dispel Magic, Enlarge Person, Mirror Image, Power Word: Stun (7 times per day, DC 20), Reverse Gravity (DC 19), and True Seeing (always active). Once per day a glabrezu can Gate in one greater tanar'ri with a 50% chance of success.

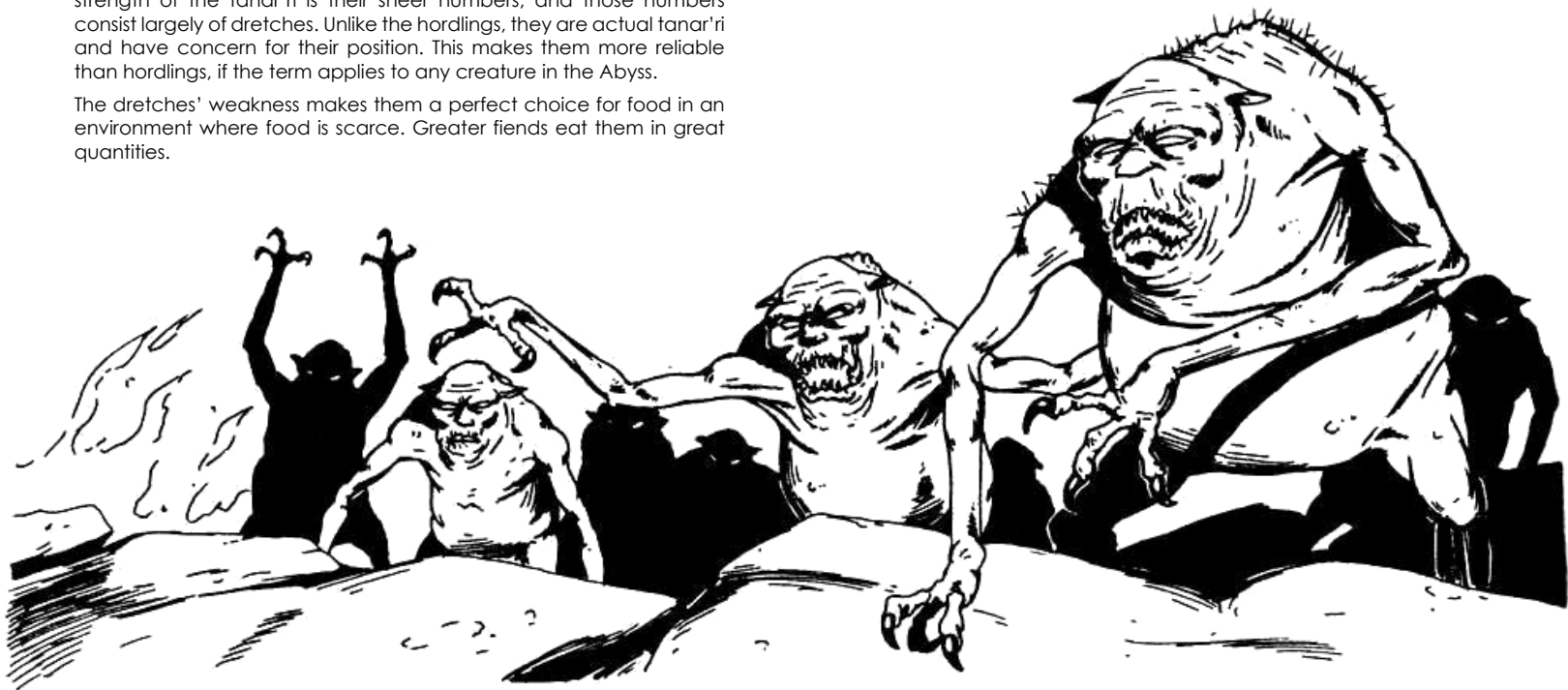
These creatures are immune to all nonmagical attacks such as fire, gas, acid, etc., and to weapons of less than +2 magical enchantment. Silver and mithral weapons deal half damage to a glabrezu, while cold-iron weapons deal full damage.

Due to their role in tanar'ri society, glabrezu can Plane Shift at will. They rarely do this of their own volition, however, preferring to leave the Abyss only when summoned.

Habitat/Society: Glabrezu are the covert agents of the underworld. They lure weak and impulsive mortals into giving them power. When a mortal magic-user summons a glabrezu, the mage is confident that strong magic will master the situation. But magic-users are short-sighted compared to the immortal glabrezu. The glabrezu knows that with each summoning, its power there, like a seed of evil, germinates and begins to grow.

Glabrezu possess rich treasure that they hoard in vast subterranean lairs in the Abyss.

With these masses of gold, magic, and wealth they tempt mortals into summoning them.





Ecology: Glabrezu leech power from other planes and exert their influence there with surgical precision. Although they take little part in the slaughter of the Blood War, their subtle manipulations and subjugations are a deeper evil. They do not get on well with mariliths.

Hezrou (True Tanar'ri)

The hezrou, among the least powerful of the true tanar'ri, are still creatures of formidable power. They perform the will of the nalfeshnee by wandering the Abyss and overseeing the formation of armies.

Hezrou look like large, roughly humanoid toads with arms in place of forelegs. They stand upright or on all four limbs by turns. They have rows of blunt, powerful teeth; spines run the length of their back.

Hezrou communicate using telepathy.

Combat: Hezrou have Darkvision to 120' and have double human normal auditory and olfactory senses. Hezrou are nearly impossible to surprise; gaining a +9 to Perception skill checks made to detect traps, ambushes, and similar threats. They are immune to attacks from nonmagical weapons (though they take half damage from silver or mithral weapons and full damage from cold-iron weapons) and take half damage from all nonmagical attack forms (fire, poison, acid, etc.).

Hezrou are foul-tempered and mean. They attack even those that follow their instructions, just for sheer entertainment.

Their claw attacks inflict 1d6 damage, and their blunt, crushing teeth inflict 4d4 points per bite. If both claw attacks successfully hit a target in the same round, the victim is in a powerful bear hug and Grappled (DMG 69) unless it makes a DC 18 Athletics skill check to shrug of the Grapple. Grappled victims take 2d4 crushing (bludgeoning) damage per round and the hezrou's bite attacks automatically hit. The victim must make a DC 18 Athletics skill check to escape the hug. A hezrou

that takes 20 hp damage in one round releases its victim.

The amphibious, frog-like skin of a hezrou emits a foul liquid that coats its skin. Anyone within 10 feet of the creature must DC 15 Constitution Saving Throw or be overcome by its powerful stench. Anyone so overcome is incapable of attacking or casting spells and spends their action gagging and vomiting. Those that do successfully make their saving throw still take a -1 penalty to their attack rolls.

In addition to those available to all tanar'ri, hezrou have the following spell-like powers (caster level 9): Animate Object, Blink, Duo-Dimension (3 times per day), Produce Flame, Protection from Normal Missiles, Summon Insects, Unholy Word (reverse of Holy Word, DC 18), and Wall of Fire (DC 15).

Three times per day they can attempt to Gate in 4d10 least, 1d10 lesser, or 1d4 greater tanar'ri with a 50% chance of success. Once per day, they can attempt to Gate in 1 true tanar'ri with a 20% chance of success.

Habitat/Society: Hezrou are the long arm of the imperious nalfeshnee. They walk among the layers of the Abyss enforcing directions of the higher true tanar'ri. Due to the chaotic nature of the Abyss, the hezrou's services are vital.

At certain times in a century, the hezrou can plane shift at will. During these Dark Walks, as they are known, the hezrou go forth and make pacts with mortals. They willingly enter into service to a mortal, typically one in dire need, but exact a heavy toll. In exchange for a major service, such as destroying an enemy's castle or retrieving a lost artifact, the hezrou secure eternal subservience by the mortal, a family member, friend, or lover. The victims come to the Abyss and serve as manes.



Ecology: As true tanar'ri, the hezrou are integral to the Blood War. They enforce the will of true tanar'ri, so they are spared certain death in frontline duty.

Hezrou are not as intelligent or intuitive as the other true tanar'ri. This is ideal for their duties, however for theirs is to obey and enforce.

Manes (Least Tanar'ri)

Manes are the most pathetic beings on the lower layers of the Abyss, vast and endless as the layers themselves. They have pale white skin

that appears bloated. Manes have long, cruel claws; sharp teeth; sparse hair; and pale white eyes that constantly drip disgusting liquids. Their bodies crawl with carrion creatures that literally feed on them. Manes cannot communicate.

Combat: Manes are nearly mindless, senseless creatures. They are immune to mind-affecting spells. They wander the Abyss in endless hordes, attacking all non-tanar'ri they encounter with two raking claws (1d2 damage each) and bite (1d4 damage).

When formed into legions, manes carry footman's maces (1d8 damage). One major problem with arming the manes, however, is that they quickly forget how to use the maces, drop them, and fight with claws and teeth.

These creatures disregard their own existence. They never check morale and fight until slain. Killing a manes simply dissipates it into a noxious, stinking vapor that reforms in 24 hours. Anyone within 10' of a manes when it dies must make a DC 12 Constitution Saving Throw or sustain 1d6 damage from the acidic vapor.

Habitat/Society: Manes travel in gibbering, snarling hordes that sometimes number in the thousands. Physically weak, they attack in such great numbers that non-tanar'ri fear them.

These wretched armies are difficult to maintain, for the manes are literally too stupid to understand commands. They can temporarily form a regiment, but they eventually wander about aimlessly, paying no heed to orders. If brought to a battle, however, they make excellent soldiers; once they see the enemy, they attack tirelessly. Sometimes they attack even when such a tactic does not favor their army, but such is war in the Abyss.

In the Abyss, manes are viewed as sub-tanar'ric and scorned by everything there. This does not bother the witless manes.

Like the dretches, the manes represent a major fighting force that is highly expendable. Unaware of their position in the Blood War, the manes have no way to improve the cruel treatment they receive.

Ecology: When chaotic evil mortals from the Prime Material Plane die, their spirits go to the Abyss and become manes.

Those who were particularly cruel and evil in life are confined to the Pits of Despair on the 400th layer of the Abyss. Of this place, wizards and sages know only the name, because none have ever seen it. The Pits are thought to be hidden beneath the Mountain of Woe, but again, little is known.

The lowly manes, plentiful and weak, have the dubious honor of serving as the primary food source in the Abyss. When a manes is eaten, it is destroyed utterly and will not reform.



(Marilith (True Tanar'ri))

Bold and cunning, marilith are the generals and tacticians for the Blood War. Where the balors are the influence and energy behind the war effort, the marilith are the brains and tactics.

Terrible to behold, these creatures have the bodies of giant snakes, with huge, green, scaly coils. From the waist up, they are beautiful, comely females. Besides her obvious snake body, the feature that reveals the true nature of this tanar'ri is her six arms. They are commonly adorned with precious jewelry and highly decorated weapons - marilith most often carry a different weapon in each of their six hands.

Combat: Although marilith are strategists and tacticians, they love to join combat and do so whenever the opportunity presents itself. They can attack with each of their six arms and constrict a victim with their snaky tails as well.

Marilith always carry a different weapon in each hand, favoring exotic swords and axes. The DM should assign specific weapons; 90% of them should be enchanted versions of the common variety, and 15% of those should be a special weapon. Marilith favor their weapons highly. If one should ever be lost or stolen, marilith go to great lengths to see that the weapon is recovered.



A marilith can also constrict with her deadly tail. If the tail hits in combat, it wraps around a victim unless the victim makes a DC 18 Athletics skill check to resist this Grapple. Grappled foes automatically take 4d6 points of crushing (bludgeoning) damage each round. A DC 18 Athletics skill check is required to break free.

Marilith have the following additional magical powers that they can use once per round, one at a time, at will (caster level 18): Animate Dead, Bestow Curse (the reverse of Remove Curse, DC 17), Cause Serious Wounds (DC 16), Cloudkill (DC 18), Comprehend Languages, Detect Evil, Detect Magic, Detect Invisibility, Polymorph (7 times per day, self only), Project Image (DC 20), Pyrotechnics (DC 15), and Telekinesis (DC 17).

They may also attempt to Gate in 2d10 lesser tanar'ri, 1d6 lesser tanar'ri, 1d4 greater tanar'ri, or 1 true tanar'ri once per hour with a 35% chance of success.

Weapons of +1 or less magical enchantment cannot harm a marilith. Cold-iron weapons, deal full damage, while silver or mithral weapons deal half damage. These creatures are almost never surprised (+12 to all Perception skill checks). They cannot be fooled by illusions and are immune to mind-affecting spells.

Habitat/Society: As noted, marilith are the strategists of the Blood War. They are in charge of devising all tactics to be used during the battles and coordinate the activities of all true tanar'ri (save the mighty balors, of course). Due to the chaotic nature of the tanar'ri, it is not really possible to coordinate their activities, but the marilith are charged with it, nonetheless.

These stunningly powerful creatures have a hatred for the glabrezu. They feel that the subtle warfare of the glabrezu is a children's game and inferior to proper warfare. A marilith will attempt to discredit the workings of the glabrezu any chance it gets. They would completely

destroy the subtle beasts, but the all-powerful balors favor the glabrezus' tactics and would have them continue their ways.

Ecology: Marilith are true tanar'ri, which makes them a part of the driving force behind the Blood War. Moreover, they are the coordinators and generals of the war effort. Marilith feel that they are the true force behind the war. Secretly, they feel that the balors have their place only because of their great power but are not absolutely necessary. They may be right in their belief, but the power of the balors remains unchallenged.



Molydeus (Guardian Tanar'ri)

The only guardian tanar'ri, the molydeus enforces the war effort as a sort of political officer.

Molydei are powerful, muscular humanoids with dark red skin. They could be mistaken for giant red men, except for their two grotesque heads. One is a snarling dog's head that misses nothing in front of it. The other, a long prehensile snake head, observes everything that happens behind it. These creatures carry ornate twin-bladed battleaxes.

Molydei have a form of ESP that lets them communicate with intelligent creatures and read the thoughts of others (DC 15 Wisdom Saving Throw to resist).

Combat: A molydeus is almost never surprised; gaining a +15 to all Perception skill checks and having 240' Darkvision. It attacks fearlessly and seldom retreats. Its enchanted axe inflicts 2d10 damage per hit and is +5 to damage rolls. The axe has the powers of a *vorpal* weapon and a *dancing sword*.

Molydei also attack with both heads. The dog head inflicts 2d6 damage; the snake head does 1d6 damage and injects a powerful venom (DC 16 Constitution Saving Throw or transform into a manes in 1d6x10 minutes). A *Neutralize Poison* spell followed by *Remove Curse* or *Break Enchantment* spell eliminates the poison. Once transformed, the victim is beyond restoration, short of divine intervention or a very carefully worded *Wish*.

In addition to those available to all tanar'ri, a molydeus has the following spell-like abilities (caster level 18): *Affect Normal Fires*, *Animate Object*, *Blindness* (DC 15), *Charm Person or Mammal* (DC 14), *Command* (DC 14), *Evard's Black Tentacles* (DC 17), *Fear* (DC 17), *Improved Invisibility*, *Know Alignment*, *Lightning Bolt* (7 times per day, DC 16), *Polymorph* (DC 17), *Sleep* (DC 14), *Suggestion* (DC 16), *True Seeing* (always active), and *Vampiric Touch* (DC 16).

Molydei can also *Gate* in 1 molydeus, 1d2 chasme, or 1d4 habau once per hour with a 35% chance of success.

Molydei are immune to damage by most normal or magical weapons. Only cold-wrought iron weapons, +3 or better weapons, and magical

spells can affect these creatures.

When a molydeus dies, its axe disappears. The only way to get this powerful weapon is to take it from a living molydeus. A molydeus does not rest until it recovers its weapon, stalking the thief day and night without end until the axe is recovered and the thief horribly killed.

Habitat/Society: The molydei are the greatest enigma in the Abyss. These powerful police wander the layers of the Abyss and search for true tanar'ri that stray from the cause of the Blood War. They report directly to the balors, but even balors are not above reproach, and the molydei would turn against one that strays.

Ecology: By enforcing the loyalty of the true tanar'ri, the molydei play an important role in the Blood War. These creatures exist only to serve the cause. They have no loyalty towards any tanar'ri and will try to destroy any of them at the slightest sign of infidelity. They do not enforce their doctrine on nontrue tanar'ri, for they assume that these are all disloyal by nature, and that only constant threats and punishments keep them in line.

Nabassu (Greater Tanar'ri)

Nabassu are creatures spawned in the Abyss but nurtured on other planes, where they grow and gain power by slaying and devouring humans. They communicate using telepathy.

Nabassu, unmistakably fiends, are gargoyle-like in appearance, standing 7' tall. They are gaunt, with leathery skin and wings, tightly corded muscles, long claws on hands and feet, steely gray eyes, and a wide mouth lined with sharp fangs.

Combat: Nabassu go through two distinct phases, fledgling and mature, that have different combat abilities. However, in both phases the nabassu can attack with two claws (2d4 damage each) and bite (3d4 damage). They can attack with magic but prefer natural attacks, especially against a helpless enemy. These create greater terror in the victim and, therefore, greater pleasure for the nabassu.

They are affected only by attacks from magic or cold-wrought iron weapons. Nabassu have Strength of 19.



Nabassu Fledgling: Fledglings begin life with AC 16 and 7 Hit Dice. When they enter another plane (usually the Outlands or the Prime), they gain 3 more hit points. Every two victims killed and eaten on the foreign plane adds 2 hit point and adds 1 point of Armor Class. For example, a fledgling that devours two humans would have 7+4 HD and Armor Class 17. After 18 meals it reaches full growth (AC 25 and 7+21 HD).

Immature nabassu do not gain the spell-like abilities available to other tanar'ri but have the following spell-like abilities (caster level 7): *Darkness*, 15' Radius and its death gaze (once per day). The death gaze forces the target to make a DC 14 Charisma Saving Throw or transform, over 10 days, into a ghost (or ghoul if the victim is a demihuman). The death of the nabassu or a *Remove Curse* spell reverses the process, but once the process is complete, the change is irrevocable.

Immature nabassu also have some thief abilities (PHB 31 and 32). They have the *Find Traps*, *Backstab*, and *Sneak Attack* (+2d6) class abilities, and have a +7 to all Perception and Stealth skill checks.

Mature Nabassu: At full growth, nabassu lose their fledgling abilities but gain those spell-like abilities available to all tanar'ri, plus the

following spell-like powers (caster level 10): Silence, 15' Radius and Vampiric Touch (DC 14). They have energy drain by touch (DC 14, 1 level per attack) and regenerate 1 hit point per hour. Three times per day, a mature nabassu can attempt to gate in 2d10 manes, 1d4+1 cambions, or 1 mature nabassu with a 45% chance of success. When in the Abyss, mature nabassu can automatically summon 1d4+1 ghastrs once per day.

Mature nabassu can become ethereal at will, twice per day. Also, any living creature coming within 10' must make a DC 14 Strength Saving Throw or be paralyzed for 1d10 rounds (once per encounter).

Habitat/Society: Nabassu are a scourge of humanity. They are the only fiends that live a part of their lives on a foreign plane. Unlike other tanar'ri, nabassu seem to have no place in the Blood War. Once they return to the Abyss from their tour of carnage on the Prime Material, they will reside in one of the fortresses of the Abyss for the rest of their immortal existence.

Ecology: What role these monsters play is unknown. Perhaps the slaying of humans and spilling of innocent blood somehow bring the tanar'ri power.

Nalfeshnee (True Tanar'ri)

Few beings terrify mortals more than the nalfeshnee. Mortals who pass into the Abyss eventually come before one of these "lords of woe," there to suffer judgment and the pain of transformation.

Nalfeshnee are 20' tall; most of their immense strength goes simply to support their bodies. They combine the worst features of an ape and a boar, and their small wings appear unable to bear their ponderous bodies. Nalfeshnee have red, glowing eyes that pierce the mind and seem to draw energy from just a glance.

Nalfeshnee can communicate with any being using a powerful form of telepathy.

Combat: Nalfeshnee are hard to surprise, gaining a +14 to all Perception skill checks. They are immune to weapons of less than +2 enchantment but can be hit by weapons of cold-wrought iron.

Though the nalfeshnee usually sit atop their thrones and judge the masses of mortal lives in the Abyss, they are capable in battle. They can attack with two claws (1d4 damage each) and bite (2d4 damage) but prefer a special attack that looks like the Color Spray spell (usable three times per day). All creatures within 60' suffer 15 hit points of psychic damage (those who make a DC 20 Wisdom Saving Throw take half damage). Those who fail this save are stunned for 1d10 rounds as well, distracted and demoralized by a vision of their greatest fear.

In addition to the standard abilities of all tanar'ri, nalfeshnee have the following spell-like powers (caster level 20): Alter Self, Planar Binding (DC 22), Call Lightning (DC 19), Chill Touch (DC 17), Detect Invisibility (always active), Distance Distortion (DC 20), ESP (always active, DC 18), Feeblemind (DC 21), Forget (DC 18), Invisibility, Know Alignment (always active), Mirror Image, Protection from Good (always active), Raise Dead, Slow (DC 19), Summon Insects, and Web (DC 18). Nalfeshnee can also attempt to Gate in 1d6 babaus or 1 vrock, twice per day, with a 50% chance of success.

Habitat/Society: Nalfeshnee are the most intelligent tanar'ri,



considering themselves superior even to the balors. Nalfeshnee do not act on this feeling because they recognize the balors' greater strength. However, a nalfeshnee seldom passes up an opportunity to secretly embarrass a balor, foil its plans, or even prolong the Blood War.

The nalfeshnee rule the 400th layer of the Abyss, where they sit on flaming thrones on the Mountain of Woe. There they judge the mortal life forces that pass into the Abyss.

Ecology: Nalfeshnee feed on hatred and despair, emotions they can draw out of any being they see. They devour these feelings from the life forces they judge, leaving empty husks of useless thoughts. These husks then transform into other forms of tanar'ri in ceremonies involving unimaginable torture.

Rutterkin (Least Tanar'ri)

The rutterkin are pathetic, malformed tanar'ri. They wander the planes of the Abyss, outcasts in their own deranged society. Rutterkin resemble terribly ugly humans. They are hairless or nearly so, with pointed skulls, distorted features, and backward-pointing ears.

Rutterkin communicate using telepathy.

Combat: Rutterkin are known for the strange weapons they carry. One of their favorites is a snap-tong device that inflicts 2d4 points of bludgeoning damage upon hitting and can be used to Grapple foes (+4 to the rutterkin's Athletics skill check). Those Grappled automatically take damage each round until their break loose or the rutterkin is killed or disarmed.

Other weapons include a polearm with a double crescent head (1d10 slashing damage, much like a bardiche), a saw-toothed flatchet (a broad-headed sword deals 2d4 damage); and a 3-armed blade thrown from a sling-like device (1d6 slashing damage, 20' base range).

A rutterkin can also attack with two claws (1d6+1 damage each). They dislike this attack because their malformed bodies feel pain if they strike (as one with a sprained wrist would feel pain from punching). Rutterkin groan and yelp when they attack with their claws.

In addition to those available to all tanar'ri, rutterkin have the following spell-like abilities (caster level 6): Fear (by touch, DC 14), Fly, and Telekinesis (3 times per day). Rutterkin can Gate in 1d8 least tanar'ri once per day with a 50% chance of success.

Habitat/Society: Rutterkin are tanar'ri mutated by energies unknown. They are complete outcasts, not even cannon fodder in the Blood War.

However, rutterkin do unwittingly serve the tanar'ri. Rutterkin so hate their position that they wander the Abyss in solitude. There, they never attack any tanar'ri save for least tanar'ri. However, they savagely attack non-tanar'ri they see. Although the rutterkin are usually far too weak to stop intruders, these pathetic creatures try to Gate in reinforcements, thereby spreading the alarm.

Ecology: The nalfeshnee might create the rutterkin directly from the life forces of evil but incompetent beings who come before them for judgment. Rutterkin more truly represent chaos than their kin, for they are bound to no cause, have no society, and serve no master. Even the chasme ignore them.

Ancient stories of the origin of the rutterkin say that many millennia ago, a race of humans in a distant corner of the Prime Material Plane experimented with plane and probability travel. These cerebral beings explored the Prime Material Plane and eventually expanded into the Inner and Outer Planes. When they discovered the Abyss, they were enslaved by the tanar'ri, who had never before encountered beings other than themselves. Originally, tanar'ri abuse changed the rutterkin into what they are, but now other types of creatures can become rutterkin as well.



Succubus (Lesser Tanar'ri)

Beautiful and seductive, the succubi are the temptresses of mortals. Whereas the glabrezu tempt men of power, the succubi choose men of passion and energy.

Succubi appear most often polymorphed into stunningly beautiful women with perfect figures and smooth, milky skin. They may also appear as any demihuman race. However, they do not often deal with demihumans, because humans' fiery nature makes them easier prey.

Succubi look more tanar'ric in their true form: that of a beautiful woman with large wings and sinister, glowing eyes. Succubi can speak the language of their victims. They also communicate using telepathy.



Combat: Succubi are very perceptive and nearly impossible to surprise (+8 to all Perception skill checks). They are not warriors. When pressed, they defend themselves, but flee when possible. When trapped, they can attack with two fists (1d3 damage each).

Succubi are affected only by +2 or better weapons. They are immune to all fire-based attacks, magical or otherwise. The kiss of a succubi drains energy from its victim, causing the loss of one level of life energy (DC 13 Constitution Saving Throw to resist). The succubus lures a mortal man into activities of passion and then drains energy from him. Even after a drain, the heat of the moment is so strong that most men do not notice (DC 17 Perception skill check to notice each drain). If he fails the check, he continues, heedless of danger.

In addition to those available to all tanar'ri, succubi also have the following spell-like powers: become ethereal (as if using *oil of etherealness*), Charm Person (DC 13), Clairaudience, ESP (DC 14), Plane Shift, Shapechange (to a humanoid form of about their own height and weight), and Suggestion (DC 15). They can also attempt to Gate in 1 balor once per day with a 40% chance of success.

Habitat/Society: The temptresses of the Lower Planes are subtle and slow. They seduce mortals with their charms, ultimately killing them and taking their life forces to the Abyss.

Succubi act independently of tanar'ri society. They work of their own volition and ultimately answer to no one. The greater and true tanar'ri seem content with this situation.

Ecology: The destruction of mortals increases the power of the Abyss. With this power the succubi aid the eternal war effort of the tanar'ri, who therefore tolerate them.

Incubus

Incubi are the male counterparts to succubi, but they are far less common. These creatures travel to the Prime Material Plane to tempt female mortals. These creatures always appear as the most perfect male specimen of whatever race they are tempting. However, succubi and incubi do not mate to perpetuate their kind.

It is uncertain why there are more succubi than incubi. Sages suggest that mortal men are far more susceptible to the temptations of beauty than are women.

Vrock (True Tanar'ri)

The vrock serve as elite fighting troops in the Blood War. Vrock look like a cross between a large human and a vulture, with strong, sinewy limbs covered with fine gray feathers; long necks and vulture heads; and wicked claws and beak.

Vrock communicate using telepathy.

Combat: Vrocks are almost never surprised (+10 to Perception skill checks) and always attack first in melee. These creatures have a Strength of 19 (+4 damage adjustment) and Darkvision to 120'. Vrocks are immune to attacks from nonmagical weapons (except for cold-iron weapons, which deal full damage).

Vicious fighters, the vrocks can attack five times per melee round. Because of their dexterity and extreme battle prowess, vrocks can direct each of these attacks against different opponents. Their hand claw attacks each inflict 1d8 damage. Their beaks inflict 1d6 damage per successful hit. Vrocks can also attack with their foot claws, inflicting only 1d4 damage because the vrock is off balance when attacking this way.

The vrocks also attack with a stinging ejection of spores from small glands about the creatures' bodies. They can attack once every three melee rounds with a spore attack. A spray of spores automatically inflicts 1d8 of poison damage on all opponents within 5 feet. Once the spores have hit, they implant themselves just below the surface of the skin and begin to grow and sprout. Victims suffer 1d2 damage per round from spore growth. The spores continue to grow for 10 melee rounds, at which time the victim is covered with thick, vine-like growths. The spores can be killed by a Bless, Neutralize Poison, Cure Disease, or similar spell or by being sprinkled with holy water. Slow Poison stops the growth.

Once per battle, a vrock can emit a loud, deafening screech. This screech deafens everyone within 30', stunning them for 1 round (DC 15 Strength Saving Throw to avoid the stun). Vrock usually save their screech for emergencies and typically use it when near death, screeching just before they teleport away.

In addition to those available to all tanar'ri, vrocks have the following spell-like powers (caster level 10): Detect Invisibility, Detect Magic, Dispel Magic, Mass Suggestion (DC 17), Mirror Image, and Telekinesis (DC 16). They can attempt once per day to Gate in 2d10 manes, 1d6 bar-ligura, or 1 nalfeshnee. There is a 50% chance of success.

When five or more vrocks fight together in battle, they can attempt a special power called dance of ruin. The vrocks join hands in a circle, then dance wildly, screeching and chanting in ancient languages. After three rounds, a weave of energy crackles and scintillates in the air like lightning. Anyone within 100 feet of the dance of ruin must make a DC 16 Charisma Saving Throw or suffer 2d20 points of necrotic damage (save for half damage). If any vrock takes 20 or more points of damage during the three melee rounds, the dance is disrupted and must be started again. All creatures, including the vrock, are affected.

Habitat/Society: Vrocks are an elite fighting force used in important battles. They are often sent on missions such as infiltration and other covert missions.

Ecology: Vrocks eat their fallen foes after combat. They are powerful fighting machines from birth. Vrocks are loyal to their own. They travel in groups of up to eight (more when entering battle) and in battle coordinate with each other with perfect timing.



Yochlol (Lesser Tanar'ri)

Loth, the Queen of Spiders, is one of many powers that call the Abyss home. Her infinite maze of black webs fills an entire layer. While Loth is preoccupied with the affairs of drow throughout the multiverse, she doesn't ignore the balance of power within the Abyss. The yochlol are her servants in her home layer and her agents on the Outer Planes.

No other type of tanar'ri has such a close relationship with a power that inhabits the Abyss; in fact, the yochlol are known as the Handmaidens of Loth in some circles.

In their natural form, the yochlol bear a passing resemblance to a roper - they're man-size heaps of amorphous slime, with eight powerful tentacles and a single, glaring, red eye. However, they can also assume the form of beautiful young woman of human or elven race (usually drow) or take the form of a giant black spider.

Yochlol can assume gaseous form, taking the shape of a small stinking cloud. Some bloods've guessed that Lolth chose her handmaidens from the most suitable tanar'ri at hand and modified them for her own purposes, but there's no way to prove this short of a trip to the Abyss. It's not surprising that most sages're happy to leave this particular question unanswered.

Yochlol stand apart from the common tanar'ri causes, existing only to serve their dark mistress in whatever tasks she sets before them. They couldn't care less about the Blood War. The only part of the Abyss where the yochlol are common is in Lolth's pits; they don't leave their home layer except when Lolth commands them to, and even then, they're more likely to be sent to the Prime than any other part of the Abyss.

Combat: Yochlol've got no fewer than four different body forms and possess different powers and vulnerabilities in each. In the Abyss, they're most commonly found in their amorphous or natureal state. In the Outlands or the Prime, yochlol prefer to travel in their humanoid or spider shapes. Regardless of their shape, yochlol can be struck only by cold iron or weapons of +2 or better enchantment. They're immune to nonmagical fire, gasses, poison, and lightning and take only half damage from magical fire or cold.

In their natural amorphous forms, yochlol are AC 10. They can attack with each of their 8 tentacles, striking for 1d4 points of bludgeoning damage (+3 for the yochlol's 18 Strength).

In spider-form, yochlol can move freely in webs, have an AC of 16, and can attack once per round for 1d8 points of damage. As spiders, their poisonous bite immediately kills their victim unless it succeeds at a DC 13 Constitution Saving Throw.

In human form, yochlol are AC 10 but often use chain or plate mail of drow make to improve their Armor Class. They favor weapons used by drow, including short swords, hand crossbows, and javelins. Yochlol retain their 18 Strength rating in humanoid form, and strike with a +3 attack bonus and inflict +3 points of damage with whatever weapon they use.

Last but not least, yochlol can assume gaseous form. This functions as the spell of the same name (PHB 121), except that the cloud has a 10' radius and also has the effects of a Stinking Cloud spell (PHB 163). Yochlol can't use any physical attacks or spell-like abilities in this form, but they can make use of their psionic powers. A Gust of Wind spell inflicts 6d6 points of force damage to a yochlol in this form, and a Wind Walk spell slays the yochlol instantly with no Saving Throw or Magic Resistance check.

Yochlol've got the spell-like powers common to all tanar'ri and can also use the following abilities at will as 6th-level spellcasters: charm person, spider climb, stone shape, and web. Yochlol also command modest psionic powers, as shown above. Generally, a yochlol'll carefully evaluate a situation and decide if its mistress's interests are best served through a deceptive approach of misdirection and subtlety, or a naked show of force. In the first instance, the yochlol hides its true form and uses its beauty and charm to beguile its opponents; in the latter case, it shows itself in its true form.



Psionics Summary

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
6	3/3/11	MT,II,EW/All	15	90

Telepathy: Awe, Conceal Thoughts, Domination, ESP, Inflict Pain, Mind Link, Probe, Send Thoughts

Habitat/Society: As Lolth's chosen servants, yochlol are not well-liked by other tanar'ri, but they are guaranteed free passage in the layers controlled by most Abyssal Lords. Even a demipower such as Demogorgon or Graz'zt prefers not to aggravate the Spider Queen needlessly and interfering with Lolth's handmaidens is a quick way to draw her attention. A cutter who meets a yochlol somewhere other than Lolth's webs usually finds that the creature's too busy with the Spider Queen's business to bother with him.

'Course, things're a lot different if the cutter himself is Lolth's business.

Yochlol cooperate with each other surprisingly well. They're unswervingly loyal to Lolth and place her interests before their own - a rare characteristic in creatures of chaos and evil. It's been suggested that the Spider Queen maintains some kind of charm or control over her minions to ensure their continued loyalty, but it's more likely that the yochlol are terrified of what their might do to a cross-trader or stag-turner.

Ecology: The chant's that Lolth personally creates each of her handmaidens, but this ain't true. The yochlol are recruited from the numberless ranks of least tanar'ri and subjected to unspeakable ceremonies and torture to win their elevated station. It's worth noting that some yochlol may be far more powerful and important than typical, since Lolth rewards those who serve her well.

TARRASQUE

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	See below
DIET:	Omnivore
INTELLIGENCE:	Animal (1-2)
TREASURE:	See below
ALIGNMENT:	Nil
NO. APPEARING:	1
ARMOR CLASS:	23
MOVEMENT:	45, Rush 75
HIT DICE:	60 (300 hit points)
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d12 S x2/2d12 B/5d10 S/1d10 P x2
SPECIAL ATTACKS:	Sharpness bite, terror
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil, see below
SIZE:	G (50' long)
MORALE:	Champion (18)
XP VALUE:	100,000

The legendary tarrasque, for there is fortunately only one known to exist, is the most dreaded monster native to the Prime Material Plane. The creature is a scaly biped with two horns on its head, a lashing tail, and a reflective carapace.

Combat: The tarrasque is a killing machine and when active (see below) eats everything for miles around, including all animals and vegetation. Normal attacks are with its two forelimb claws (1d12 points of damage each), a sweeping tail lash (2d12 points of damage), a savage bite (5d10 points of damage plus acts as a sword of sharpness, severing a limb on an attack roll of a natural 20, and two thrusting horn attacks (1d10 points of damage each).

On Charge attacks (PHB 64) its horn attacks cause double damage and it can trample anything in its path for 4d10 points of crushing (bludgeoning) damage (a DC 15 Dexterity save allows a creature in this path to jump aside and avoid this damage).

Once every minute, the normally slow-moving tarrasque can increase its Movement Rate to 75 for 1 round.

The mere sight of the tarrasque causes creatures to be paralyzed with fright for 2d6 minutes unless they make a DC 25 Charisma Saving Throw. Creatures with 3 or more level or Hit Dice flee in panic for 2d6

minutes on a failed Saving Throw.

The tarrasque's carapace is exceptionally tough and highly reflective. Bolts and rays such as Lightning Bolts, Cones of Cold, and even Magic Missiles are useless against it. The reflection is such that 1 in 6 of these attacks actually bounces directly back at the caster (affecting him normally), while the rest bounce off harmlessly to the sides and into the air.



The tarrasque is also immune to all heat and fire, and it regenerates lost hit points at a rate of 1 hit point per round. Only enchanted weapons (+1 or better) have any hope of harming the tarrasque. The tarrasque is totally immune to all psionics.

Habitat/Society: It is fortunate that the tarrasque is active only for short periods of time. Typically, the monster comes forth to forage for a week or two, ravaging the countryside for miles around. The tarrasque then seeks a hidden lair underground and lies dormant, sleeping for 5d4 months before coming forth again. Once every decade or so, the monster is particularly active, staying awake for several months. Thereafter its period of dormancy is 4d4 years unless disturbed. The ratio of active to dormant states seems to be about 1:30.

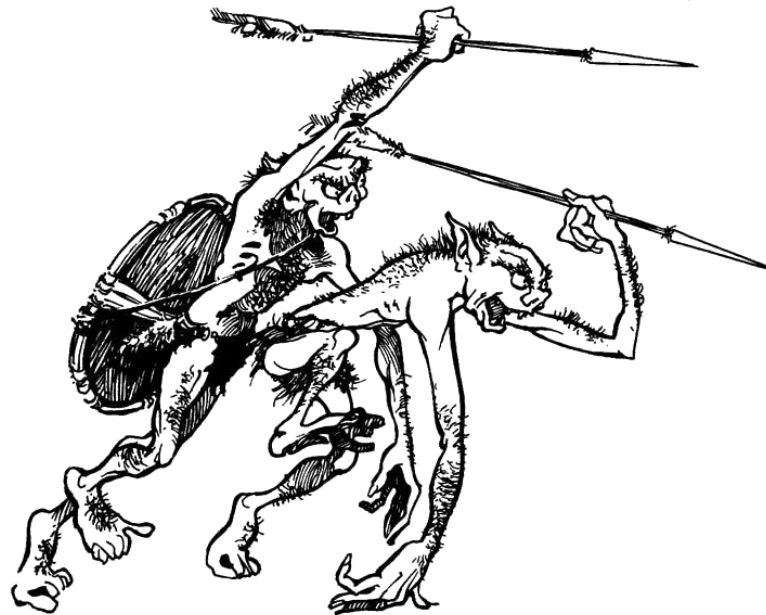
Ecology: Slaying of the tarrasque is said to be possible only if the monster is reduced to -30 or fewer hit points and a Wish is then used. Otherwise, even the slightest piece of the tarrasque can regenerate and restore the monster completely.

Legend says that a great treasure can be extracted from the tarrasque's carapace. The upper portion, treated with acid and then heated in a furnace, is thought to yield gems (10d10 diamonds of 1,000 gp base value each). The underbelly material, mixed with the creature's blood and adamantite, is said to produce a metal that can be forged by master dwarven blacksmiths into 1d4 shields of +5 enchantment. It takes two years to manufacture each shield, and the dwarves aren't likely to do it for free.

It is hoped that the tarrasque is a solitary creation, some hideous abomination unleashed by the dark arts or by elder, forgotten gods to punish all of nature. The elemental nature of the tarrasque leads the few living tarrasque experts to speculate that the elemental princes of evil have something to do with its existence. In any case, the location of the tarrasque remains a mystery, as it rarely leaves witnesses in its wake, and nature quickly grows over all remnants of its presence. It is rumored that the tarrasque is responsible for the extinction of one ancient civilization, for the records of their last days spoke of a "great reptilian punisher sent by the gods to end the world."

TASLOI

CLIMATE/TERRAIN:	Tropical/Jungles
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low to average (6-10)
TREASURE:	Q (x5)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	10d10
ARMOR CLASS:	15 (14 without shield)
MOVEMENT:	45, Cl 75
HIT DICE:	1 (5 hit points)
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d3 S x2 or by weapon type
SPECIAL ATTACKS:	Stealth
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-3' tall)
MORALE:	Average (9-12)
XP VALUE:	35
Chieftain:	270
Shaman:	35 + 100 per cleric level



Tasloi are long-legged, flat-headed humanoids. They walk in a crouching posture, touching their knuckles to the ground from time to time. Their skins are a lustrous green and are thinly covered with coarse black hair. Their eyes are like a cat's and are gold in color.

Often, they can be heard at night, speaking in their high, whispery voices. Tasloi speak their own tongue and can also speak the languages of monkeys and apes. About 5% of their kind have learned a pidgin Common that they use when trading.

Combat: Tasloi like to hide in treetops and drop down on the weak and unwary (they get a +6 to all Stealth skill checks). They are quick and nimble in the trees, but slow and clumsy on the ground.

Their Darkvision enables them to see up to 90 feet in darkness, but they hate daylight and suffer a -1 penalty to their attack roll when fighting in broad daylight.

Tasloi carry the following weapons: (20%) small shield (AC 15) and javelin, (40%) club and javelin, (10%) short sword and small shield (AC 15), (15%) javelin and net, (10%) short sword and net, or (5%) javelin and whip. Tasloi without shields are AC 14. They customarily carry all javelins and shields on their backs when they travel through the trees.

Tasloi eat anything, but they enjoy all kinds of flesh, especially humans and elves. They normally attack from above, trying to capture if possible. If they gain surprise, they use their nets to trap their prey. If a

party is too vigilant or prepared, the tasloi attempt to wear down the group through short, sudden attacks followed by retreat. If possible, tasloi try to steal the enemy's dead after an attack.

Habitat/Society: The tasloi live in loosely-structured bands of several families. In every band of 70 or more, there is a chief of 5 Hit Dice. There is a 30% chance that any band has a shaman. Tasloi shamans may advance up to 5th level.

When found in their lair, in addition to the males, there are females and young equal to 70% and 50% of the number of males, respectively. Females fight as males, but the young do not fight at all. The lair consists of a series of 1d6 large trees with 4d6 platforms (1d6+4) x10 feet above the ground. All the trees are connected by vines and ropes. There is a 60% chance that the tasloi have 1d6 trained giant spiders and a 20% chance that they have 2d4 trained giant wasps. Tasloi can ride these wasps for great distances, and the spiders aid in the construction, protection, and overall maintenance of the tree-village.

Ecology: It is not known where and how tasloi originated. It is likely they have been around for many millennia, interbreeding in deep isolated jungles. Their primitive lifestyle has probably existed in much the same fashion for thousands upon thousands of years.

While certainly among the least fearsome of all jungle creatures, tasloi are perhaps worth worrying about in numbers, or after fleeing encounters with nastier jungle denizens. Tasloi know the location of such lairs and often set up obvious escape routes for any creature that foolishly finds itself confronting the beast. The tasloi then lay their traps along the escape path and wait for the weakened, unsuspecting creatures to run through blindly. This strategy is highly successful, apparently, as the tasloi boast many more trophies than their small size and limited prowess might otherwise indicate.

THOUGHT-EATER

CLIMATE/TERRAIN:	Ethereal Plane
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Mental energy
INTELLIGENCE:	Not ratable
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d3
ARMOR CLASS:	11
MOVEMENT:	30 (Ethereal Plane only)
HIT DICE:	3
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Psionics, drain psionics, spells, and intelligence
SPECIAL DEFENSES:	Ethereal existence
MAGIC RESISTANCE:	See below
SIZE:	S (3' long)
MORALE:	Unsteady (6-8)
XP VALUE:	1,400

Thought eaters are natives of the Border Ethereal, and they only survive in ethereal form. They appear as sickly gray skeletal bodies with oversized platypus heads. They have webbed skeletal paws, suited to swimming through the ether.

A thought eater has only one desire - to avoid death. For some reason, they die almost instantly on the Prime Material Plane. Fortunately for them, they have several psionic powers which help to prevent this.

Combat: Thought eaters are unique. They have no combat abilities except their innate psionic talents, even on the Border Ethereal, so they can be easily slain if encountered there.

Thought eaters are far from harmless, however. Although they cannot survive outside the Border Ethereal, their psionic powers extend into the Prime Material Plane. This is one of the few known examples of transplanar extension.

The thought eaters' psionic sense is always operating. Because of their unique abilities, they can sense psionic activity in the Prime Material Plane, as well as the Border Ethereal. When they detect psionic activity of any kind, they will shift to the location of the emanations.

Their only "attack" is their innate ability to absorb psionic energy. They can absorb psionic energy within 60 feet of a psionist or psionic creature. Thought eaters drain 10 psionic points per round and they will also absorb any spell cast in the area as well as memorized spells (5 points per spell level). Finally, they can feed upon Intelligence, with each point converted to 10 PSPs that they absorb. They will feed until all victims die or escape, or until they themselves are sated. This occurs when they reach a number of points equal to their PSPs.



Although they feed on brain power, thought eaters are essentially stupid. Because they lack intelligence, they are immune to all telepathic attacks and controls (psionic or otherwise). Their preferences and the order in which they feed are always the same: (1) psionic points being expended, causing activated powers to fail; (2) spells being cast, causing cast spells to fail; (3) PSPs, draining PSPs from the psionist or psionic creature; (4) prepared spells, causing them to be wiped from the caster's memory; and (5) Intelligence, permanently draining that ability score (DC 13 Constitution Saving Throw to resist ability drain).

The thought eaters' feeding frenzy has the sole purpose of maintaining thought eaters in the ether. Their bodies process PSPs the way humanoids process food, at a rate of 3 PSPs/hour. If they run out of points, they drop out of the ether into the Prime Material Plane and meet an instant death.

Note that ethereal beings are invisible to creatures on the Prime Material Plane, it is probable that a thought eater will attack and feed unnoticed and uncontested until sated, or until its victims are out of range. A DC 15 Perception skill check is required to notice the feeding activities of a thought eater. Although it only has a Movement Rate of 30, this is ethereal movement, allowing passage through walls, trees, etc. as if they didn't exist.

Any defense mode will prevent the thought eaters from feeding. This includes spells like Mind Blank, and magical devices that thwart psionic attacks

Psionics Summary: Thought eaters have 1d100+100 (101-200) PSPs. They boast a natural, innate form of Psionic Sense (a clairvoyance power), which operates continuously at no cost to PSPs. They also absorb PSPs - see Combat.

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
2	0/0/0	Nil/Nil	14	1d100+100

Habitat/Society: Little is known about thought eaters, except that they exist solely in the ethereal plane and are very solitary beings. Magical research has indicated that they are not malevolent; their attacks are for the sole purpose of staying alive, the same as any humanoid hunter. Some sages believe that though eaters are the final fate of psionists, once they die.

Ecology: Thought eaters carry no treasure. When one dies, it automatically drops out of the ether and materializes on the Prime Material Plane. Of course, they are usually dismissed as platypi that died from starvation.

THRI-KREEN

CLIMATE/TERRAIN:	Temperate or tropical arid land
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Constant
DIET:	Carnivore
INTELLIGENCE:	Average to high (9-15)
TREASURE:	Varies
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	2d12
ARMOR CLASS:	15
MOVEMENT:	90
HIT DICE:	6+6 (36 hit points)
NO. OF ATTACKS:	5 or 2
DAMAGE/ATTACK:	1d4 S x4/1d4+1 S, or 1d4+1 S and by weapon
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Missile dodge
MAGIC RESISTANCE:	Nil
SIZE:	L (11' long)
MORALE:	Fanatic (17-18)
XP VALUE:	See below, +100 per psionicist level

The figures given above are for mature adult thri-kreen. Others have the following abilities, based on their age (they age one age category per year until they reach mature adult):

	HD	XP	Claw/Bite Damage	Special Ability
Larva	1+1	65	1/1	None
Child	2+2	120	1d2/1d2	None
Adolescent	3+3	175	1d3/1d3	Leap
Young Adult	4+4	270	1d3/1d3	None
Adult	5+5	975	1d4/1d4+1	Venom, chatkcha
Mature	6+6	1,400	1d4/1d4+1	Dodge missiles

Thri-kreen are a race of large, intelligent insects often referred to as "mantis warriors." They roam the deserts and savannahs, where they have marked-out hunting territories. They have no need of sleep and can remain active through the day and night.

Mature adult thri-kreen are roughly 7 feet tall at the shoulder and 11 feet long. Of the six limbs protruding from their midsection, two are used for walking; the other four end in four-fingered hands. The tough, sandy-yellow exoskeleton is extremely hard. A thri-kreen has two compound eyes, usually black with highlighted eyespots, two antennae, and a complicated jaw structure that manipulates food as the thri-kreen chews.

The antennae help the individual to maneuver through brush and grasslands in the darkness (they also reduce any melee combat penalty from darkness or concealment by 1; missile combat is not affected). Thri-kreen often wear harnesses and even some forms of clothing, but they never wear armor.

The native thri-kreen language is made up of clicks and the grinding of its jaw appendages. While it is difficult for other creatures to speak this tongue, it is just as difficult for a thri-kreen to imitate more standard speech patterns. Thri-kreen speak their own language, but some understand the Common tongue.

Thri-kreen seldom live more than 35 years.

Combat: A thri-kreen's chitinous exoskeleton gives it AC 15 naturally. Unarmed, it can attack with four claws and one bite attack per round. If using a weapon, the thri-kreen can attack with its weapon and bite. Most have mature adults have an exceptional (16) Strength score, adding 2 to all melee and thrown weapon damage.



The gythka, a pole arm with a blade at each end, can slash for 1d6 points of damage. The gythka can be thrown as a spear, with a base range of 20'. Thri-kreen also learn special combat maneuvers as they grow older, learning all by the time they are mature adults.

- **Leap:** This ability allows a thri-kreen to leap 20 feet straight up or up to 50 feet forward. They cannot leap backward.
- **Chatkcha:** This is a crystalline throwing wedge, with a base range of 30 feet. A chatkcha causes 1d6 points of slashing damage and returns to the thrower when it misses.
- **Venom:** This venom is delivered through an older thri-kreen's bite. Anyone bitten must make a successful, DC 14 Strength Saving Throw or be paralyzed for 2d6 rounds.
- **Dodge Missiles:** A mature thri-kreen can dodge missiles fired at it by making an Acrobatics skill checks. The DC of this check is equal to the attack roll for the attack that they are attempting to dodge. They get a +6 to this check.

Some thri-kreen have psionic talent. There is a 25% chance that a thri-kreen will have 1d4 psionicist levels (PHB 201).

Thri-kreen can use most magical items, though those designed for humanoid creatures cannot be worn properly, so will not function for a thri-kreen.

Habitat/Society: Thri-kreen organize into hunting packs; there are no permanent thri-kreen communities. Packs range over wide territories that they call their own. Small groups consist only of mature adults. Groups of more than eight thri-kreen are two-thirds mature adults, and one-third other age categories (in about equal numbers).

Ecology: Thri-kreen are carnivores. They seldom hunt other intelligent creatures for food but will do so in times of need. Mantis warriors have a well-known taste for elves, which keeps both races at an uneasy peace at best.

Tohr-Kreen

The tohr-kreen, or mantis nobles, are larger, more cultured versions of thri-kreen. Though many of them wander their world to gain knowledge, they sometimes build cities as well. They regard thri-kreen as somewhat barbaric cousins, though there have been incidences of a tohr-kreen creating a permanent settlement of thri-kreen or teaching a pack more civilized ways.

TITAN

CLIMATE/TERRAIN:	Olympus
FREQUENCY:	Uncommon
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Supra-genius to godlike (20-21+)
TREASURE:	E, Q (x10), R
ALIGNMENT:	Chaotic good
NO. APPEARING:	1d10
ARMOR CLASS:	20
MOVEMENT:	180
HIT DICE:	20 (100 hit points)
NO. OF ATTACKS:	2 (3, see below)
DAMAGE/ATTACK:	By weapon +10 (Strength bonus), see below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10
SIZE:	G (25' tall)
MORALE:	Fanatic (19)
XP VALUE:	21,000 (see below)

Titans are gargantuan, almost godlike men and woman. They, quite simply, look like 25' tall people of great physical strength (25 Strength) and beauty. They are commonly dressed in traditional Greek garb, favoring togas, loincloths, and such. They wear rare and valuable jewelry and in other ways make themselves seem beautiful and overpowering.

In addition to speaking their own language, titans can speak Giant. All titans are also conversant in the Common tongue as well as Sylvan, as these giants have close ties with nature.

Combat: The basic attack of most titans is with a great maul (*maul* of

the titans) that deals 4d10 bludgeoning damage and strikes as a +2 weapon. Other weapons wielded by titans deal 3 times the damage listed in the Player's Handbook. All weapon damage is modified by their great (25) Strength.

Titans may choose to make one additional attack on every even-numbered round. This form of special attack is so destructive and deadly, that a titan will use it only if there are no other options left open. The form of each titan's attack will be different (some kick, some punch, others use a breath attack, lightning, etc.), but the effect is the same for each. The special attack inflicts 10d6 points of damage per hit and can be used every other round. These mighty attacks have been known to destroy buildings and sink ships.

Titans can become ethereal twice per day. All titans are able to employ either magic-user or cleric spells (dependent on the individual titan - only one, not both) as a 20th level spell caster. In addition, all titans have the following spell-like powers, at 20th level of spell use, usable once per round, one at a time, at will: Alter Self, Animal Summoning II, Astral Spell, Bless, Charm Person or Mammal (DC 16), Commune with Nature, Cure Light Wounds, Eyebite (DC 21), Fire Storm (DC 22), Hold Person (DC 17), Hold Monster (DC 20), Hold Undead (DC 17), Invisibility, Levitate (DC 17), Light, Mirror Image, Pass without Trace, Produce Fire, Programmed Illusion (DC 21), Protection from Evil, 10' Radius, Remove Fear, Remove Curse, Shield, Speak with Plants, Summon Insects, and Whispering Wind.

Titans are not affected by attacks from nonmagical weapons.

Habitat/Society: Titans are lovers of life, creators of fate. These benevolent giants are closer to the well springs of life than mere mortals and, as such, revel in their gigantic existences. Titans are wild and chaotic. They are prone to more pronounced emotions than humans and can experience godlike fits of rage. They are, however, basically good and benevolent, so they tend not to take life. They are very powerful creatures and will fight with ferocity when necessary.

To some, titans seem like gods. With their powers they can cause things to happen that, surely, only a god could. They are fiery and passionate, displaying emotions with greater purity and less reservation than mortal beings. Titans are quick to anger, but quicker still to forgive. In fits of rage they destroy mountains and in moments of passion will create empires. They are in all ways godlike and in all ways larger than life.

And yet it should be noted that titans are not gods. They are beings that make their home in Olympus and walk among the gods. Yet they are not omnipotent, omniscient rulers of the planes. Sometimes their godlike passions and godlike rages make them seem like deities, however, and it is common for whole civilizations to mistake them for deities.

In one society, Jeuron, a titan with dominion over knowledge, was revered as a god for centuries. Those mortals built their whole civilization around him and Jeuron reveled in the worship. He even

walked among them occasionally to see their love and admiration. But Odin, of the Norse mythos, discovered his deception and punished Jeuron by shackling him to the bottom of the deepest sea for 100 years.

Titans have a natural affinity for storm giants. Those giants are the closest beings the titans have found to peers and they will readily befriend them. In any group of titans, there is a 35% chance that they will be accompanied by one or more storm giants. Although titans can sometimes be condescending by nature, they never treat the storm giants as subordinates or inferiors.

On Olympus, titans have developed a culture similar to what they found there. They wear similar clothing, eat similar foods, play similar music, etc. It is unclear why this has occurred. Perhaps the titans, in a godlike whim, adopted their favorite mortal lifestyle. Such would not be unusual for these great beings.

Titans primarily dwell in great palaces and mansions in Olympus where they live their lives whimsically. There they will dance, sing, study, debate and engage in all other manner of activities with titanic proportion. If a titan finds something that interests him, it would not be unusual for him to study it in great detail for many weeks, only to leave it when his interest has waned. They may also engage in debates or arguments that last literally for weeks at a time. These debates might end in a jovial laughter and good spirits or in thunder and rage. Such are the whims of titans.

Ecology: Titans are basically identical to humans, except much larger. What makes them immortal is not known. Perhaps it is their enchanted existence in the halls of Olympus.

These giants are commonly known to experience the same range of emotions as humans do. They develop idiosyncrasies as humans do, also. In fact, titan mannerisms emulate those of humans very closely. Again, it is difficult to tell if the titans are whimsically copying humans, or vice versa.

Titans, being godlike creatures, tend to be very diverse and unique. Each individual titan (or sometimes group of titans) have a special power is that related to their personality or sphere of influence.

Greater Titans

Rumors exist of a race of titans more powerful still than common titans. These greater titans are said to be very close to the gods and always accompany one (with some deities and powers being attended by more than one greater titan). Perhaps greater titans were formally common titans who have grown so great in power that the gods brought them closer to themselves. Such matters are not common knowledge.

It is very difficult to provide combat statistics for greater titans. Like the gods themselves, greater titans are simply not subject to aggression from nondivine beings. They are never harmed by such attacks.



TOAD, GIANT

	Giant Toad	Fire Toad	Ice Toad	Poisonous Toad
CLIMATE/TERRAIN:	Non-arctic or subterranean	Non-arctic or subterranean	Arctic, subarctic land or subterranean	Non-arctic or subterranean
FREQUENCY:	Common	Rare	Rare	Uncommon
ORGANIZATION:	Colony	Colony	Colony	Colony
ACTIVITY CYCLE:	Any	Any	Day	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1-2)	Low (6-8)	Average (9-10)	Animal (1-2)
TREASURE:	Nil	C	Q, (C)	Nil
ALIGNMENT:	Neutral	Chaotic neutral	Neutral	Neutral
NO. APPEARING:	1d12	1d6	1d4	1d8
ARMOR CLASS:	14	10	16	13
MOVEMENT:	30	30	45	30
HIT DICE:	2+4 (14 hp)	4+4 (24 hp)	5 (25 hp)	2 (10 hp)
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	2d4 P	Variable	3d4 P	1d4+1 P
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (5' length)	S (4' length)	L (8' length)	M (5' length)
MORALE:	Unsteady (6-8)	Average (9-12)	Steady (13-15)	Unsteady (6-8)
XP VALUE:	120	270	270	175

Giant Toad

Giant toads are found in most regions. Although their smaller cousins are beneficial insect eaters, the large toads devour (or at least attempt to devour) any creature which appears edible.

Their exact appearance varies from species to species, but these beasts are all just what their name implies, giant versions of toads. Coloration runs the gamut from weak brown to iron red, but their skin is always dry, rough to the touch, and warty.



Combat: All giant toads can jump up to 30' forward or 10' straight up. This hop will clear any object up to one-third as high as the length of A jumping toad can attack in midair or at the end of the leap.

When hunting, giant toads remain motionless (+4 to Stealth skill check) until likely prey walks or slithers within range. The toad then leaps to the attack.

Habitat/Society: Giant toads often make their homes underground, where they enjoy both the damp air and the steady supply of food. They prefer temperate zones, near water where they can lay their eggs, but often survive in surprisingly cool or dry regions.

Toads are often attracted to settled areas where they prey upon livestock (goats, chickens, and even sheep). Cities often have problems with sewer toads, giant monstrosities which have grown fat on vermin, house pets, and, occasionally, civil engineers.

Ecology: Giant toads keep no treasure, but worthwhile indigestibles are occasionally found in their droppings. Their skin can be fashioned into suitable leather armor, but its odor will be at least as distinctive as its appearance.

Fire Toad

These large, red toads are about 4 feet long and covered with rough, purple warts. Fire toads shun water, preferring drier surroundings. Fire toads are so named because of their ability to exhale small fireballs. These fireballs are their only form of attack; a single fireball can travel up to 30 feet and has a blast radius of 5 feet. Damage is 3d6 points of fire damage, half that if a DC 12 Dexterity Saving Throw is made. Fire

toads rarely attack unless threatened, molested, or defending their lairs.

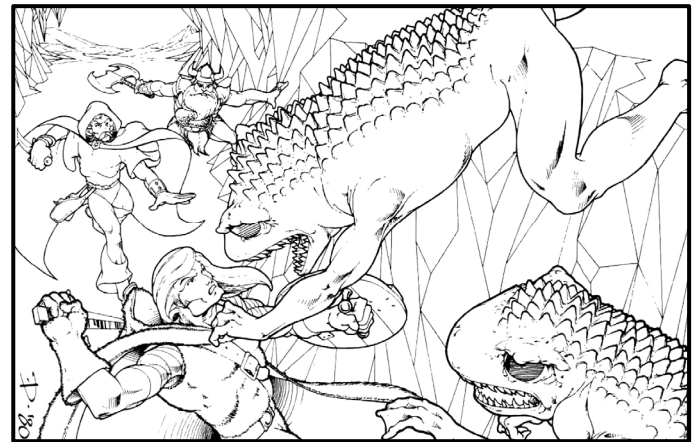
Fire toads have resistance to fire damage but are vulnerable to cold damage. Throwing liquid - even water - at a fire toad will cause it to retreat, though it will immediately breathe fire at its assailant in the first two rounds of its retreat.

Ice Toad

Fully intelligent, ice toads dwell in cold climes or far beneath the surface of the ground.

In addition to its vicious bite, the creature can radiate cold in a 10-foot radius from its body. Ice toads can generate this special attack once every other round. All creatures within this sphere of cold suffer 3d6 points of cold damage. Characters making a DC 13 Dexterity Saving Throw suffer only half damage.

Ice toads speak their own weird language and actively collect gems and jewelry, particularly diamonds.



Poisonous Toad

These toads, indistinguishable from common giant toads, secrete a weak, hemotoxic poison.

A creature bitten by a poisonous toad must make a DC 12 Constitution Saving Throw. Failure means the victim falls comatose and will die within 24 hours unless treated.



TREANT

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Rare
ORGANIZATION:	Grove
ACTIVITY CYCLE:	Any
DIET:	Photosynthesis
INTELLIGENCE:	Very (11-12)
TREASURE:	Q (x5), X
ALIGNMENT:	Chaotic good
NO. APPEARING:	1d20
ARMOR CLASS:	20
MOVEMENT:	60
HIT DICE:	7 to 12 (35 to 60 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Variable
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Keen senses
MAGIC RESISTANCE:	Nil
SIZE:	H (13'-18')
MORALE:	Champion (18)
XP VALUE:	2,000 (+1,000 per Hit Die above 7)



Treants are strangely related to both humans and trees, combining features of both species. Peaceful by nature, treants can cause great damage when roused to anger. They hate evil things and the unrestrained use of fire.

Treants are almost indistinguishable from trees. Their skin is a thick, textured, brown bark. Their arms are gnarled like branches and their legs fit together when standing like the trunk of a tree. Above the eyes and along the head are dozens of smaller branches from which hang great leaves. In winter the leaves of a treant change color but rarely fall out. Treants are very intelligent and often speak a number of languages including their own, Elvish, Dwarvish, Common, and a smattering of just about all other humanoid tongues (at least enough to say "Get out of my trees!").

Combat: The combat ability of treants varies with their size. Young treants (13 or 14 feet) have 7 or 8 Hit Dice and inflict 2d8 points of bludgeoning damage per attack. Middle-aged treants (15 or 16 feet) have 9 or 10 Hit Dice, respectively, and inflict 3d6 points of damage per attack. Elder treants (17 or 18 feet) have 11 or 12 Hit Dice and inflict 4d6 points of damage per attack.

Due to their tough, barklike skin, treants have a superior Armor Class rating against almost all weapons. Their only weakness is fire, which they are vulnerable to (taking double damage). This weakness to fire also applies to animated trees controlled by a treant.

Treants have the ability to animate normal trees. One treant can animate up to two trees. It takes one round for a normal tree to uproot itself. Thereafter the animated tree can move at a rate of 15' per round and fights as a full-grown treant (12 Hit Dice, two attacks, 4d6 points of damage per attack). A treant must be within 180 feet of the tree it is attempting to animate. Animated trees lose their ability to move if the treant who animated them is incapacitated or moves more than 180 feet away.

Treants (regardless of size) and treant-controlled trees can inflict structural damage when attacking a building or fortification.

Habitat/Society: Treants live in small communities, usually amidst old hardwood forests (oak, maple, mahogany, etc.). In the forest treants rarely reveal themselves, preferring not to interact with the more transient lifeforms (anything with a lifespan of 500 years or less). Humans and demihumans have only a slight chance of spotting a treant who is trying to blend in with the trees (DC 18 Nature skill check).

Treants are intolerant of evil, particularly when fire and the wanton destruction of trees is involved. They hate orcs and goblins with a passion and tend to be suspicious of anyone carrying an ax.

Treants have no use for treasure, and usually place all such items somewhere out of sight, such as under a great rock. Occasionally a treant can be convinced to give up his treasure but only when some great good will be accomplished by this generosity.

Ecology: Treants, like all trees, gain sustenance via photosynthesis. Treants often sleep for long periods of time (anywhere from a few days to several years) during which short roots grow into the ground beneath them gathering water and minerals from the soil. Reproduction is via off-shoot stalks which the female treants then protect and care for until the stalks are grown.

The lifespan of a treant is not known but is several thousand years at least. As they grow older, treants become slower and less agile, sleeping for longer periods and talking less of things that are and more of things that were. Eventually an old treant will not wake up, taking permanent root in the spot where he sleeps and living out the rest of his life as a normal tree.

TRITON

CLIMATE/TERRAIN:	Any sea
FREQUENCY:	Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High to genius (13-19)
TREASURE:	M, Q (C, S, T)
ALIGNMENT:	Neutral (good)
NO. APPEARING:	6d10
ARMOR CLASS:	15
MOVEMENT:	15, Sw 75
HIT DICE:	3 (15 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	18
SIZE:	M (7' tall)
MORALE:	Elite (16-17)
XP VALUE:	270
Exceptional (4-6 HD):	420 (4 HD), 650 (5 HD), 975 (6 HD)
Exceptional (7-8 HD):	2,000 (7 HD), 3,000 (8 HD)
Cleric or magic-user:	500 per level
Leader:	4,000



Tritons are rumored to be creatures from the Elemental Plane of Water that have been placed on the Prime Material Plane for some purpose unknown to man. They are sea dwellers, inhabiting warmer waters principally but equally able to live at shallow or great depths.

The lower half of a triton ends in two finned legs, while its torso, head, and arms are handsomely human. Tritons have a silvery skin that fades into silver-blue scales on the lower half of their bodies. Their hair is deep blue or blue-green. Triton speak their own language as well as those of sea elves and locathah.

Combat: Tritons carry either tridents (60%) or long spears (40%). Some 25% are also armed with heavy crossbows (base range 20' under water). When equipped for battle, tritons wear armor made of scales (AC 16).

Outside their lair, tritons are 90% likely to be mounted, either on hippocampi (65%) or giant sea horses (35%). These mounts fight in defense of their riders.

Exceptional tritons (see below) and triton leaders always carry conch shells with them. Not magical, their sounds are well known to all marine creatures. When blown properly by an exceptional triton, a conch summons 5d4 hippocampi, 1d10 sea lions, or 5d6 giant sea horses. These creatures swim to the aid of the summoning triton, arriving 2d6 rounds after the conch is first sounded. The conchs can also be sounded to frighten aquatic animals as the Fear spell (DC 14 Charisma Saving Throw to resist). Those who succeed with their Saving Throws have a -3 modifier on their attack rolls against the tritons.

Triton are reclusive and nonviolent. They normally attack to capture. If a triton is killed in a battle, however, the fight immediately becomes one of retribution. Should the fighting go poorly, the tritons withdraw to their lair to either gather reinforcements or make a last stand.

In addition to their other abilities, tritons are nearly impervious to magic with a natural magic resistance of 90%.

Habitat/Society: Tritons live either in great undersea castles (80% chance) or in finely sculpted caverns (20%). While tritons lean toward good alignment, they are very suspicious of outsiders and have no love for land dwellers in general.

Tritons rarely kill, unless provoked, but they are quick to apprehend those who intrude upon their seas. Trespassers found guilty of intentionally entering triton waters or treasure seeking are left "to the fate of the seas." This means being stripped of all belongings and set adrift at least 10 miles from any shoreline. Characters ruled innocent by the triton court awaken the next day on some distant shore. Tritons never aid land dwellers unless their own interests are involved in the matter.

For every 10 tritons encountered there is an exceptional triton of 4-6 Hit Dice. For every 20 encountered there is an exceptional triton with 7-8

Hit Dice. Groups of 50 or more are always accompanied by a triton leader (AC 18, 9 Hit Dice). There is a 10% chance for every 10 tritons encountered that they are accompanied by a triton magic-user of 1d6 levels.

At a triton lair, the following additional tritons are always found: 120 tritons (with related exceptional tritons), 1 magic-user of 7th to 10th level, 1 cleric of 8th to 11th level, 4 clerics of 2nd to 5th level, and 60 young tritons (noncombatants).

There is also a 75% chance that the lair contains 2d6 sea lions as pets/guards.

Ecology: Tritons are omnivorous and live on fish, shellfish, and seaweed. They have no natural enemies save the giant squid, which is immune to the effects of their conch shells. Normal tritons live approximately 300 years while their leaders and spellcasters have life expectancies of 500 years or more.

TROGLODYTE

CLIMATE/TERRAIN:	Subterranean and mountains
FREQUENCY:	Common
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	A
ALIGNMENT:	Chaotic evil
NO. APPEARING:	10d10
ARMOR CLASS:	15
MOVEMENT:	60
HIT DICE:	2 (10 hit points)
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1d2 S x2/1d4+1 P or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (13-15)
XP VALUE:	120
Guard:	175
Sub-chieftain:	270
Chieftain:	650



Troglodytes are a warlike race of carnivorous reptilian humanoids that dwell in natural subterranean caverns and in the cracks and crevices of mountains. They hate man above all other creatures and often launch bloody raids on human communities in search of food and steel.

Troglodytes stand about 6 feet tall, are covered in roughened leathery scales, and have a toothy lizard-like head. Males are easily distinguished from females by the fin-like crest that runs across their heads and down their necks. Coloration for both sexes varies due to the troglodyte's chameleon-like ability to change skin tone, but grayish

brown is most common. Most troglodytes wear little more than a leather weapons belt, with perhaps a small bag of semi-fresh meat. Leaders adorn their belts with pieces of steel, a sign of power in troglodyte culture. Troglodytes have excellent Darkvision (90-foot range). They speak their own language and no other.

Combat: Fifty percent of a troglodyte force use their teeth and claws. The remaining 50% use weapons: broadswords (5%), stone battle axes (10%), stone morning stars (10%), or two javelins (25%). Of special note is the troglodyte javelin. These great darts grant a +3 bonus to the attack roll when thrown by a troglodyte and cause 2d4 points of damage. This bonus reflects the troglodytes' great skill with these darts.

Troglodytes prefer ambushes to frontal assaults. Their favorite tactic is to pick a well-trod mountain or subterranean path and then use their chameleon power to blend in with the surrounding rocks (+6 to Stealth skill checks). When a likely target walks by, the troglodytes hurl a volley of javelins. After a second volley, the troglodytes descend upon their hapless victims.

When angered or engaged in melee, troglodytes secrete an oil that smells extremely disgusting to all humans and demihumans. Those failing a DC 13 Constitution Saving Throws are so revolted as to be sickened (DMG 242) for 3d4 rounds.

Habitat/Society: Troglodyte society is organized into clans, with each clan led by a chieftain (usually the biggest and most fearsome troglodyte). A number of subchieftains also are present, chosen from those troglodytes that most distinguished themselves in battle. Rank is loose and internal squabbles common. Most chieftains lead only as long as the clan stays fed (and not one meal longer).

For every 10 troglodytes encountered there is one leader with 3 Hit

Dice. For every 20 there are two subchieftains each with 4 Hit Dice. Groups of 60 or more always include the clan chieftain. The chieftain stands 7 feet tall, has 6 Hit Dice, and is accompanied by 2d4 guards with 3 Hit Dice each.

Troglodytes usually set their lair near a human or demihuman settlement. This enables them to prey on both the settlers and their livestock. The lair itself is typically a large cave or cavern with a number of smaller chambers adjoining it for the females and hatchlings. Troglodyte lairs contain a number of females equal to 100% of the males. Females fight to the death in defense of the hatchlings. Hatchlings number about 50% of the male population and are noncombatants.

Troglodytes value steel above all else, using it to make javelins and as a form of wealth. Individual troglodytes carry nothing of real worth, but their lair may contain considerable treasure amassed from their raids on the outside world. Often this wealth is carelessly strewn about, mixed in with half-eaten food, or just shoved into some out-of-the-way corner.

On moonless nights, raiding parties of 50 or more troglodytes venture forth in search of steel and food. These attacks usually target human settlements, where the troglodytes can use their Darkvision and their chameleon power to maximum advantage.

Ecology: Strict carnivores, troglodytes prefer human flesh over all others, but they won't hesitate to devour practically anything they can catch, including members of other troglodyte clans. Few creatures hunt troglodytes, for their taste is said to be even more vile than their odor.

TROLL

	Troll	Two-headed, Giant	Freshwater	Saltwater
CLIMATE/TERRAIN:	Any land	Any land	Lakes/ivers	Any coast
FREQUENCY:	Uncommon	Very rare	Rare	Uncommon
ORGANIZATION:	Group	Group	Group	Group
ACTIVITY CYCLE:	Night	Any	Day	Night
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (6-8)	Average (9-10)	Low (6-8)	Low (6-8)
TREASURE:	Q (D)	Q (D)	Qx4 (C)	(D)
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1d12	1d3	1d6	1d8
ARMOR CLASS:	16	16	17	18
MOVEMENT:	60	60	45, Sw 60	45, Sw 60
HIT DICE:	6+6 (36 hp)	9+9 (54 hp)	5+5 (30 hp)	6+12 (42 hp)
NO. OF ATTACKS:	3	4	3	3
DAMAGE/ATTACK:	1d4+4 S x2/1d6+6 P	1d4+4 S x2/1d6+6 P x2	1d4+1 S x2/1d8+4 P	1d4 S x2/1d8+8 P
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	Regeneration	Regeneration	Regeneration	Regeneration
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (9')	L (10')	L (8')	L (10')
MORALE:	Elite (16-17)	Champion (18)	Elite (16-17)	Champion (18)
XP VALUE:	1,400	3,000	650	1,400

	Desert	Spectral	Giant	Ice
CLIMATE/TERRAIN:	Any desert	Any forest	Any land	Arctic
FREQUENCY:	Rare	Very rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Tribe	Tribe
ACTIVITY CYCLE:	Any	Night	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (9-10)	Very (11-12)	Low (6-8)	Average (9-10)
TREASURE:	C	C	C	Q (D)
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1 (10% 1d6)	1	1d12	2d6
ARMOR CLASS:	16	20	16	12
MOVEMENT:	60	60	60	45
HIT DICE:	7+7 (42 hp)	8 (40 hp)	8 (40 hp)	2 (10 hp)
NO. OF ATTACKS:	3	3	1 weapon	2
DAMAGE/ATTACK:	1d4+2 S x2/1d8+2 P	1d4+2 S x2/1d8+2 P	By weapon +4	1d8 S x2
SPECIAL ATTACKS:	See below	Energy drain	Nil	Nil
SPECIAL DEFENSES:	Regeneration	See below	Regeneration	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (9')	L (10')	H (12+)	L (8')
MORALE:	Fanatic (19)	Champion (18)	Fanatic (19)	Steady (13-15)
XP VALUE:	1,400	1,400	1,400	175

Troll

Trolls are horrid carnivores found in all climes, from arctic wastelands to tropical jungles. Most creatures avoid these beasts, since trolls know no fear and attack unceasingly when hungry. Their frame appears thin and frail, but trolls possess surprising strength. Their arms and legs are long and ungainly. The legs end in great three-toed feet, the arms in wide, powerful hands with sharpened claws. The trolls' rubbery hide is colored a moss green, mottled green and gray, or putrid gray. A writhing hairlike mass grows out of their skulls and is usually greenish black or iron gray in color. Their dull, sunken black eyes possess 90-foot Darkvision. Females are easily distinguished from males; they are both larger and more powerful than their male counterparts.

Trolls walk upright but hunched forward with sagging shoulders. The trolls' gait is uneven and, when running, the arms dangle free and drag along the ground. For all this seeming awkwardness, trolls are very agile. They are masterful climbers and can scale even sheer cliffs with an 80% chance of success. Trolls have a poor hearing, but their sense of smell is superior.

Trolls have no language of their own, using "troll-speak", a guttural mishmash of Common, Giant, Goblin, and Orc. Troll-speak is highly transient and trolls from one area are only 25% likely to be able to communicate with trolls from another.



Combat: Trolls attack with two clawed hands and their bite, and they can attack at multiple opponents. In the rare case that a troll wields a weapon, it attacks with a +4 damage bonus (19 Strength).

Trolls regenerate at an amazing rate. Starting three rounds after first blood, the creature recovers 3 hit points per round until healed. Trolls reduced to 0 or fewer hit points fall to the ground, incapacitated but not slain. Incapacitated trolls continue to regenerate and stand up to fight as soon as they have a positive number of hit points.

When using an edged weapon, it is possible to sever the thin limbs of a troll (a natural 20 with a slashing weapon is needed). Severed limbs continue to fight after separation from the body (hands squeeze,

heads bite if stepped on, etc.). Attacks by severed limbs are at normal chances to hit. Separated limbs fight for the remainder of the battle, then scuttle back and rebind with the body once the battle is over.

Limbs unable to reach the body to die within 24 hours, but this is of little consequence since trolls regenerate lost body parts (including the head) within a week. If a troll is dismembered and scattered, the largest surviving piece regenerates. The others die within one day if they cannot rejoin that piece.



Fire and acid cause permanent damage to trolls; with neither damage type regenerating. A troll reduced to 0 or fewer hit points and immersed in acid or burned with fire is killed. If confronted by a large natural or magical fire, trolls try to find some way around the flames.

Trolls have no fear of death, and launch themselves into combat, flailing wildly at their opponents and biting whoever comes closest. They occasionally (25%) throw stones before closing with their victims. Thrown stones have a base range of 30' and deal 1d6+4 points of bludgeoning damage.

Trolls combine a ravenous appetite with limited intelligence, so they are frequently distracted and break off pursuit 50% of the time to pick up food dropped by fleeing prey.

Habitat/Society: Trolls can survive in all climes, but prefer dense forests and subterranean locales, since bright sunlight hurts their eyes; trolls suffer no combat penalties because of this. They usually make their lairs in caves, using great boulders to block the entrances. Inside a troll cave are a number of rough nests made of straw and grass, plus scattered bones and treasure from victims. If there are no caves in an area, trolls dig themselves a trollhole and cover its opening with twigs and leaves. Trollholes are usually built near trees and are hard to detect (DC 15 Perception skill check to spot). Anyone who steps on a trollhole must make a DC 15 Dexterity Saving Throw or fall through the leafy door and tumble into the den below.

Trolls live in small packs of 3 to 12 trolls led by a dominant female who acts as shaman/chieftain (cleric 7). Leadership is only retained by combat, so fights for pack control are frequent. Often trolls rend each other limb from limb, but these battles are never fatal. Still, it is the custom of trolls to toss the loser's head a great distance from the fight scene, and frequently losers must sit and stew for a week until their new head grows in.

The pack chieftain's duties are few. She leads the trolls on nightly forages, loping along, sniffing the air for prey. If a scent is found, the trolls charge, racing to get there first, and letting out a great cry once prey is spotted. In return for being the hunt leader, the shaman gets her choice of mates in the pack. Females give birth to a single troll about once every five years.

Trolls have ravenous appetites, devouring everything from simple grubs to bears and humans. Their lairs are often located near human settlements or along well traveled roads, but not too near, for even trolls respect organized resistance by fire-bearing humans. Wandering trolls, in search of a new lair, travel by night and sleep by day. Ravenous from walking, these packs, occasionally attack and devour entire humanoid villages.

Ecology: Trolls prey on all but the most powerful of creatures. They respect and fear dragons, but they hate giants of good alignment and wage war with them frequently. The troll's green blood is used to manufacture both poison antidotes and healing potions. The blood from one troll, worth 400 gp, can make three such potions.



Giant Two Headed Troll

These ferocious troll/ettin crossbreeds possess a mottled greenish brown skin tone, and their dress is usually moth-eaten rags or animal skins. Two-headed trolls use trollspeak as their language.



Though part ettin, these monsters retain many of the abilities of trolls. They regenerate like trolls, but only 1 hit point a round, and severed limbs cannot reattach (their thicker limbs are not cleaved on a roll of 20).

Two-headed trolls attack with two claws and two bites. Both bite attacks are against one opponent, but the claws may be directed against different foes. The troll can, though rarely, wield a weapon with a +4 damage bonus. Like ettins, two-headed trolls are hard to surprise, gaining a +8 to all Perception skill checks. These creatures live in damp, underground caverns and can be found leading groups of their smaller troll cousins.

Freshwater Troll (Scrag)

These gilled trolls, also called scraggs or river trolls, are the most loathsome of all the trolls. River trolls, as their name implies, travel the waterways in search of victims. Their arms are thin and frail, but their mouths are wide and lined with dozens of needle-sharp fangs. Their color ranges from blue-green to olive.

Scraggs have all of the abilities of normal trolls, but they only regenerate when immersed in fresh water. Scraggs can survive out of water for one hour and often come ashore in search of prey. River trolls devour anything they catch but prefer humanoids and have a fondness for dwarves.

Scraggs are devious hunters and often carry a few baubles with them. They lay gems near the water's edge and wait for someone to spot



them and reach down. Other traps include burying themselves in the sand, in shallow water, and waiting to be stepped on or tangling the rudders of small boats. River trolls occasionally nest beneath bridges or near ferry boats, demanding a toll in exchange for passage. The toll varies, but averages the equivalent of one cow per week, per troll. Livestock and children frequently disappear when river trolls are near.

Saltwater Troll (Marine Scrag)

Like freshwater scraggs, marine scraggs can breathe air for one hour and have all of the abilities of normal trolls, except they regenerate only when immersed in saltwater.

Large, green, and pot-bellied, marine scraggs are thick-skinned and heavily scaled. Limp hair, the color of seaweed, hangs down to their shoulders. Their feet are wide and webbed to aid them in swimming. While their limbs are shorter and weaker than those of ordinary trolls, their mouths are larger and filled with hundreds of needle-sharp teeth.

Marine scraggs can subsist on fish and shellfish but crave human flesh. They create their lairs in shallow ocean caves or beneath city docks. They emerge from their caves at night, climbing over ship railings in search of sailors or hunting the piers for a strolling couple or a lone drunk.

Their attacks are quick and stealthy; they usually hunt in packs of four to six, but occasionally, several dozen may attack a large ship.

Desert Trolls

Desert trolls are usually tan but can modify their color from bleached tan to mottled rock brown (giving them a +7 to all Stealth skill checks). Their keen senses and animal cunning reduce their chances of being surprised (+7 to Perception skill checks). Like normal trolls, the desert variety usually attacks with two claws and a bite.

Desert trolls are immune to normal fire, heat, and cold. They do not regenerate acid damage, damage from magical fire, or fire breath weapons. In addition, they suffer damage from normal water that cannot be regenerated. Normal water inflicts 1d4 points of acid damage per vial, 2d4 points per flask, and 4d4 points per skin. A *decanter of endless water* aimed directly at a desert troll (successful attack roll required) causes 25 points of acid damage per round. Purified water (including normal and holy water) causes double damage. A *potion of sweet water* causes 6d6 points of acid damage and the troll must make a DC 15 Saving Throw or die.

These trolls are tougher and more tenacious than their more common counterparts, but they are also more solitary. They skulk at the edges of settled areas, waylaying travelers and polluting sources of pure water.

Spectral Troll (Troll Wraith)

Spectral trolls, taking material form only in darkness, are tormented by the memory of life. They try to slay all living creatures they encounter. Resembling normal trolls in all respects except color, their jet black skin and hair make them easily distinguishable from other trolls.

Spectral trolls have the same attacks as regular trolls and can divide them among many opponents. A silver or magical weapon is needed to attack them, making the final disposition of a spectral troll an even trickier prospect. Those struck by a spectral troll must make a DC 14 Constitution Saving Throw or lose 1 level of experience.

Being undead, spectral trolls can be turned by clerics. It is noted that a humanoid slain by a spectral troll becomes a wraith in three days, unless a proper burial ceremony is performed by a cleric of the victim's religion. Spectral trolls vanish in direct sunlight. They do not take damage from sunlight; they merely fade from view and reappear at the same spot at nightfall.

Spirit Trolls

The spirit troll is an odious mutation of the spectral troll. Several schools of thought completely separate this creature from the spectral variety, presenting evidence that the spirit troll is a perverted magical interbreeding of trolls and invisible stalkers. The spirit troll is invisible; characters able to see invisible objects observe it to be very similar to a troll, slightly shorter and with diffused features.

The spirit troll can only be hit by magical weapons. Fire inflicts full damage, but it is invulnerable to cold-based attacks. It regenerates as does a troll, and at the same rate.

It attacks with its fangs and two sharp claws, against three different opponents if it so desired. The damage inflicted by its fangs (1d8+2) is normal damage, except that the spirit troll gains 2 hit point each time it damages a foe with its fangs.

The spirit troll's claws deal 1d4+2 points of slashing damage and each claw hit drains 1 point of Strength unless the target makes DC 14 Constitution Saving Throw.

The spirit troll has an acute sense of smell and superior, 120 foot-range, Darkvision (+8 to Perception skill checks).

Giant Trolls

Giant Trolls are hideous hill giant/troll crossbreeds. They resemble normal trolls in all respects, except for their unnatural size. Their skin is reddish brown and they have red-rimmed eyes.

Despite their pot-bellied appearance, giant trolls are immensely strong and inflict damage like a hill giant (19 Strength) when they are using their favorite weapon of attack - a large spiked club made from a tree trunk or a house timber. These clubs cause 2d6+4 points of damage. In those rare instances when a giant troll has no weapons, its claws inflict 1d6+1 points of damage; as with all trolls, the claw attacks can be divided among different opponents as necessary.

Instead of using their claws to attack, weaponless giant trolls are more likely to grab Medium-sized prey in their large hands (see Grapple, DMG 69) and wield the struggling victim like a club, beating a new target with the body (dealing 1d6+4 damage to the struggling, Grappled victim and those that victim strikes).

Giant trolls who are overwhelmed by many Small- and Medium-sized opponents take time to grab and hurl the warriors into nearby trees, leaving more time to deal with the softer, weaker enemies. Note that, like hill giants, giant trolls can hurl rocks for 1d6+4 points of damage. The base range for hurled rocks is 60 feet. They can catch similar large missiles once per round if they have a free hand. When a giant troll would normally be hit with a hurled rock or siege weapon, it may make an attack roll. If the result of this check equals or exceeds its opponent's attack roll, the giant troll deflects (or catches) the missile and suffers no damage.



Unlike normal trolls and their closer relatives, giant trolls never attack with their bite. This is due to the fact that they are much taller than the meals they like best (humanoids, of course), and they find it difficult to bend forward with the flexibility normal trolls enjoy. Then too, the head of a giant troll, more than any other part of the cross-breed anatomy, is almost identical to that of a hill giant, except that their skin is reddish brown. The giant troll also lacks the razor sharp teeth of normal trolls that strike fear in so many.

Giant trolls regenerate damage as normal trolls, but at the rate of 2 hit

points per round. They cannot reattach severed limbs. Before a giant troll can be killed, at least 10 points of damage must be inflicted on it by fire. If this condition is not met, and the giant troll is reduced to a single hit point, further damage has no effect, except to prevent regeneration.

They have a very acute sense of smell and 90-foot Darkvision (+8 to Perception skill checks). Giant trolls are feared throughout the world, for not only do they possess the horrible ability to regenerate damage inflicted upon them, but they also possess the power and strength of hill giants (fearsome in their own right). The combination is a deadly one, and, even worse, giant trolls travel in loose tribal bands of 1d12 members. They are rarely encountered alone. Lair of giant trolls are always served by 2d6 normal trolls who act as simple lackeys (and sometimes food) for their larger cousins.

Giant trolls are found in nearly every clime. Giant trolls are on good terms with strong hill giant tribes, for which they serve as elite personal guardians for the ruling chief.

Ice Troll

The ice troll is a smaller, more intelligent relative of the normal troll, and is probably the result of magical experimentation. It closely resembles its more common cousin, but has semitransparent, very cold skin. Ice trolls are famous for being cunning, evil creatures which keep humans and demihumans as livestock. Because ice trolls need water to regenerate, they never leave their lakes and rivers, and will create elaborate traps to lure their prey to them.

Ice trolls are organized and intelligent enough to know their weaknesses, and rarely start a fight at a disadvantage. Unlike their larger and less intelligent cousins, they do not wade into combat blindly, but will try to pick off weaker opponents one by one, hoping to bring back live prey. Ice trolls generally attack with claws for 1d8 hit points of damage each but have been known to use weapons on rare occasions (10%), at an additional +3 to each weapon's damage due to Strength (18). Attacks may be directed against different opponents.

The regenerative powers of ice trolls are not as great as normal trolls. An ice troll must be immersed in water to be able to regenerate 2 hit points per melee round. The creatures often make their stand in a shallow pool of water to keep this advantage.

Because of the thin, brittle nature of the ice troll, it is possible to sever one of the creature's limbs with an edged weapon, on a natural attack roll of 20 with an edged weapon. Severed limbs also regenerate 2 hit points per turn, as long as they are immersed in water. If a severed limb is not in contact with water, it will move up to 30 feet in search of water, always moving toward it, if it is in range.

Fire and acid are the only attack forms which negate the ice troll's ability to regenerate.

Because of the ice troll's physiology, they are vulnerable to fire damage. Ice trolls are unaffected by cold or cold-based spells, and because of their magical nature, can only be hit by magical weapons or missiles.

Ice trolls live in groups of 1d6+6 in arctic and sub-arctic regions, near open water. Because they are smaller and less resilient than their larger cousins, they have developed a higher sense of cooperation to stay alive. Each group has a leader, usually the most intelligent. Leaders are responsible for keeping the group safe and well-fed.

Ice trolls live near settled regions, hoping to waylay and capture humans and demihumans. Ice trolls will frequently bait traps for



adventurers, using treasure they have salvaged from previously waylaid groups. Settlements also provide more common livestock, which, although less preferable than human flesh, is considered edible in times of need. Ice trolls establish their lairs near lakes or rivers. Here the ice trolls will have gathered all their treasure, as well as 5d4 human or demihuman captives. These prisoners are kept well-fed on grains and vegetables, so that the ice trolls need never go too long without food.

Ice trolls mate in the spring and give birth to one baby ice troll in the late fall. When an ice troll tribe gets too large, it splits, one group wandering off to find a new lair. Ice trolls that live in arctic regions often hunt remorhaz and will even pick off a solitary frost giant. Ice troll blood is frequently used in the manufacture of *frost brand* swords, and *rings of cold resistance*.

UMBER HULK

	Umbur Hulk	Vodyanoi
CLIMATE/TERRAIN:	Subterranean	Freshwater aquatic
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (9-10)	Average (9-10)
TREASURE:	G	G
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1d4	1d3
ARMOR CLASS:	18	18
MOVEMENT:	30, Br 5	30, Sw 30
HIT DICE:	8+8 (48 hp)	8 (40 hp)
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	3d4 S x2/1d10 S	3d4 S x2/1d10 S
SPECIAL ATTACKS:	See below	Nil
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8' tall, 5' wide)	L (8' tall, 5' wide)
MORALE:	Elite (16-17)	Elite (16-17)
XP VALUE:	4,000	2,000

Umbur hulks are powerful subterranean predators whose ironlike claws allow them to burrow through solid stone in search of prey.



Umbur hulks are tremendously strong, standing nearly 8 feet tall and over 5 feet wide. Muscles bulge beneath their thick, scaly hides and their powerful arms and legs all carry great claws. They have no necks to speak of, but the head features a powerful maw with rows of triangular teeth and 8-inch mandibles capable of biting through any hide or bone. Most peculiar of all are the four round eyes, spaced evenly across each umbur hulk's forehead. Umbur hulks are black,

shading to a lighter shade of yellowish gray on the front. Their eyes are mere blackened dots each the size of a small coin. Umbur hulks have their own language.

Combat: For all of their monstrous features, umbur hulks are intelligent opponents. They usually dig to a point adjacent to a main corridor, then wait, peeking through a crack they've made, until likely prey walks by. The umbur hulk then springs out upon its startled victim. When using this technique, it requires a DC 16 Perception skill check to spot the ambush. Other tactics involve planned cave-ins and dead-end tunnels where an umbur hulk can wait for victims to come to him.

In melee, umbur hulks can deliver a vicious bite but, understandably, their main weapon is their great claws. Worse, looking into an umbur hulk's eyes causes Confusion, as per the spell, unless a DC 14 Wisdom Saving Throw. In addition to this special confusion attack the outer eyes of an umbur hulk provide the creature with Darkvision to a distance of 90 feet.

The one saving grace when fighting an umbur hulk is their speed. Their gait is slow and ponderous, and their balance is poor in wide spaces.

Umbur hulks never fight to the death unless cornered (which is rare, since the creature can dig through stone). If hard pressed, an umbur hulk won't hesitate to cause a cave-in (25% chance of success per round) and then dig his way to freedom.

Habitat/Society: Umbur hulks dwell in the depths of the earth. They raid dungeons for food, much the way anteaters raid ant colonies, eating their fill and then moving on to let the "colony" recover.

Umbur hulks are usually solitary hunters. Males and females mate, then go their separate ways. One to three young are born about a year later in a special nursery which has been hollowed out by the female. Two years later, once the hulklings are big enough, the female begins taking them with her when hunting. It is during this period that unfortunate victims may stumble across more than one umbur hulk at a time.

No umbur hulk culture is known, but it is rumored that there may be entire cities of these beings underground with tunnels that radiate out, like threads in a spider's web, toward the nearer dungeons and mountain ranges. If true, this would explain much, for umbur hulks seem to disappear or spring up in a region at will and always take great care in hiding their tunnels behind them.

Ecology: Umbur hulks eat young purple worms, ankhegs, and similar creatures. Their favorite prey, however, is humankind.

Vodyanoi

These aquatic predators are closely related to the umbur hulk. Vodyanoi live in deep bodies of fresh water. They are similar in appearance to umbur hulks but have only two eyes and thus lack the ability to confuse opponents. Their skin is green and slimy to the touch, but beneath it is a thick, knobby hide. Their claws are webbed. Vodyanoi prey upon all manner of creatures but prefer human flesh. They can rend the hulls of small vessels and frequently sink or overturn small boats.

Once per day a vodyanoi can attempt to summon 1d20 electric eels with a 50% chance of success.

The existence of a saltwater variety of vodyanoi of twice the size and greater ferocity is rumored but unconfirmed.



UNICORN

CLIMATE/TERRAIN:	Temperate sylvan woodlands
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Herbivorous
INTELLIGENCE:	Average (9-10)
TREASURE:	X
ALIGNMENT:	Chaotic good
NO. APPEARING:	1d6
ARMOR CLASS:	18
MOVEMENT:	120
HIT DICE:	4+4 (24 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6 B x2/1d12 P
SPECIAL ATTACKS:	Charge
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Elite (16-17)
XP VALUE:	650

Unicorns dwell only in temperate woodlands, away from human habitation. These fierce but good creatures shun contact with all but sylvan creatures (dryads, pixies, sprites, and the like); however, they will show themselves to defend their woodland home.

Powerful steeds with gleaming coats of pure white hair, unicorn eyes are usually deep sea blue or fiery pink. Long, silky white strands of hair hang down from the mane and forelock. A single ivory-colored horn, 2 to 3 feet in length, grows from the center of each unicorn's forehead. Males are distinguished by the white beard beneath the chin; females by their more elegant and slimmer musculature. The hooves of a unicorn are cloven and yellow-ivory in color. Unicorns speak their own language as well as those of other sylvan creatures and elves.

Combat: Unicorns have keen senses; gaining a +6 to all Perception skill checks. Likewise, unicorns move very silently (+6 to Stealth skill checks).

Unicorns can kick with their front hooves and thrust with the horn each round. Due to the horn's magical nature, it always has a +2 bonus to hit. Unicorns can Charge (PHB 64) into battle, using the horn like a lance. Opponents struck by a charging unicorn suffer 3d12 points of damage from impaling. Unicorns may not attack with their front hooves in the round they charge.

Once per day a unicorn can use a Teleport spell of limited range. This spell will transport the unicorn (and its rider) to any place that the unicorn desires, up to 1000 feet away. Unicorns often use this ability as a last resort to avoid death or capture.

In addition, unicorns can never be Charmed or Held by magic. They are immune to death spells and make all Saving Throws against spells as if they had 11 Hit Dice. Unicorns are immune to poison.

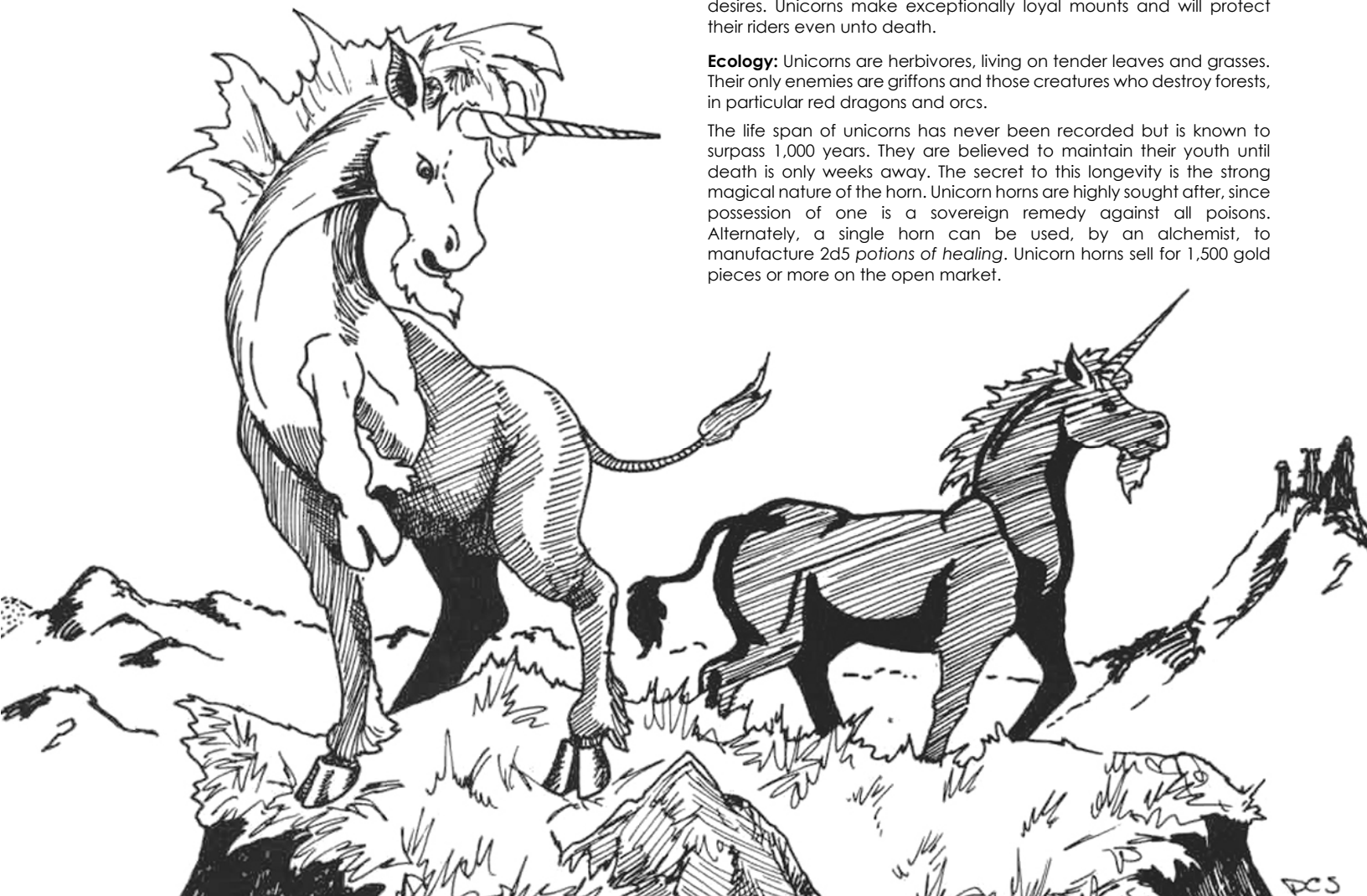
Habitat/Society: Unicorns mate for life and make their home in an open dell of the forest they have chosen to protect. There, in the boles of the trees, unicorns etch a glyph, recognizable to sylvan creatures, indicating that the forest is under unicorn protection. A DC 20 Nature skill check will determine whether a forest is guarded by unicorns. Once a woodland has a unicorn protector, no other unicorn will enter that forest unless the forest is very large. Each family of unicorns stakes out a territory approximately 400 square miles (20 miles by 20 miles).

Travelers may pass through a unicorn's forest freely and even hunt there, but anyone killing for sport or damaging the forest maliciously will be attacked if the unicorn is nearby (10% chance). The ferocity of this attack is determined by the evil of the trespasser. Truant youths throwing stones at animals, for example, would be driven off with just a few bruises as a reminder, while pillaging orcs would be hunted down and slain.

Lone unicorns occasionally allow themselves to be tamed and ridden by a human or elf maiden of pure heart and good alignment. A unicorn that submits once and is treated kindly will act as the maiden's steed for life, even carrying her beyond the realm of his forest if she so desires. Unicorns make exceptionally loyal mounts and will protect their riders even unto death.

Ecology: Unicorns are herbivores, living on tender leaves and grasses. Their only enemies are griffons and those creatures who destroy forests, in particular red dragons and orcs.

The life span of unicorns has never been recorded but is known to surpass 1,000 years. They are believed to maintain their youth until death is only weeks away. The secret to this longevity is the strong magical nature of the horn. Unicorn horns are highly sought after, since possession of one is a sovereign remedy against all poisons. Alternately, a single horn can be used, by an alchemist, to manufacture 2d5 *potions of healing*. Unicorn horns sell for 1,500 gold pieces or more on the open market.



URCHIN

	Black	Green	Red
CLIMATE/TERRAIN:	Sea bed, coast	Sea bed, coast	Sea bed, coast
FREQUENCY:	Uncommon	Rare	Rare
ORGANIZATION:	Bed	Group	Group
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Scavenger	Scavenger	Scavenger
INTELLIGENCE:	Semi- (3-5)	Semi- (3-5)	Semi- (3-5)
TREASURE:	10 x 1d10 gp	40 x 1d10 gp	90 x 1d10 gp
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1d6	1d4	1d4
ARMOR CLASS:	16	17	18
MOVEMENT:	30, Sw 30	30, Sw 30	30, Sw 30
HIT DICE:	1+1 (6 hp)	2+2 (12 hp)	3+3 (18 hp)
NO. OF ATTACKS:	2	2	3
DAMAGE/ATTACK:	1d4 P	1d6+1 P	1d4+1 P
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (3')	S (3')	S (3')
MORALE:	Steady (13-15)	Steady (13-15)	Steady (13-15)
XP VALUE:	65	120	420

	Silver	Yellow	Land
CLIMATE/TERRAIN:	Sea bed, coast	Sea bed, coast	Any temperate to tropical land
FREQUENCY:	Very rare	Very rare	Rare
ORGANIZATION:	Pair	Group	Pair
ACTIVITY CYCLE:	Any	Any	Day
DIET:	Scavenger	Scavenger	Scavenger
INTELLIGENCE:	Semi- (3-5)	Semi- (3-5)	Animal (1-2)
TREASURE:	250 x 1d10 gp	160 x 1d10 gp	See below
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1d2	1d3	1d2
ARMOR CLASS:	20	19	17
MOVEMENT:	30, Sw 30	30, Sw 30	60
HIT DICE:	5+5 (30 hp)	4+4 (24 hp)	3+3 (18 hp)
NO. OF ATTACKS:	5	4	6
DAMAGE/ATTACK:	1d4+1 P	1d6 P	1d2 P
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (3')	S (3')	S (3')
MORALE:	Steady (13-15)	Steady (13-15)	Steady (13-15)
XP VALUE:	975	650	420

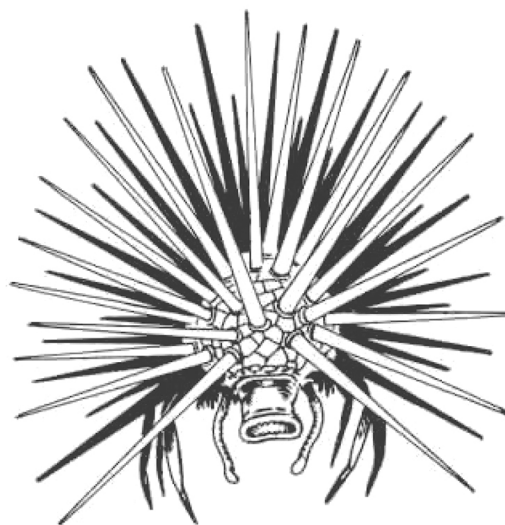
Urchins are a family of marine creatures that, like oysters, are hunted for the value of the stones found in their bodies. They resemble 3-foot-diameter balls covered with thousands of 3-inch-long, needle-sharp spines. There are several species of urchins, which can be distinguished from each other by their distinctive colors.

Combat: Urchins can fire their spines a base distance of 30 feet. An urchin can fire multiple spines per round as listed above. Urchins have no eyes with which to see their opponents; instead they possess an innate ability to sense opponents by vibrations or water currents. This ability gives all spines fired by urchins a +2 bonus to the attack roll. Damage from an urchin spine varies from species to species and many spines contain paralytic or even lethal poisons (DC 13 CON Saving Throw to resist). Since urchins are covered with thousands of spines, they have a virtually unlimited supply of ammunition.

Habitat/Society: Urchins are primarily scavengers, scouring the ocean floors for remains of shellfish. Occasionally they hunt fish, but never attack Small or Medium-sized creatures unless threatened (creatures getting within 10' of an urchin are liable to be attacked).

Urchins live in the shallows and upon shoals near the coast. They occasionally (10% chance) remain on land during low tide to scavenge for food. While on land, urchins move via rolling. They are capable of surprisingly high speeds when moving this way.

Ecology: Inside each urchin is a crystalline organ-gem that seems to have some connection to their innate sensory abilities. While this gem has little value as a stone, it is highly prized by alchemists. The exact value of the organ-gem depends on quality and the type of urchin it was taken from. To determine a stone's value, consult the "Treasure" entry above.



Land Urchin

These distant cousins of sea urchins live strictly on land. Land urchins move on five spindly legs. They are shy creatures and only attack if approached within ten feet. Their paralytic poison (DC 13 to resist) lasts for 2d4 x 10 minutes. Land urchins have no organ-gem but often (80% chance) form pearls inside their bodies. Old urchins contain 2d6 such pearls, each valued at 1d6 x 100 gold pieces.

VAMPIRE

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Exceptional (16-17)
TREASURE:	F
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d4
ARMOR CLASS:	19
MOVEMENT:	60, Fl 90 (C)
HIT DICE:	8+8 (48 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6+3
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+1 or better magical weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	M (5'-7' tall)
MORALE:	Champion (18)
XP VALUE:	8,000
Eastern:	9,000

Of all the chaotic evil undead creatures that stalk the world, none is more dreadful than the vampire. Moving silently through the night, vampires prey upon the living without mercy or compassion. Unless deep underground, they must return to the coffins in which they pass the daylight hours, and even in the former case they must occasionally return to such to rest, for their power is renewed by contact with soil from their graves.



One aspect that makes the vampire far more fearful than many of its undead kindred is its appearance. Unlike other undead creatures, the vampire can easily pass among normal men without drawing attention to itself for, although its facial features are sharp and feral, they do not seem inhuman. In many cases, a vampire's true nature is revealed only when it attacks.

There are ways in which a vampire may be detected by the careful observer, however. Vampires cast no reflection in a glass, cast no shadows, and move in complete silence.

Combat: When engaging in combat, vampires are savage and fearsome opponents. They are physically very powerful, with a Strength score of 18. The crushing blows of a vampire's attack are so fierce that they inflict 1d6+3 points of bludgeoning damage.

The gaze of a vampire is one of its most powerful and dangerous weapons. Any person who allows the vampire to look into his eyes will be affected as if by a Charm Person spell (DC 16 Charisma Saving Throw to resist). In this manner, vampires are often able to pass posted sentries and surprise their chosen victims.

Like all undead creatures, vampires exist in both the Positive Material and Negative Material planes at the same time. Their powerful negative essence allows them to drain two life energy levels from anyone they strike (DC 14 Constitution Saving Throw to resist). If the vampire is making use of some form of weapon in the attack, it cannot employ this power.

Weapons of less than +1 enchantment pass through vampires without

harming them in any way. Even if attacked with and harmed by magical weapons, vampires regenerate 3 hit points per round. If reduced to zero hit points, a vampire is not destroyed, but is forced to assume Gaseous Form (as the spell, PHB 121). Once in this state, it will attempt to flee and return to its coffin where, after eight hours of rest, it regains its corporeal form. If the defeated vampire is unable to reach its coffin within 2 hours, however, its essence breaks up and the creature is truly destroyed.

Sleep, Charm, and Hold spells do not affect vampires. Similarly, they are unharmed by poisons and immune to paralysis and diseases. They have resistance to both cold and lightning damage.

At will, vampires are able to disperse their bodies into clouds of elemental vapor and assume gaseous form (see above). In addition, vampires can Shapechange so as to take on the form of a large bat (hence the flying Movement Rate given above) or that of a worg wolf.

Vampires can summon lesser creatures for aid. In a subterranean environment, they will typically call forth a swarm of 10d10 rats or bats. In the case of the latter, these do not physically attack but serve to confuse and obscure the vision of the vampire's foes (granting heavy concealment, DMG 32). In the wilderness, a vampire will normally call upon 3d6 wolves for assistance. In all cases, the summoned animals arrive in 2d6 rounds.

At will, a vampire can use a Spider Climb ability and scale sheer surfaces. Often, they will employ this power to gain access to rooms on upper floors without alerting those on watch downstairs. This power also permits the vampire to seek refuge in places which are all but beyond the reach of mortal men.

Despite the great powers which vampires obviously possess, they are not without weaknesses of their own. The odor of strong garlic repels them and they will not approach it. Further, they will recoil from the face of a mirror or good holy symbol if either of these is presented to them with courage and conviction. It is important to understand, however, that this will not actually harm the vampire in any way nor drive it off. Garlic will prevent the creature from attacking or entering the area, while mirrors and holy symbols force the vampire to find some means of removing the offending object before it can be bypassed. In most cases, the vampire will seek to overcome these hazards with the aid of its minions. For example, a charmed person might be called upon to attack someone who is holding the vampire at bay with a holy symbol. Another important point to keep in mind is that a good holy symbol will affect the vampire regardless of the vampire's original religious background. Vampires which are splashed with a vial of holy water or struck with lawful good holy symbols are burned by them, suffering 2d4 points of acid damage that cannot be regenerated.

Just as vampires can be kept at bay, so too can they be slain by those who have the knowledge to do so. Any vampire which is exposed to direct sunlight is instantly rendered powerless and, after one round, utterly annihilated. If the vampire can be immersed in running water, it loses one-third of its hit points each round, until destroyed on the third round. Last, a vampire can be killed by having a wooden stake driven through its heart. In this case, however, the creature can be restored simply by removing the stake if further measures are not taken to ensure the fate of the vampire. In order for it to be completely destroyed, the vampire's head must be cut off and its mouth stuffed with holy wafers (or their equivalent).

In addition to its aversion to items like garlic and holy symbols, the vampire acts under many other limitations. One of the most powerful of these is the creature's inability to enter a home without being first invited to do so by a resident of the dwelling. This does not apply to public buildings and places of business which, by their very nature, extend an "invitation" to all. Once a vampire has been invited to enter a residence, it may come and go freely afterward. A common manner for obtaining permission to enter a home is the use of the vampire's gaze to charm a servant or other inhabitant.

Any human or humanoid creature slain by the life energy drain of a vampire is doomed to become a vampire himself. Thus, those who would hunt these lords of the undead must be very careful lest they find themselves condemned to a fate far worse than death. The transformation takes place one day after the burial of the creature. Those who are not actually buried, however, do not become undead and it is thus traditional that the bodies of a vampire's victims be

burned or similarly destroyed. Once they become undead, the new vampire is under the complete control of its killer. If that vampire is destroyed, the controlled undead are freed from its power and become self-willed creatures.

In most cases, vampires do not lose the abilities and knowledge which they had in life when they become undead. Thus, it is possible for a vampire to have the powers of, for example, a magic-user, thief, or even cleric. In all cases, of course, the new vampire becomes chaotic evil (see page 3 for more details on vampirism).

Habitat/Society: Vampires live in areas of death and desolation where they will not be reminded of the lives they have left behind. Ruined castles or chapels and large cemeteries are popular lairs for them, as are sites of great tragedies or battles. Vampires often feel a strong attachment to specific areas with some morbid significance, like the grave of a suicide or the site of a murder.

When deciding on a course of action or planning a campaign, vampires move very slowly and meticulously. It is not uncommon for a vampire to undertake some scheme which may take decades or even centuries to reach its conclusion. Because of the curse of immortality that has fallen upon them, they feel that time is always on their side and will often defeat foes who might otherwise overcome them; the vampire can simply go into hiding for a few decades until the passing of the years brings down its enemies.

Vampires are normally solitary creatures. When they are found in the company of others of their kind, the group will certainly consist of a single vampire lord and a small group of vampires which it has created to do its bidding. In this way, the vampire can exert its power over a greater range without running the risk of exposing itself to attack by would-be heroes.

In general, vampires feel only contempt for the world and its inhabitants. Denied the pleasures of a true life, they have become dark and twisted creatures bent on revenge and terror. When a vampire creates another of its kind, it considers the new creature a mere tool. The minion will be sent on missions which the vampire feels may be too dangerous or unimportant for its personal attention. If the

need arises, these pawns will gladly be sacrificed to protect or further the ends of their master.

Ecology: The vampire has no place in the world of living creatures. It is a thing of darkness that exists only to bring about evil and chaos. Almost without exception, the vampire is feared and hated by those who dwell in the regions in which it chooses to make its home. The vampire's unnatural presence is all-pervasive and will cause dogs and similar animals to raise a cry of alarm at the presence of the creature.

Vampires sustain themselves by draining the life force from living creatures. Unless they have a specific need to create additional minions, however, they are careful to avoid killing those they attack. In cases where the death of a victim is desired, the vampire will take care to see that the body is destroyed and thus will not rise as an undead.

Eastern Vampires

This breed of vampire is, if anything, even more frightful than its western cousin. While they share many of the strengths and weaknesses of western vampire's, they also can fade from sight at will.

Once invisible, they receive all the bonuses that such a state normally bestows.

These monsters are unable to Charm their victims, however, and cannot assume Gaseous Form at will as western vampires can.



VARGOUILLE

CLIMATE/TERRAIN:	Any ruins, burial places, or subterranean
FREQUENCY:	Very Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Darkness
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d20
ARMOR CLASS:	12
MOVEMENT:	Fl 60 B)
HIT DICE:	1+1 (6 hp)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 P
SPECIAL ATTACKS:	Poison, fear, see below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' wingspan head)
MORALE:	Average (9-12)
XP VALUE:	650



These horrid creatures are products of the Lower Planes. Though found mainly in the haunted reaches of the Lower Planes, they are sometimes encountered in underground places on the Prime or in the Outlands, such as caverns or the sewers or catacombs of large cities.

The vargouille has a hideous, humanlike head with bat-like wings, fangs, and a crown and fringe of writhing tentacles. Its eyes glow with an eerie green light, and it wears a horrible sneer. Vargouilles do not speak, but they shriek when they attack.

Combat: The sight of a vargouille, combined with its terrifying shriek, causes fear. All who view the monster and hear its shriek must make a DC 12 Charisma Saving Throw; those who fail are paralyzed with fear until attacked by the monster. A victim who has been attacked or who has saved against the effect is immune to the paralysis for the rest of the encounter.

Vargouilles have 120' Darkvision. They hate light and seek to extinguish light sources, such as torches and lamps. Daylight blinds the monster, so it avoids it at all costs.

The bite of a vargouille contains a dreadful poison that prevents normal healing; if a creature's bitten fails to make a DC 12 Constitution save, the bite damage is permanent, unless powerful magic is used. A Heal spell restores 1d8 hp; Regenerate restores 3d8 hp at 1 hp per round; and a carefully worded Wish restores all lost hit points or the ability to heal through other means.

The vargouille can also kiss a paralyzed victim, who then begins a bizarre transformation unless it makes a DC 12 Constitution Saving Throw. In 1d6 hours, the first signs appear, as the victim loses all hair on his or her head. In another 1d6 hours, ears grow long and pointed, teeth become fangs, tentacles sprout from head and chin, and the victim loses 1d6 points each from Intelligence and Charisma. In another 1d6 hours the transformation finishes, and the character's head resembles a vargouille, complete with bat-like wings in place of ears. At this point, the head breaks away from the body (which dies), becomes a fully-functional vargouille, and flies off.

The transformation never ends during daylight hours. A Continual Light spell can halt the transformation's progress, but not cure it. Cure Disease reverses the transformation.

Habitat/Society: Vargouilles usually remain below ground or inside buildings, but they sometimes fly at night in search of prey. In ruins, they appear at dusk and disappear by dawn.

The vargouille have spread from the Lower Planes by infecting travelers and adventurers with their race-perpetuating disease, and they are now found even in thriving cities. There they usually stay underground, waiting for explorers, rather than risk discovery by flying in view of so many people.

Vargouilles have no culture beyond their pack mentality; only the strong survive, and the strongest rules. Like some other beasts, they fall upon weak or wounded members of their own pack to finish them off.

Ecology: Though a vargouille collects no treasure, it also does not remove the bodies or possessions of victims, so there may be a few items of incidental treasure lying about its lair.

Vargouilles are vicious predators with few natural enemies, though good creatures would like to see them become extinct. They are also sometimes hunted by the friends of victims who transformed into the thing. Vargouilles prefer living prey, but they also eat carrion and weak pack members as well.

Vargouilles are rumored to be the creations of a powerful wizard named Rozvankee the Strategist. Her particular genius lay in the creation of terror weapons of the worst sort. During a prolonged siege against a neighboring duchy, she created the first nine of the creatures and had them released behind enemy lines. The resulting panic led to morale problems, and her shock troops overwhelmed the enemy. In the fullness of time, Rozvankee grew tired of terrestrial affairs, and upon achieving lichdom she retired to one of the watery layers of the Abyss. There she practices piracy in a three-masted ship made from the bones of her enemies.

Rozvankee took several hundred vargouilles with her, and she has been known to give small flocks to powerful tanar'ri in exchange for favors and protection. The creatures' one drive is procreation, and so they tend to overrun any area that does not put up organized resistance.

Some tales report that an upstart sorcerer (with nothing like Rozvankee's talent) found a few shields and banners bearing her family coat of arms. The story goes that he then commanded a flock of vargouilles simply by presenting them the signs to them. He established an effective power base until the lich showed up and dissuaded him from the practice. This legend may or may not be true, but over the years sales of the shields and banners have started many a con man's fortune.

WEMIC

CLIMATE/TERRAIN:	Temperate plains
FREQUENCY:	Very Rare
ORGANIZATION:	Prides
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	B
ALIGNMENT:	Neutral
NO. APPEARING:	2d8
ARMOR CLASS:	14
MOVEMENT:	60
HIT DICE:	5+10 (35 hp)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4 S x2 and by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (7')
MORALE:	Steady (13-15)
XP VALUE:	270
Chief/Chieftain:	420
King:	975
Witch doctor:	270+250 per level

Wemics are leonine counterparts to centaurs.

A wemic's body consists of a leonine body with a humanoid torso extending from what would be a lion's neck. The typical wemic measures ten feet from head to rump. When standing erect in centaurian posture, the wemic stands 6 to 7 feet tall.

Most of the body is covered in dusky golden fur. The tail is tipped by a brush of long, black hair. Adult males also have a mane of long black hair; the mane covers the top and back of the head and extends to the neck and shoulders. Male cubs develop this mane in their third year. The underbelly is covered in short, white fur. The nose may be black or russet. The eyes are gold with vertically slit pupils. The digits on all limbs end in claws. The claws on the forelegs are retractable.

Wemics speak their own leonine language and a highly accented dialect of the Common tongue.

Combat: Wemics use forepaws and weapons to attack. A claw delivers a vicious swipe that inflicts 1d4 points of damage. Normally the wemic uses his forelegs to claw and employs his hands to wield a

weapon.

Wemic males carry javelins and either a stone club or short sword. They often carry a tough leather shield (AC 15) for protection. Cubs under 2 years do not attack.

Wemics possess keen senses. They are masters of ambushes and hunting strategy. If they cannot surprise an intended victim, 1-3 wemics move to outflank prey.

Wemics possess powerful leg muscles. They can leap 10 feet upward or 30 feet forward.

Habitat/Society: Wemic society is a blend of leonine and aboriginal human cultures. They live in groups called prides. A typical pride consists of 4d4 adult males, 2d12 adult females, and 1d12 cubs.

Up to 3d10 prides often band together into a tribe that is led by a chief. The chief has an Armor Class of 15, 6+6 Hit Dice, and its claws inflict 1d6 points of damage. It gains a +1 damage bonus with any melee or thrown weapon.

Sometimes 2d4 tribes join together into a clan or nation. Such a grand gathering is led by a king and 2d4 chieftains. The king has an Armor Class of 17, 9+9 Hit Dice, and claws that inflict 1d8 points of damage. It gains a +2 damage bonus with any melee or thrown weapon.

Some wemics are able to use magic. There is a 70% chance that any tribe includes a witch doctor. Such wemics may attain a maximum level of 7th level as a cleric and 4th level as a magic-user.

Mating occurs at any time of year. The female bears a litter of one to three cubs in ten months. The cubs are born with a camouflage pattern of black spots; these fade within two months. Wemic cubs are playful and curious; they possess few instincts and thus must learn everything. Cubs are born with 1 HD and gain 2 HD each year. They reach maturity at age 3.

Wemics have human-level intelligence. They possess a Stone Age culture, using fire and possessing modest manufacturing skills with which they can create stone weaponry, pottery, and ornaments. They can be taught more complex skills. They are excellent trackers and guides. They may hire out their services in exchange for treasure and tools, such as weapons and magical items. They may also charge travelers a toll for safe passage through their nation's territory.

Ecology: Wemic cubs are worth 500 gp. They can be trained as servants or allies.



WHALE

	Common	Giant	Leviathan	Killer	Narwhal
CLIMATE/TERRAIN:	Oceans	Oceans	Oceans	Oceans	Oceans
FREQUENCY:	Common	Very rare	Very rare	Common	Rare
ORGANIZATION:	Pod	Pair	Solitary	Pod	Pod
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Plankton	Omnivore	Omnivore	Carnivore	Fish
INTELLIGENCE:	Low (6-8)	Average (9-10)	Exceptional (16-17)	Average (9-10)	Animal (1-2)
TREASURE:	Nil	See below	See below	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1d8	1d2	1	5d8	1d6
ARMOR CLASS:	16	17	19	16	14
MOVEMENT:	Sw 90	Sw 90	Sw 90	Sw 150	Sw 105
HIT DICE:	12 to 36 (60 to 180 hp)	18 to 54 (90 to 270 hp)	36 to 72 (180 to 360 hp)	9 to 12 (45 to 60 hp)	4+4 to 6+6 (24 to 36 hp)
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE/ATTACK:	See below	See below	See below	4d6, see below	3d6 P, see below
SPECIAL ATTACKS:	Tail	See below	See below	See below	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	G	G	G	H-G	H-G
MORALE:	Champion (18)	Champion (18)	Champion (18)	Elite (16-17)	Steady (13-15)
XP VALUE:	2,000+1,000/HD over 12	8,000+1,000/HD over 18	26,000+1,000/HD over 36	9: 975 10: 1,400 11: 2,000 12: 3,000	4+4: 175 5+5: 270 6+6: 420

Common

Whales are the largest sea mammals. They are highly intelligent creatures that occupy a number of ecological niches. The common whales include plankton eaters like blue or hump-backed whales and carnivores like sperm whales.

Common whales range in size from a 10-foot-long calf to 110-foot-long blue whales. The skin is normally blue-gray. Whales share a common language that is difficult for land creatures to learn since it uses tones below human hearing.

Combat: All common whales can attack with their tails. These can deliver a crushing blow that inflicts damage equal to half the whale's Hit Dice.

Plankton-feeding whales can attack with either of their flukes (fins). Whales of 12-17 HD cause 1d8 points of bludgeoning damage, those of 18-24 HD inflict 3d8 points, and those of 24-36 HD cause 5d8 points.

Carnivorous whales can bite. Whales of 12-17 HD inflict 5d4 points of piercing damage, those of 18-24 HD cause 5d4x2 points, and those of 24-36 HD inflict 5d4x3 points.

Whales are vulnerable to surface ships only when the whales are on the surface.

Habitat/Society: Whales live in tribal gatherings called pods. They maintain strong personal and family ties. Their culture is based on complex songs that can be heard for miles underwater. Whales are curious about humanoids but if attacked they can become deadly foes. Whales rarely initiate combat. Whales are curious about other intelligent beings. They welcome communication with other beings. They do not lie, but they may not reveal everything they know.

Most whales feed on a variety of plankton, shrimp, and small fish that they suck up as they swim along. Sperm whales feed on larger fish, octopi, and especially giant squids.

Whale cows normally give birth to a single calf. Twins occur in 5% of births. The calf remains with the cow for the next five to ten years, depending on the species. After five years, the cow may give birth again. The calves are protected and taught by all members of the pod.

Ecology: Although they are neutral in alignment toward humanoids, their alignment toward sea life is generally lawful good. With their great size, power, and diversity, they are the masters of the sea. They preserve order through their conflicts with evilly inclined sea monsters.

Unfortunately, their relations with seafarers are less certain. Because of the value placed on parts of the whale's body, the creatures are hunted to excess by greedy whalers. Despite the hostility of the humanoids, whales remain curious and basically friendly toward non-whaling seafarers.

The carcass of a common whale is worth 100 gp per Hit Die, both for its meat and blubber. Whales possess a stinking, yellow mass called ambergris that is valuable for making perfumes; they vomit this up when ill. The ambergris is worth 1d20 x 1,000 gp.



Giant Whale

Giant whales are immense versions of sperm whales, 100' to 400' long. In the cetacean culture, they serve functions similar to knights or barons by protecting common whales against evil sea monsters and whalers. Giant whales are attended by 2d4 common whales.

Giant whales attack by biting or crushing. Whales of 18-25 HD inflict 1d4x10 points of piercing or bludgeoning damage, those of 26-35 HD cause 2d4x10 points, and those of 36-54 HD inflict 3d4x10 points.

The tail can deliver a crushing blow that inflicts 1d4 points of bludgeoning damage per 6 Hit Dice. As such, an 18 Hit Die whale would deal 3d4 points of damage while a 54 Hit Dice whale would deal 9d4 damage.

Giant whales can ram the sides of surface ships, delivering a crushing blow that, if successful, sinks the ship. They can also leap halfway out of the water and fall onto a target vessel (50% chance of success). If successful, the ship is immediately driven under the surface. If a giant whale is facing a Huge or smaller opponent, it can swallow the target intact unless the target makes a DC 24 Athletics skill check to avoid this fate.

Their stomachs contain large air chambers in which a victim might survive until he escapes or is digested. A swallowed character suffers 1 point of acid damage per round. The stomach might contain undigested possessions of previous meals. Each type of treasure has a 1% chance per Hit Die (of the whale) of being present in the giant whale's gullet. There may be 1,000-3,000 coins of each type, 1d20 gems, or 1d4 magical items.

The carcass of a giant whale is worth 100 gp per Hit Die. The ambergris is worth 2d20 x 1,000 gp.

Leviathan

The leviathan is an almost unimaginably immense whale, 500 to 1,000 feet long. It is the lord of all whales and the intermediary between cetaceans and the gods. Under normal conditions, only one leviathan dwells in each ocean. The leviathan is not always active. It may hibernate for years on the ocean floor. During these long sleeps, the leviathan is attended and protected by its entourage of other whales. The leviathan awakens if summoned by the needs of other whales or in answer to a divine request.

Leviathans are awesome foes with a variety of attacks. Their bite damage is determined by their Hit Dice. Leviathans of 24-35 HD inflict 3d4x5 points of piercing damage, those of 36-47 HD cause 3d4x10 points, and those of 48-72 HD inflict 3d4x15 points.

The tail can deliver a crushing blow that inflicts 1d4 points of bludgeoning damage per 6 Hit Dice. As such, a 24 Hit Die whale would deal 4d4 points of damage while a 72 Hit Dice whale would deal 12d4 damage.

A leviathan is capable of swallowing a target up to Gargantuan size (up to 40' long or wide) unless the target makes a DC 30 Athletics skill check to avoid this fate.

When attacking a mass of surface vessels, the leviathan creates a powerful wave by swimming deep, rushing to the surface, and leaping halfway out of the water. The resulting wave causes every ship's crew within 500 feet to roll a DC 30 Profession: Sailor skill check and every ship within 500 to 2,000 feet to make a DC 24 Profession: Sailor skill check. Crews that fail this skill check immediately sink.

Once each century, leviathans gather in arctic waters to confer and to mate. This gathering lasts six months. Each leviathan is attended by 2d10 giant whales and 10d10 whales of other species.

The stomach of a leviathan contains air pockets that are capable of sustaining a victim until he escapes or is digested (taking 1 hit point of acid damage per round). The stomach may also contain undigested possessions of previous meals or even sea vessels. Each type of treasure has a 1% chance per Hit Die (of the whale) of being present in the giant whale's gullet. There may be 2,000-6,000 coins of each type, 5d20 gems, or 1d8 magical items.

The carcass of a leviathan is worth 100 gp per Hit Die. The ambergris is worth 4d20 x 1,000 gp. However, the killing of a leviathan will result in every whale within that ocean converging on the killer to avenge their lord's death.



Killer Whale (Orca)

The killer whale is one of the largest predatory sea mammals. It is a deadly killer able to hold its own against all but the most powerful sea monsters. A killer whale is likely to attack humanoids; it is capable of swallowing a man whole, should the need arise.

Killer whales measure 15 to 30 feet long. Their black bodies are marked by a brilliant white belly and markings that vary from individual to individual.

Killer whales are not inherently hostile and do not attack unless hungry or provoked. There is a 20% chance that encountered killer whales are hungry. If they are communicated with rather than attacked, killer whales may prefer to talk rather than feed.

The killer whale's diet consists of both fish and warm-blooded animals. It is a crafty hunter that can recognize the shadows and sounds made by animals atop ice floes. It will break through the ice to visually confirm the presence of prey. Smaller ice floes are rammed and shattered to force the prey into the water. When the killer whale smashes into the ice, every being on the ice makes a DC 15 Acrobatics skill check. Failure means the being has slipped into the water and can be attacked the following round.

The killer whale's main weapon is its terrible bite. Killer whales of 9-10 HD inflict 4d6 points of piercing damage, while those of 11-12 HD cause 5d6 points. When a killer whale bites, its prey is held in its jaws unless the victim makes a DC 17 Athletics skill check to avoid this Grapple (DMG 69). Grappled foes automatically take bite damage each round unless they break free with a DC 17 Athletics skill check. Those dragged beneath the water face suffocation (DMG 34) and hypothermia (DMG 33).

When hunting larger creatures, the pod acts together to bring down prey of up to 100 feet in length.

Most pods consist only of adults, but 25% of encountered pods also have 1d8 calves (2-5 HD, swim 75, bite for 2d4). Adults defend their calves to the death. They also assist each other.

Although killer whales prey on other whales, they also act as their protectors by battling other sea monsters that might decimate the entire cetacean family. Killer whales may enter into alliances with aquatic elves.

The carcass of a killer whale is worth 100 gp per Hit Die. The ambergris is worth 1d10 x 500 gp.

Narwhal

The narwhal is common to cold, subarctic waters. It is called the "unicorn of the sea" because of the 6- to 12-foot-long spiral horn that the narwhal uses to dig into the sea floor for shellfish. If a narwhal is provoked, the horn can also be used like a lance to attack. When a narwhal attacks with its horn, its Hit Dice determine the damage caused. A narwhal of 4+4 HD inflicts 3d6 points of damage, one of 5+5 HD causes 4d6 points, and one of 6+6 HD inflicts 5d6 points. Only a male can develop this horn. A female attacks by ramming headfirst into its target, inflicting 2d6 points of bludgeoning damage.

Narwhals are basically peaceful creatures. They may serve as companions or guards for dolphins. They may also be trained and used by aquatic elves.

The carcass of a narwhal is worth 100 gp per Hit Die. The ivory is worth 1d4x10 gp. Its ambergris is worth 1d10 x 200 gp.



WIGHT

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	See below
INTELLIGENCE:	Average (9-10)
TREASURE:	B
ALIGNMENT:	Lawful evil
NO. APPEARING:	2d8
ARMOR CLASS:	15
MOVEMENT:	60
HIT DICE:	4+4 (24 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 S or B
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	Hit only by silver, mithral, or +1 magical weapon
MAGIC RESISTANCE:	See below
SIZE:	M (4'-7')
MORALE:	Elite (16-17)
XP VALUE:	1,400



In ages long past, the word "wight" meant simply "man." As the centuries have passed, though, it has come to be associated only with those undead that typically inhabit barrow mounds and catacombs.

From a distance, wights can easily be mistaken for any number of humanoid races. Upon closer examination, however, their true nature becomes apparent. As undead creatures, wights are nightmarish reflections of their former selves, with cruel, burning eyes set in mummified flesh over a twisted skeleton with hands that end in sharp claws.

Combat: Wights are fierce and deadly foes in combat. When attacked, they are unharmed by any weapons that are not forged from silver or mithral or enchanted in some manner.

The wight attacks with its jagged claws and powerful blows, inflicting 1d4 points of slashing or bludgeoning damage with each successful strike. In addition to this physical harm, the wight is able to feed on the life essence of its foes. Each blow that the wight lands drains one level from the victim, unless the victim makes a DC 12 Constitution Saving Throw.

Persons who are slain by the energy draining powers of a wight are doomed to rise again as wights under the direct control of their slayer. In their new form, they have the powers and abilities of a normal wight but regain half of the class levels they had when slain.

Upon the destruction of their master, such lesser undead gain one Hit Die for each creature of equal or greater Hit Dice they slay until they reach 4+4 Hit Dice.

Upon reaching full Hit Die status, masterless wights are able to create and control lesser wights as their master once did. Masterless wights may also progress in level by earning experience points, just as they did in life. When determining the number of experience points needed to progress in level, add their wight Hit Dice (4) to their level of experience. As such, a 4th level wight thief would have the equivalent of 8 levels and would need 250,000 experience points to advance to 5th level as a thief (and effectively be a 9th level creature).

Wights are unaffected by Sleep, Charm, Hold or cold-based spells. In addition, they are not harmed by poisons, disease, or paralyzation attacks.

Wights can be engaged and defeated by individuals who are well prepared for battle with them. Physical contact with holy water is deadly to wights and each vial splashed on one burns it for 2d4 points of acid damage. In addition, a Raise Dead spell becomes a powerful weapon if used against the wight. Such magic is instantly fatal to the creature, utterly annihilating it, if it fails its Saving Throw.

Wights cannot tolerate sunlight and avoid it at all costs. It is important to note, however, that wights are not harmed by exposure to sunlight as vampires are.

Habitat/Society: Like the other undead that infest the world, wights live in barrow mounds, catacombs, and other sepulchral places. They despise light and places which are vibrant with living things. As a rule, the wight is hateful and evil, seeking to satisfy its hatred of life by killing all those it encounters.

Although wights are often found in small groups, they are actually solitary creatures. Without exception, encounters with multiple wights will be a single leader and a number of lesser creatures which it has created to serve it. In these cases, the leader of the group will be more than willing to sacrifice some or all of its minions to assure its own survival or victory.

Ecology: Like all undead, wights exist on both the Prime Material and Negative Material planes simultaneously. It is this powerful link to the negative world that gives them their fearsome level-draining ability. Further, it is this draining which provides them with sustenance.

As they are not living creatures and have no rightful place in our world, many animals can sense the wight's presence. Dogs will growl or howl with alarm, horses will refuse to enter an area which wights inhabit, and birds and insects will grow silent when the creature passes near them. In addition, their presence will gradually cause the plant life around their lairs to wither and die, marking the region as unclean.

WILL O'WISP

CLIMATE/TERRAIN:	Any swamp
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	See below
INTELLIGENCE:	Exceptional (16-17)
TREASURE:	Z
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 or 1d3
ARMOR CLASS:	28
MOVEMENT:	Fl 90 (A)
HIT DICE:	9 (45 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d8 L
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (2'-4')
MORALE:	Fanatic (19)
XP VALUE:	3,000

The will o'wisp is a malevolent entity that makes its home in swamps, bogs, and moors. It subsists by luring unsuspecting creatures to their deaths amid the natural hazards of such places and feeding on the energies which their death struggles release.



When encountered in the wild, will o'wisps normally appear as faintly glowing balls of light. They can alter their own color, shape, and size to some extent and can be easily mistaken for lanterns, Dancing Light spells, and similar sources of artificial illumination.

If they do not attack, will o'wisps are able to utterly blank out their glows, rendering them invisible to all those who cannot spot invisible objects, for 2d4 melee rounds.

The will o'wisp language is a most unusual one, being purely optical in nature. All communication between will o'wisps is by means of changes in color or brightness, many of which are far too subtle for the average observer to notice. Because this form of exchange is almost impossible to mimic, it is very difficult for travelers to communicate with these creatures. Exceptional examples of this race have mastered a very simple sound-based language. They produce sounds by vibrating very rapidly and thus have a shallow and ghostly-sounding voice when they "speak."

Combat: As a rule, will o'wisps seek to avoid physical combat with other creatures, preferring to lead them to their deaths in the swamps around them instead. When pressed, however, they are dangerous adversaries who must be attacked with the greatest care. In combat, they glow blue, violet, or pale green.

Will o'wisps are very versatile flyers. They can hover in place without effort, often looking like lanterns or similar beacons to lure others toward them. When they decide to move, they can do so with rapid bursts of speed or slow drifting movements.

A will o'wisp's main weapon in combat is its ability to manifest a powerful electric charge. In melee, it swoops at its foe and attempts to brush against the victim, discharging the stored energy. A successful strike by one of these creatures will cause 2d8 points of lightning damage.

Those attacking a will o'wisp with any form of physical weapon are able to inflict damage normally.

Persons making use of magical attacks, however, will find their powers almost ineffective against them. As a rule, the only spells which have any effect on the will o'wisp are Protection from Evil, spells that deal force damage or create force barriers (such as Forcecage, Magic Missile, Spiritual Weapon, and Wall of Force), and Maze.

A will o'wisp which is reduced to 5 or fewer hit points will attempt to escape. If it is unable to flee, the creature will surrender to its attackers and attempt to buy its safety by offering up any treasure which it may have. It is important to note, however, that the chaotic alignment of the will o'wisp can make any agreement with the creature uncertain.

Habitat/Society: For the most part, will o'wisps will be found on their own. On rare occasions (10% of the time) groups of up to three may be found near a particularly fertile hunting ground. In the latter case, they will work together to trick victims into the traps which they have arranged.

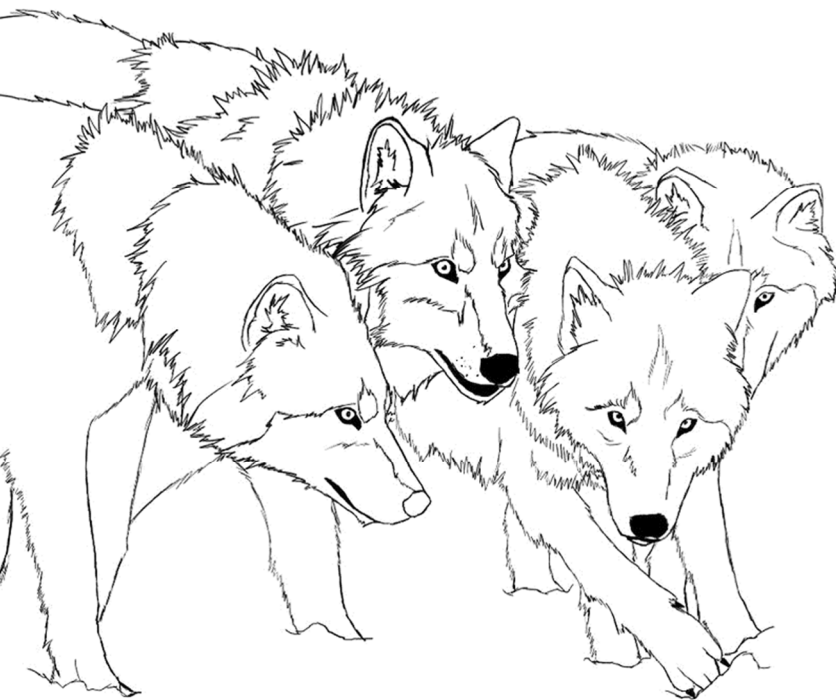
Ecology: Although difficult to say with certainty, evidence indicates that the will o'wisp feeds on the fury of electrical activity given off by the brains of panic stricken individuals as they realize that death is inescapable. In order to prolong the suffering of their victims and increase the amount of "food" which they give off, will o'wisps will typically lure their victims into areas like quicksand pits which promise a slow and frightening death.

It seems certain that the unusual environment found in bogs and swamps is important to the creature's existence in some way, but the exact nature of this link is uncertain. It seems probable that the ominous and haunting nature of these places increases the fear and dread which their victims feel, and thus the energy which they give off prior to death.



WOLF

	Wolf	Worg	Dire	Winter
CLIMATE/TERRAIN:	Non-tropical	Any forest	Any forest	Arctic
FREQUENCY:	Uncommon	Rare	Rare	Very rare
ORGANIZATION:	Family	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi- (3-5)	Low (6-8)	Semi-(2-4)	Average (9-10)
TREASURE:	Nil	Nil	Nil	1
ALIGNMENT:	Neutral	Neutral Evil	Neutral	Neutral evil
NO. APPEARING:	2d6 (1%, 1)	3d4	3d4	2d4
ARMOR CLASS:	13	14	14	15
MOVEMENT:	90	90	90	90
HIT DICE:	3 (15 hp)	3+3 (18 hp)	4+4 (24 hp)	6 (30 hp)
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1d4+1 P	2d4 P	2d4 P	2d4 P
SPECIAL ATTACKS:	Nil	Nil	Nil	Frost
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (3'-4')	M (4'-7')	L (7'-12')	L (7'-12')
MORALE:	Average (9-12)	Steady (13-15)	Average (9-12)	Elite (16-17)
XP VALUE:	65	120	175	975



Wolf

The wolf is a very active, cunning carnivore, capable of surviving in nearly every climate. Shrouded in mystery and suspicion, they are viewed as vicious killers that slaughter men and animals alike for the lack of better things to do. The truth is that never in recorded history has a non-rabid or non-charmed wolf attacked any creature having an equal or higher intellect than itself. (The chance of encountering a rabid wolf that would attack anything is 1%, if a lone wolf is encountered.)

Northern wolves exhibit colors from pure white, to grey, to black. Southern wolves are reddish and brown in color. Although fur coloration varies with climate, all wolves have various features in common. They are characterized by powerful jaws; wide strong teeth; bushy tails; tall, strong ears; and round pupils. Their eyes, a gold or amber color, seem to have an almost empathic ability.

Combat: Wolves hunt in packs during winter and late fall when only large herbivores are available. Wolves prefer small prey over the larger variety, because of the amount of energy required to run them down. Even then, they catch only the weak and sickly animals. Wolves usually hunt only one large quarry per week, per pack, going without food for

days at a time. During summer months, a single wolf can consume over 30 mice in a single day.

If a wolf or wolf pack is attacked by humans, they run away, looking back momentarily to make sure they are not being followed. If backed into an inescapable location, they will attack by tearing at clothing or legs and arms until they have an opening to escape.

Habitat/Society: Wolves, like humans and demihumans, are social animals. They live, hunt and play in families. There is a very strict social structure in these family groups that is continually followed. Each pack is led by an alpha male; his mate is the alpha female. Only the alpha male and alpha female breed, but the second ranking female often helps in whelping and nursing duties.

Wolves prefer areas not inhabited by other large predators. Their domain has many terrain features in which they can play. Large rocks, fallen trees, and brooks play an important part in their recreational activities. Wolves will leave an area once humans move in.

Ecology: Wolves are valuable hunters in the wild. Fear of the wolf has resulted in their extinction in many areas. This genocide results in a marked increase in rodents and deer population that has nearly demolished the surrounding ecosystems.

Dire Wolves

The dire wolf is an ancestor of the modern species. Though larger in size, they are otherwise similar to their descendants.

Worgs

Worgs are an offshoot of dire wolf stock that have attained a degree of intelligence and a tendency toward evil. Worgs have a primitive language and often serve as mounts of goblins.

Winter Wolves

The most dangerous member of the species, the winter wolf is known for its great size and foul disposition.

Living only in chill regions, they can unleash a stream of frost from their lungs once every 10 rounds, causing 4d6 points of cold damage to everything within 10 feet. A DC 13 DEX Saving Throw is allowed for half damage.

Cold-based attacks do not harm the winter wolf, but fire-based attacks cause an additional point of damage, per die of damage.

Winter wolves are more intelligent than their cousins and, in addition to being able to communicate with worgs, have a fairly sophisticated language of their own. The winter wolf is beautiful, with glistening white or silver fur and eyes of pale blue or silver. If in good condition, a pelt is worth 5,000 gold pieces.

WOLFWERE

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High to exceptional (13-17)
TREASURE:	B, 50% of S, T
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d3
ARMOR CLASS:	17
MOVEMENT:	75
HIT DICE:	5+5 (30 hit points)
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	2d6 P and weapon
SPECIAL ATTACKS:	Singing brings on lethargy
SPECIAL DEFENSES:	Cold-iron or +1 or better weapon to hit
MAGIC RESISTANCE:	2
SIZE:	M (4'-7')
MORALE:	Elite (16-17)
XP VALUE:	1,400



The wolfwere is an evil and hateful creature that delights in the brutal slaying of humans and demihumans alike. In many cases, the wolfwere is able to attack its victims with utter surprise because of its ability to assume the shape of a human of exceptional charisma.

The wolfwere is able to assume a wide variety of shapes at will. Transformation from one form to another takes only a single round. Its true shape, and that in which it prefers to spend the vast majority of its time, is that of a large wolf. When in this state, it is almost indistinguishable from a dire wolf.

When a wolfwere is attempting to lure humans or demihumans into an ambush, it will assume the shape of member of their race. Almost without exception, the new persona will not be of the same sex as the potential victim. Thus, a wolfwere which is stalking a male elf will transform itself into a female elf. In all cases, the newly disguised wolfwere will have exceptional physical beauty.

Combat: The wolfwere is a sly and dangerous adversary. In addition to its great fury and fighting prowess, its high intelligence must not be overlooked or underestimated.

When a wolfwere first spots unsuspecting humans or demihumans in its territory, it will change into its fully humanoid form and assume the guise of a pilgrim, minstrel, or similar wanderer. The wolfwere will normally carry some form of stringed instrument which it seems to absent-mindedly play as while it travels. The true nature of its song,

however, is terrible and often fatal. Anyone who hears the wolfwere's song and then fails a DC 13 Wisdom Saving Throw will be overcome with lethargy. The effects of this enchantment are the same as those of the Slow spell. Once this effect begins, it cannot be countered and lasts for 1d4+4 rounds.

When a wolfwere is ready to attack, the creature again changes its shape. Now, in a form which is half-wolf and half-human (or demihuman), it strikes. The wolfwere will almost always change into this form when it engages in combat because it has the ability to bite like a wolf and also wield a weapon of some type.

In any form but its fully humanoid one, the creature can deliver a savage bite with its powerful jaws. It is this mode of attack which the monster prefers to employ above all others.

When in its humanoid or half-humanoid state, it is also able to carry and employ weapons. Although the exact type of weapon used will depend upon the specific tastes of the creature encountered, wolfweres tend toward axes, swords, and similar cutting edges.

If the creature is forced to engage in battle while in its humanoid form, it will be forced to rely wholly on its weapons for defense. In such cases, it normally seeks to escape and transform into its half-humanoid state before returning to battle.

The magical nature of the wolfwere makes it immune to damage inflicted by any weapon which is not made from cold wrought iron or enchanted to +1 or better. All other weapons are simply turned aside by the creature's hide.

It is possible to protect oneself from attacks by wolfweres, however, for they are disgusted by wolfsbane and will avoid it whenever possible.

Habitat/Society: The wolfwere is generally fairly solitary in nature. When encountered in the wild, it is rare that more than three of these creatures will be found.

In almost all cases, encounters with more than one wolfwere will be with a mated pair or a group which has decided to work together to increase the success of their hunting.



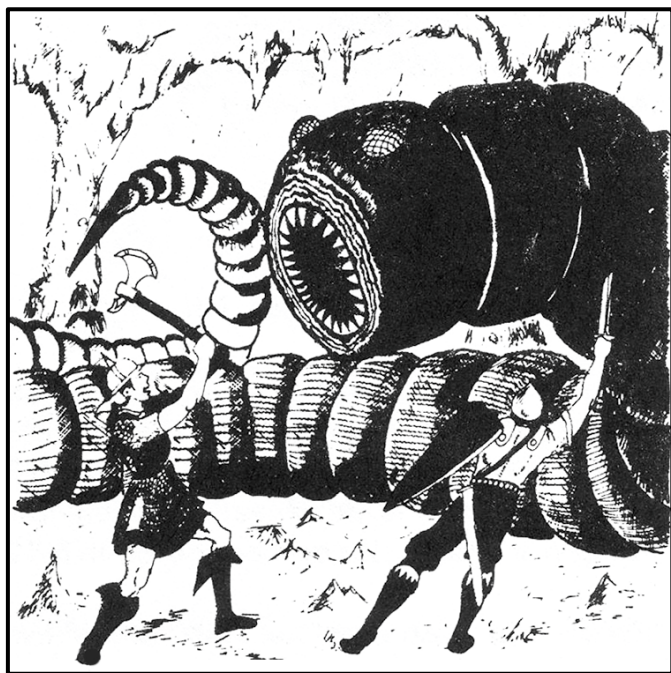
Ecology: There is a 75% chance that any encountered wolfwere will be running with a pack of wild wolves. In such cases, the animals will be worgs 70% of the time. If they are not worgs, they will be common wolves. In all cases, the influence of the wolfwere will make the creatures far more vicious and evil than they might normally be.

Despite their fondness for wolves and worgs, wolfweres loathe the company of were-wolves. The enmity between these two monsters is so great that they will often attack each other on sight.

WORM

	Purple Worm	Giant Bloodworm	Bookworm	Rot Grub
CLIMATE/TERRAIN:	Subterranean	Subterranean pools	Any land (books)	Any land (refuse)
FREQUENCY:	Rare	Rare	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary	Swarm
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Blood	Books	Scavenger
INTELLIGENCE:	Non-(0)	Non-(0)	Non-(0)	Non-(0)
TREASURE:	(B, Qx5, X)	Q	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1d4	1d2 (10d4)	5d4
ARMOR CLASS:	14	16	18	11
MOVEMENT:	45, Br 15	30, Br 5	0, Br 0	0, Br 0
HIT DICE:	15 (75 hit points)	6 (30 hit points)	¼ (1 hit point)	¼ (1 hit point)
NO. OF ATTACKS:	2	1	0	0
DAMAGE/ATTACK:	2d12 P/2d8 P	1d8 P	0	0
SPECIAL ATTACKS:	See below	Blood drain	Nil	See below
SPECIAL DEFENSES:	Nil	Nil	Camouflage	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G (25' long)	H (20' long)	T (1" long)	T (½"-2" long)
MORALE:	Steady (13-15)	Fanatic (19)	Unreliable (4-5)	Unsteady (6-8)
XP VALUE:	13,000	420	15	15

Though they vary widely in size, all the worms in this listing have some common characteristics. They are all burrowers with long, cylindrical shapes.



Purple Worm

A constant threat to subterranean explorers, the purple worm burrows through the earth in search of prey. The worm is sensitive to minute vibrations in the earth and can sense prey at a range of 60 feet. Adult purple worms as large as 8-9 feet in diameter and 140-150 feet long have been reliably reported.

The worm attacks by biting; an attack roll of 18 or better indicates that the victim has been swallowed whole unless it makes a DC 20 Athletics skill check. This worm can devour Large-sized or smaller creatures. A swallowed creature takes 1d6 acid damage and 1d6 crushing (bludgeoning) damage each round and is digested two hours after dying. Digested creatures cannot be raised from the dead.

Anyone trapped inside a purple worm may attempt to cut their way out. The interior is AC 11, but the confines of the worm's gullet restrict movement as if swallowed victims were Grappled (DMG 69).

This worm has a stinger on its tail. Anyone hit by the stinger suffers 2d4 points of damage and must make a DC 18 Constitution Saving Throw or be slain instantly.

The purple worm is solitary and seeks a companion only to mate. The

moment a new worm hatches, it burrows into the ground, never to be seen by its siblings again. As the worm tunnels, it consumes vast amounts of material that are excreted when it returns to its lair. Among the discharged substances are precious metals and gems.

Mottled Worm

The mottled worm is an aquatic variety of the purple worm. It inhabits shallow bottom muck, but it often surfaces to search for prey. Otherwise, it is the same as a purple worm.

Giant Bloodworm

These worms are mottled green in color, with a dark, slimy, brown underbelly.

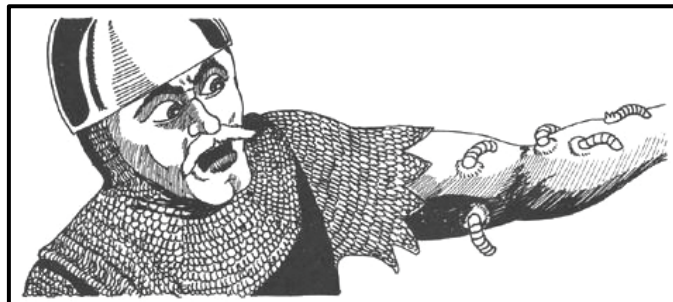
A giant bloodworm attacks when hungry or when stepped on, by trying to fasten its mouth to its victim. If it hits, it causes 1d8 piercing damage, and continues to cause 1d8 damage per round from blood drain, until killed or removed (requiring a DC 16 Athletics skill check).

These worms are especially vulnerable to fire, taking double normal damage from such attacks.

Bookworm

This worm can change its normal gray color to match its surroundings; (+6 to Stealth skill checks). Bookworms inhabit libraries, eating through the pages and bindings found there.

They cannot eat living matter, but they will burrow through dead wood, leather, and other normal book materials at a rate of 3 inches per round. They are very fast and seek to avoid capture and combat when discovered.



Rot Grub

These maggot-like creatures live in refuse. If they touch exposed skin by making an attack roll (they attack as 2 Hit Die creatures), they burrow into the flesh and secrete a mild poison that deadens the burrowing area; a victim must make a DC 14 Perception skill check to notice the burrowing; one check is allowed each round.

Fire kills 2d10 grubs per application to infested flesh, but after 1d6 rounds they are too deep to be burned. A Cure Disease will kill the rot grubs. If the worms are not stopped, they reach the heart in 1d3 minutes, killing the victim.

WRAITH



CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	E
ALIGNMENT:	Lawful evil
NO. APPEARING:	2d6
ARMOR CLASS:	16
MOVEMENT:	60, Fl 120 (B)
HIT DICE:	5+5 (30 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 N
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	Hit only by mithral, silver, or +1 or better magical weapon
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (18)
XP VALUE:	2,000

The wraith is an evil undead spirit of a powerful human that seeks to absorb human life energy.

These horrible creatures are usually seen as black, vaguely man-shaped clouds. They have no true substance, but tend to shape themselves with two upper limbs, a torso, and a head with two glowing red eyes. This shape is a convenience born from the habit of once having a human body.

Combat: The touch of a wraith does damage in two ways. First, the chilling effect of the touch inflicts 1d6 points of necrotic damage. Second, such a hit drains a level of experience from its victim (DC 13 Constitution Saving Throw to resist).

Wraiths are immune to normal weapons. An attack with such a weapon merely passes through its body with no effect. Silver and mithral weapons cause only half normal damage. Magical weapons inflict their full damage, causing a black vapor to boil away from the body of the wraith. A wraith slowly regains its full hit points if left alone for at least a week (recovering one point every eight hours).

Like most undead, wraiths are immune to Sleep, Charm, Hold, death and cold-based spells. They are immune to poison, disease, and paralyzation. A vial of holy water causes 2d4 points of damage (as acid) upon striking the body of a wraith. A Raise Dead spell will utterly destroy one if a Saving Throw is failed.

Wraiths attack humans or demihumans in preference to other creatures. However, animals will sense their presence within 30 feet and refuse to advance further, panicking if forced. A pack of wraiths

will try to get surprise (+7 to Stealth skill checks) when attacking and will wait and position themselves for the most advantageous moment to attack.

Wraiths are very intelligent and tend to cluster around the weaker members, or stragglers, when attacking.

Persons who are slain by the energy draining powers of a wraith are doomed to rise again as wraiths under the direct control of their slayer. In their new form, they have the powers and abilities of a normal wraith but regain half of the class levels they had when slain.

Upon the destruction of their master, such lesser undead gain one Hit Die for each creature of equal or greater Hit Dice they slay until they reach 5+5 Hit Dice. Upon reaching full Hit Die status, masterless wraiths are able to create and control lesser wraiths as their master once did. Masterless wraiths may also progress in level by earning experience points, just as they did in life. When determining the number of experience points needed to progress in level, add their wraith Hit Dice (5) to their level of experience. As such, a 4th level wraith thief would have the equivalent of 8 levels and would need 500,000 experience points to advance to 5th level as a thief (and effectively be a 10th level creature).

This foul creature has no power in direct sunlight and will flee from it. Sunlight cannot destroy the wraith, but the undead creature cannot attack in sunlight. It shuns bright light sources in general but will occasionally attack if the compulsion to do so is strong.

Habitat/Society: A wraith is an undead spirit of a powerful, evil human. As such, it is usually found in tombs or places where such men and women would have died. Since such men and women are frequently buried together, in the case of the wealthy, or with their families, wraiths are most commonly encountered in packs. Those that died or were buried alone might still be encountered in packs, because a human who dies from the touch of a wraith becomes a wraith under the sway of its slayer. The treasure of the wraith is usually its possessions in life, now buried with it, or those of its victims. Wraiths exist only to perpetuate evil by absorbing the life force of as many people as possible. A character who becomes a wraith is nearly impossible to recover, requiring a special quest.

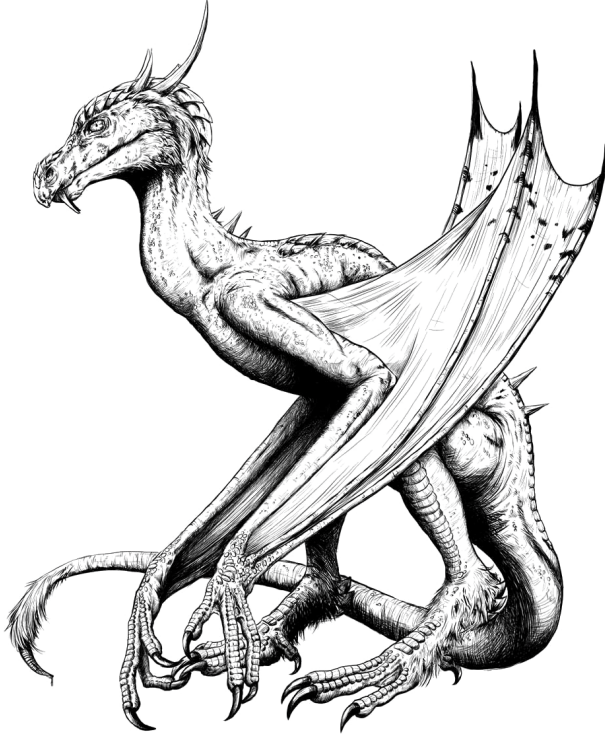
The wraith cannot communicate, except through a speak with dead spell. They do not even seem to communicate with each other, except as master to slave for combat strategy. Any attempt to speak to a wraith is met with scorn, unless by a very powerful party. In that case, the wraith desires only to flee. Wraiths can be dominated by powerful evil creatures, particularly other undead, clerics, and magicians, and made to serve their will.

Ecology: The wraith has no proper niche, serving no useful purpose in nature and providing no byproducts that others can use. It requires no nourishment, killing only for the sheer hatred of life. All creatures close to nature will shun the presence of a wraith. It exists more in the Negative Material Plane than in the Prime Material Plane, and thus is not a natural part of this world.

WYVERN

CLIMATE/TERRAIN:	Temperate mountain forests and jungles
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Dusk and dawn
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	E
ALIGNMENT:	Neutral (evil)
NO. APPEARING:	1d6
ARMOR CLASS:	17
MOVEMENT:	30, Fl 120 (E)
HIT DICE:	7+7 (42 hit points)
NO. OF ATTACKS:	2, see below
DAMAGE/ATTACK:	2d8 P/1d6 P or 1d6 S x2
SPECIAL ATTACKS:	Poison, grab prey
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (35' long)
MORALE:	Elite (16-17)
XP VALUE:	1,400

A distant cousin to the dragon, the wyvern is a huge flying lizard with a poisonous stinger in its tail.



The 35-foot-long dark brown to gray body of the wyvern is half tail. Its leathery bat-like wings are over 50 feet from tip to tip. The head alone is 4 feet long and filled with long, sharp teeth. Unlike the dragon, it has only hind legs, using them the same way a hunting bird would. The tip of the tail is a thick knot of cartilage from which a 2' long stinger protrudes, very much like that of a scorpion. The eyes are red or orange. A wyvern does not have a strong odor, although its lair might smell of a recent kill. These beasts can make two sounds: a loud hiss, which sounds like a hot sword plunged into water, and a low, deep-throated growl, much like that of a bull crocodile.

Combat: Rather stupid, but aggressive, wyverns will nearly always attack. In combat, the wyvern always prefers to be flying, and will seize any opportunity to take flight and continue combat. If trapped on the ground it will bite (2d8 points of piercing damage) and use its stinger (1d6 points of piercing damage), attacking the most convenient target or targets. The tail is very mobile, easily striking over the back of the wyvern to hit an opponent to its front. The stinger injects poison (type F) into the wound, against which the victim must make a DC 14 CON save or die.

From the air the wyvern is a far more deadly opponent. It dives upon ground targets, attempting to snatch them up in its taloned claws (1d6 points of slashing damage each, DC 18 Athletics skill check to resist the Grapple) and fly off. Medium-sized victims may be Grappled (DMG 69) if at least one talon hits for damage while Large-sized victims require both talons to hit in order to be Grappled. The wyvern cannot fly while carrying anything bigger.

After a dive, it takes the wyvern a full round to circle around. On the next round it can dive again. Once airborne with prey in its talons, the wyvern stings and bites Grappled prey each round, until the victim is motionless. In aerial combat, the wyvern will make a pass during which it will either bite or sting. Then it will land and feast, not hunting again until the next day.

As a hunter, the wyvern is cunning. It will avoid letting its shadow fall across its prey as a warning. The final approach of the dive is done in complete silence (+6 to Stealth skill checks). It trails its prey from downwind whenever possible. A mature wyvern often waits for the right moment to strike and is willing to let prey go that is too powerful or within easy reach of cover. Such a wyvern understands that men, particularly those armed in bright metal, are stronger than their size would indicate. Given a perfect opportunity, it will attempt to snatch up an unarmored member and fly out of range.

Habitat/Society: The wyvern is a solitary creature, nesting only with its mate and young. It tends to lair on mountainsides that overlook forests, jungles, or sometimes plains. A wyvern makes its lair in large caverns that can be found in such places, staking out a territory about 25 miles across. If game is sparse, it will hunt with a small group of its own kind. Only young wyverns attack others of their kind, usually to establish new territory. Older wyverns settle disputes in an unknown manner without actual combat.

Some wyverns have been known to work with evil dragons. Usually these dragons completely dominate the weaker and smaller wyverns.

Ecology: An adult wyvern consumes the equivalent of a man-sized to large creature once per day. This could translate to a horse, pig, or a handful of sheep. While it eats them whole, the bones are not digested, and neither are metal objects. The wyvern eats carrion only if desperate.

The wyvern has no natural enemies, although it would not be a match for certain powerful creatures. It is noted for the foul taste of its flesh. No one has found a way to cure its hide and the bones are light and brittle to aid in flying. Certain body parts are used by spellcasters as spell components, for which they will pay a reasonable price.

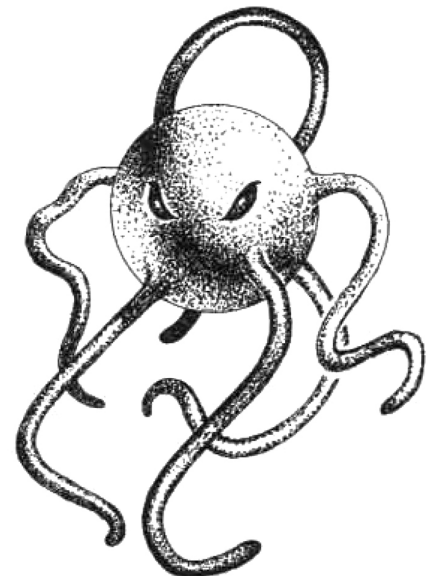
XAG-YA/XEG-YI

CLIMATE/TERRAIN:	Positive or Negative Energy Planes
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Energy
INTELLIGENCE:	High (13-15)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	20
MOVEMENT:	Fl 30 (B)
HIT DICE:	5 to 8 (25 to 40 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6+6 R or N
SPECIAL ATTACKS:	Energy blast or drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	3
SIZE:	M (4' diameter)
MORALE:	Steady (13-15)
XP VALUE:	1,000 per Hit Die

Xag-ya are creatures from the Positive Material Plane, and xeg-yi are from the Negative Material Plane. They are much alike, being reverse images of each other. Xag-ya are silver and fiery. Their touch brings a surge, much like a bolt of lightning, that will cause combustion of highly flammable materials such as parchment, cloth, wood, etc.

Combat: Both monsters attack foes by striking with their whiplike tendrils of energy. The touch of the xag-ya carries with it a powerful jolt that overloads living creatures and causes them 1d6+6 points of radiant damage. Combustible, non-living items such as paper, cloth, and wood catch on fire when exposed to this raw force.

Every other round, the xag-ya can fire a bolt of this energy at a target up to 10 feet away. Like the touch of the creature's tendrils, the bolt ignites combustibles and inflicts 1d6+6 points of radiant



damage, but it also heats metal objects. Such items glow white-hot and remain so for 1d4 rounds. During that time, they cause 1d4 points of fire damage per round to anyone in contact with them. Magical metallic items are allowed a DC 14 Item Saving Throw to resist being heated.

The life-draining tendrils of the xeg-yi corrode whatever they touch. They inflict 1d6+6 points of necrotic damage on living targets and cause nonliving items such as paper, cloth, and wood to age and rot.

Every other round, the xeg-yi can discharge a bolt of negative energy with a range of 10 feet. It has the same effect as the touch of a tendril, corroding materials and inflicting 1d6+6 points of necrotic damage, but it also rots sturdy materials like metal and stone. Such items must make a DC 14 Item Saving Throw or become corroded and worthless.

Only weapons of +1 or better enchantment can harm either creature. Xag-ya are vulnerable to cold-based spells, while xeg-yi are harmed by magical fire. Both are subject to Disintegration and force effects/spells (such as Spiritual Hammer, Wall or Force, Shield, and Magic Missile). They can be banished to their home plane with one of the following spells: Banishment, Dismissal, Dispel Magic (treat the creature's Hit Dice as the spell level), Holy Word, Limited Wish, Plane Shift, or Wish. No other spells can affect them.

A rod of absorption or a wand of negation can thwart the attack of a xag-ya, while a rod of cancellation or a mace of disruption provides protection from the assaults of a xeg-yi. What's more, these four magical items can't be harmed by either creature.

If a xag-ya or xeg-yi is slain, it explodes in the appropriate release of energy – either an overloading jolt or radiant energy or an enervating drain of necrotic damage). This burst has a radius of 10 feet, and all within the area suffer 2d6+12 points of damage. Victims and objects are also affected as if struck by a bolt of energy loosed by the creature (thus, certain items must make Saving Throws).

Habitat/Society: Neither the xag-ya nor the xeg-yi seems to interact with other creatures – not even those of their own kind. Though they're thought to be highly intelligent, they have no language or real means of communication. They're completely solitary beings. Still, they're also quite curious about what lies beyond their own planes and often wander about the multiverse, observing.

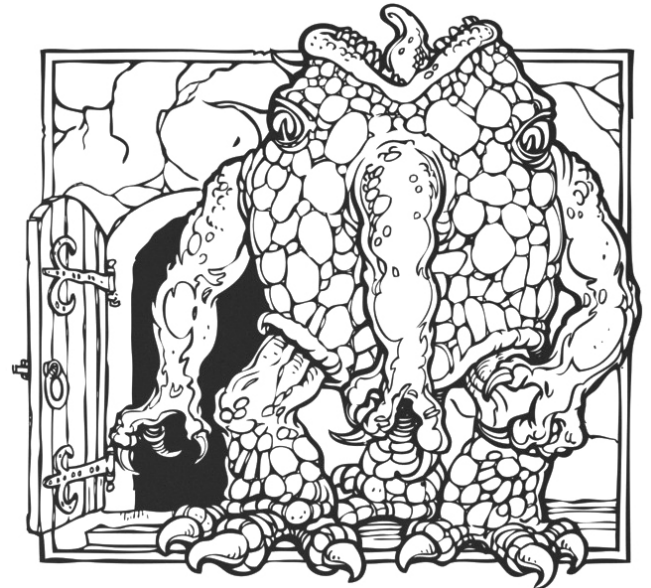
While they're not outright hostile, their touch endangers virtually all things, so it's inevitable that they find themselves in combat fairly often – others can't help but perceive them as a threat.

Should a xag-ya and a xeg-yi ever meet, they instantly rush toward each other. If they come into contact, they annihilate themselves in a conflagration of energy that inflicts 4d6+24 points of force damage to every living thing in a 30-foot radius.

Ecology: Xag-ya and xeg-yi feed on all sorts of energy. Their means of reproduction is unknown but must be asexual - after all, individuals of these species never interact.

The xorn (zorn) are natives to the Elemental Plane of Earth. The wide body of a xorn is made of a pebbly, stone-like material. It has a large, powerful mouth on top of its head with three long arms, tipped with sharp talons, symmetrically positioned every 120 degrees around it. Between the arms are large, stone-lidded eyes that see in all directions (+8 to Perception skill checks). At its base are three thick, short legs, each directly beneath an eye. The whole body is designed for burrowing, mouth first.

Combat: Xorn do not attack flesh creatures except to defend themselves or their property, since they cannot digest flesh. Xorn have no excessive love or hate for creatures of the Prime Material Plane. The sole exception to this is anyone carrying a significant amount of precious metals or minerals, which it can smell up to 30 feet away. The normally peaceful xorn can become quite aggressive when after food, especially on the Prime Material Plane, where such sustenance is harder to find than it is on its native plane. Xorn expect to be given a reasonable portion in exchange for peaceful passage, or else they attack (90% chance) to get food.



In combat, xorn have two different methods of fighting. Against a single opponent, they bend the two legs nearest the opponent deeply, angling their bodies toward the enemy. In this way all four attacks can be brought to bear. Against several opponents, they attack with arms in all directions, each striking at a different target. One of the targets suffers a second attack, as the xorn angles its body down to bite.

If necessary, a xorn can use its ability to blend into the surrounding stone to hide (+8 to Stealth skill checks). This incorporates a blending of coloration and its physical ability to pass into and through stone. This does not happen very often, since a xorn is more likely to ignore a party, or openly demand metals.

Once combat begins, it can use a variation on this theme. The xorn may pass through the nearest stone (usually the floor) and vanish for 1d3 rounds. It then lunges out of a stone surface to gain surprise (DC 16 Perception skill check to determine which surface the xorn will emerge from), often at the feet of an opponent, attacking with three arms and its mouth. This guerrilla warfare can continue indefinitely. During any round that it passes through stone, a Phase Door spell kills it instantly. If fight goes against it, the xorn retreats to the nearest stone surface.

A xorn is immune to fire and cold, both magical and normal. They have resistance to lightning and slashing damage, though bludgeoning and piercing weapons do full damage. A Move Earth spell flings a xorn back 30 feet, and the creature is stunned for one round. A Stone to Flesh or Rock to Mud spell lowers its AC to 12 for one round. During that round the xorn will attack, as it is readjusting its substance back to stone. Lastly, a Passwall spell inflicts 1d10+10 points of force damage on a xorn.

XORN

	Xorn	Xaren
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Minerals	Minerals and metal
INTELLIGENCE:	Average (9-10)	Average (9-10)
TREASURE:	OO, P, Q (x5), X, Y	O, P, X, Y
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1d4	1
ARMOR CLASS:	22	19
MOVEMENT:	45, Br 45	45, Br 15
HIT DICE:	7+7 (42 hp)	5+5 (30 hp), see below
NO. OF ATTACKS:	4	4
DAMAGE/ATTACK:	1d3 S x3/6d4 P	1d3 S x3/4d4 P
SPECIAL ATTACKS:	Surprise	Surprise
SPECIAL DEFENSES:	Spell immunities	Spell immunities
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5' tall)	M (4' tall)
MORALE:	Champion (18)	Champion (18)
XP VALUE:	4,000	3,000

Habitat/Society: A xorn is normally found on the Elemental Plane of Earth. It is only on the Prime Material Plane if forcibly summoned or if it was the victim of an interplanar accident.

On their native plane, xorn are as peaceful as Prime Material Plane herbivores. While xorn are intelligent, their society is limited to small clans of mineral gatherers. These clans wander from place to place, leaving behind open pockets where they have eaten out a vein of mineral. On the Prime Material Plane they always seek wide regions of stone underground. What humans would consider treasures, xorn consider food. They keep their store of food in a nearby air pockets.

Ecology: On the Prime Material Plane, they are visitors that serve no ecological function. On their own plane, they are gatherers, eating only stone and minerals. The empty pockets in the stone are quickly inhabited by various creatures of the plane. Dao have been known to hunt them for sport. Equally as often, xorn serve dao as slaves.

Xaren

Xaren are relatives of the xorn, with identical abilities in combat. Xaren resemble xorn closely, though they are slightly smaller and their hides are shinier, almost metallic.

Unlike ordinary xorn, they crave magical metal as food. For each plus of enchantment they eat, they permanently gain 1 hit point, up to their maximum of 45. Even after reaching their maximum growth, they still require magical metal to maintain their health. They can smell magical metal up to 60 feet away.

Like xorn, xaren expect handouts. They demand magical metal from creatures with enchanted weapons or armor, and attack if they are denied. They prefer iron, copper, silver, gold and electrum (in that order), though they will also snack on metallic ore.

If taking the Ready action (DMG 65) and attacked with a magical weapon, xaren can make an opposed attack roll in order to bite an opponent's weapon. If it wins the opposed attack roll the weapon is intercepted and bitten, and must make a DC 17 Item Saving Throw or be destroyed.

Xaren and xorn are indifferent to one another and rarely cooperate. Dao do not enslave xaren, though they do hunt them.



XVART

CLIMATE/TERRAIN:	Temperate to arctic land
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	K
ALIGNMENT:	Chaotic evil
NO. APPEARING:	4d100
ARMOR CLASS:	13
MOVEMENT:	30
HIT DICE:	1-1 (4 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d5 S or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Average (9-12)
XP VALUE:	15
Leader:	35
Caster:	120

Xvarts are a cruel, cowardly race of humanoids which live in hilly, cavernous regions. They occupy a place in humanoid society somewhere between goblins and kobolds. The small, bald, blue-skinned creatures often act as intermediaries between these two races, usually dominating the latter.

Although weak individually, they are extremely prolific, and are almost always encountered in large groups.

Combat: Xvarts will attack a party of humans only if they have a tremendous numerical advantage. Xvarts fear humans, but hate halflings, and will attack them even if the xvarts do not have a tremendous edge in numbers. Xvarts will also attempt to bully kobolds whenever possible.

Xvarts will almost always try to ambush and overwhelm their opponents, preferring not to fight fairly at any time. Xvarts like to fight sleeping or resting opponents, circling them and brutally attacking before their prey knows what has hit them.

In every group of 20 xvarts, there will be at least one with a net, which it will attempt to throw at a target to entangle and impede an enemy. Xvarts will attempt to overbear a foe, knocking him/her down so that all the remaining xvarts can attack.

Xvarts typically use short swords that deal 1d6 points of slashing damage. Usually there are so many xvarts in a fight that it is impossible for a fighter to use a shield effectively against all of them.

For every group of 100 xvarts, there will be a leader, which has 2 Hit Dice. This leader will often use a spear or long sword, doing appropriate damage.

While most xvarts are fighters, 5% of them are shamans (2nd level clerics) and another 5% will be 2nd level magic-users. These individuals will not rush forward in battle, preferring instead to expend their spells and then escape. Typically, these spell-using xvarts will be accompanied by 1d6 giant rats.

Habitat/Society: Xvart society is crude by human standards, but effective in keeping the small creatures alive. Xvarts will lair in a complex of caves or in the deep forest. Xvarts are mostly resistant to the elements, wearing simple cloth doublets. They prefer blues and greens to dress in, and except for their orange eyes, they blend into their surroundings well.

Xvarts live a communal existence with hunting parties going out daily to try to gather food for the tribe. Xvarts will kill livestock or small animals, or raid farms for crops. Xvarts are not fussy eaters and will adapt to almost any diet.

Xvart females do not fight but raise the xvart children and keep the xvart community as organized as possible. They also maintain the many traps that have been placed around the camp.

For every 100 members of a tribe, in addition to the aforementioned leader and spellcasting types, there will be 3 lieutenants, with maximum hit points. In every xvart lair 3d10 giant rats are used as guards.

Xvarts speak their own language, as well as that Goblin and Kobold. It is for this reason that xvarts are often used as intermediaries between these often-warring races. Goblins will use xvarts as spies, while xvarts take a haughtier attitude with kobolds. It is only the large numbers of kobolds which keep xvart society from overrunning the slightly weaker kobolds.

Xvarts love to take human prisoners, sometimes for ransom, sometimes to torment them.

Ecology: Xvarts live for only 50 years, and it is a tough existence for them. Most creatures are larger and more powerful than they are. Xvarts mate twice a year, in the spring and in the fall. Each mating



produces two children, which are cared for communally until age seven when they are old enough to assume their tribal duties of hunting and caring for the camp.

YETH HOUND

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	4d4
ARMOR CLASS:	20
MOVEMENT:	75, Fl 135 (B)
HIT DICE:	3+3 (18 hit points)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4 P
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Silver, mithral, or magical weapons to hit, resistant to bludgeoning, piercing, and slashing damage
MAGIC RESISTANCE:	2
SIZE:	M (4'-5' tall)
MORALE:	Unwavering (20)
XP VALUE:	420



Standing five feet at the shoulder, yeth hounds weigh around 400 pounds. Their short fur is dull, nonreflective black; in darkness only the cherry-red glow of their eyes is visible. Their heads are almost human, flat with protruding noses instead of muzzles. Their short pointed ears curve up and away from the head, making them look like short horns. They give off an odor like chilled smoke.

Because they can fly, yeth hounds move silently. However, their ghastly howl chills the blood up to a mile away. These unnatural creatures frequently run with evil huntsmen or other powerful evil forces.

Combat: Those within 90' of a baying pack of yeth hounds must make a DC 12 Charisma Saving Throws or flee in panic, usually to be pulled down and shredded by the ferocious pack. Only one Saving Throw per creature per encounter is allowed. If it fails, the character panics until he can no longer hear the baying. If it succeeds, he withstands the baying for the rest of that encounter.

The yeth hound is immune to all physical weapons except silver, mithral, or magical ones. Yeth hounds are resistant to slashing, bludgeoning, and piercing damage.

Although yeth hounds are smarter than dogs, their tactics in combat

resemble those of pack hunters. They run their prey until it is exhausted, then surround the victim and rush in to finish it off. They have no claw attack, only a bite (2d4 damage). If under the control of a huntsman, he can direct their strategy or tactics.

Unnatural creatures of the night, yeth hounds are unaffected by torchlight or Light spells but cannot stand daylight. Before sunrise they leave the hunt, always in enough time for a safe retreat to their dens. No coercion by any huntsman can change this. If exposed to natural sunlight, the hounds fade away in one round, to roam the Ethereal Plane forever. If killed on the Ethereal, they are permanently dead.

Habitat/Society: Yeth hounds are created by evil forces from the Lower Planes and given to loyal servants. If the servants are destroyed, the hounds fend for themselves. These pack animals intelligently seek powerful evil masters: night hags, vampires, evil wizards, etc. Of course, such a master must be immune to the fearful baying of the creatures and have some way to command them (usually telepathy). Magic lets them comprehend speech by spells, but they cannot talk.

Within a pack, the hound with the most hit points leads the rest. They give the leader instant cooperation and obedience. They do not help one another, and they are not swayed by threats or promises of great reward. They take pleasure only in the panicked cries of their prey, just before it is pulled down.

The pack lairs in a subterranean den in some remote wild place, sleeping or pacing, until night falls. No persuasion forces them into daylight.

Ecology: Yeth hounds eat to survive, but only once each lunar month. They devour warm-blooded prey, and prefer demihumans, brownies, and the like. No natural animal hunts a yeth hound, and many unnatural creatures avoid them as well.

YETI

CLIMATE/TERRAIN:	Arctic hills and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (9-10)
TREASURE:	D
ALIGNMENT:	Neutral
NO. APPEARING:	1d6
ARMOR CLASS:	14
MOVEMENT:	75
HIT DICE:	4+4 (24 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6 B x2
SPECIAL ATTACKS:	Squeeze
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Elite (16-17)
XP VALUE:	420

Sometimes confused with the abominable snowman, the yeti is a distant cousin to the great carnivorous apes of warmer climates.

An adult yeti stands 8 feet tall and is covered in long, white fur. Their feet and hands are wide and flat, which helps to disperse their great weight (about 300 pounds) on treacherous snow fields. They travel on all fours like the apes but fight very comfortably standing erect. Unlike most apes and gorillas, the yeti does not have an opposable toe on its feet. They wear no clothing or ornamentation. The spoor, or smell, of a yeti is very subtle in cold climates, but in confined or warm areas, they have a strong, musky odor. The eyes of a yeti are icy blue or almost colorless. Their claws and flesh are ivory white. Unlike many arctic creatures, the yeti does not have a thick layer of body fat to keep it warm. Instead, it relies upon the special properties of its thick, warm fur. It has a transparent second eyelid, which allows the creature to see in blowing snow, and prevents its eyes from freezing in extreme temperatures.

Combat: The yeti is a fierce hunter of the polar regions. It stalks its prey and lays an ambush, attempting to gain surprise (+6 to Stealth skill checks). Against the snow, the yeti is invisible due to its coloration until its prey is 60 feet away. Under a thin layer of snow it is completely

invisible.

Any opponent surprised by a yeti must make a DC 12 Charisma Saving Throw or go rigid with fright for 1d3 rounds, indicating that he has looked into the icy blue depths of the yeti's eyes. Any opponent that is paralyzed in this way can be automatically hit by both claws and squeezed.

Although the yeti does have fangs (1d4 points of piercing damage), it does not usually attack with them, preferring to use its formidable claws. If any hit with claws is made with a natural 20, the victim is pulled in for a chilling squeeze unless it makes a DC 16 Athletics skill check to resist this Grapple (DMG 69).

The creature's fur actually absorbs heat, making it extraordinarily cold if contacted (1d8 points of cold damage plus 1d8 crushing damage if squeezed). The heat-absorbing property of the yeti's fur can work against it; making it vulnerable to fire damage.

Habitat/Society: Although the yeti is of average intelligence, it has no civilization. They can use simple tools, including man-made weapons, but will not make any themselves. Yeti live in ice caves in hills and mountains. Sometimes these are natural, sometimes they are excavated by the yeti or enlarged to accommodate the family. Most yeti treasure consists of items recovered from the bodies of explorers.

Life is harsh in the arctic, and friends and food are hard to find, making survival and reproduction the yeti's only goals. The yeti will associate only with its immediate family, the young leaving to fend for themselves as soon as they mature. A family usually consists of an adult male with one to three females and a 50% chance of 1d6 young if females are present. In an attacking group, the largest yeti is the male, the next largest ones are his mates. Any others are small males or females that are due to leave the family soon.

Ecology: Any living creature not of its family is considered potential food, including other yeti. This does not make them foolhardy; only a starving yeti will attack an obviously stronger party. Their typical diet consists of herd creatures, such as caribou, bears, wolves, and other creatures inhabiting the snowy mountains in which they live. The yeti may turn to scavenging in hard times. They range across a wide area in search of food, usually 15 miles in all directions from their lair.

Yeti claws and teeth have value only because of the rarity of the creature. They sell for about a gold piece a tooth or claw on the open market. Yeti fur is another story. It is prized by those living in cold climates for its extraordinary ability to keep its wearer warm. A full grown yeti pelt can fetch up to 300 gold pieces on the open market.

YUAN-TI

CLIMATE/TERRAIN:	Tropical jungles
FREQUENCY:	Very rare
ORGANIZATION:	Tribe or nation
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (18-19)
TREASURE:	C
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1d4
ARMOR CLASS:	16, see below
MOVEMENT:	60
HIT DICE:	6 to 9 (30 to 45 hit points)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Psionics, spells
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	4
SIZE:	M, L (10' long) for abominations
MORALE:	Elite (16-17)
Abominations:	Champion (18)
XP VALUE:	Variable

Descendants of humans whose blood has been fouled, yuan-ti have varying degrees of snakelike body parts. They are highly intelligent and evil, always plotting to advance their causes. There are three major varieties of yuan-ti: purebloods, halfbreeds, and abominations.

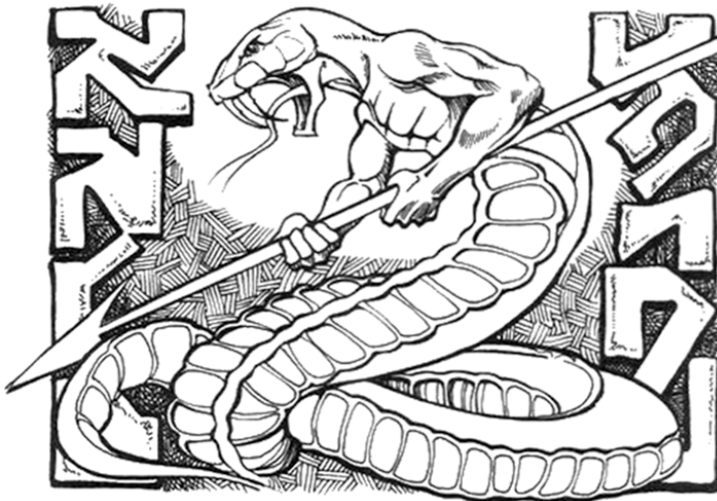
A pureblood can pass for human most of the time (purebloods get a +4 to Disguise skill checks made to conceal their serpentine features). It has only slight differences from true humans, such as slit eyes, or a forked tongue, maybe even small fangs.



Halfbreeds are part human and part snake. Roll a d6 twice on the table below; a duplicate roll produces no result but is not rerolled. Ignore unworkable combinations. This is a general guide; the DM can invent his own combinations of snake and human.

Roll	Feature	Effect
1	Snake head	Bites (1d10 piercing damage)
2	Flexible torso	+2 to Athletics skill checks
3	No legs, snake tail	Tail constriction (1d4 B damage)
4	Snakes instead of arms	Each bites for 1d6 piercing damage
5	Scales instead of skin	Armor Class 20
6	Legs and a snake tail	Tail constriction (1d4 B damage)

Abominations are either all snake (50%) or have only a single human feature, either head or arms, and are of large size (10 feet long).



Halfbreeds and abominations disdain wearing human clothing or armor, while purebloods do not. All yuan-ti use weapons and other items. Yuan-ti do not give off an odor that humans can detect. However, animals will detect a dry, musty smell on them.

The snake features of these foul creatures vary greatly from simple green and brown scales to wild patterns of stripes, diamonds, and whorls in reds and blues. Yuan-ti speak their own language. They can also speak with any snake or snakelike creature. Those with human heads speak Common besides.

Combat: Yuan-ti are geniuses, and fight as such. They plan elaborate traps and utilize their surroundings superbly in combat. They prefer ambushes to direct confrontation. In a mixed group, the least valuable and powerful attack the opponent first. This means that the purebloods go before the half-breeds, which go before the abominations. The group leader may order particular members forward before others if it provides for a better strategy. When encountered outside their temple area, only one to four of them are in a group. In the temple area they can be found in much larger groups.

Purebloods have 6 Hit Dice, half-breeds have 7 or 8 Hit Dice, and abominations have 9 Hit Dice. All yuan-ti, if they have hands, always use weapons, preferring those with an edge. They use poison, particularly slow acting types, but in traps, not on weapons.

Any yuan-ti with a human head can cast the following spells once per day; Cause Fear (DC 14), Darkness 15' Radius, Dominate Animal (snakes only, DC 16), Sticks to Snakes, Neutralize Poison, Suggestion (DC 16), and Polymorph (self only).

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	DC	PSPs
HD-2	3/level in each	MT, II/M-, IF, TW	13*	15 x level

* Add 1/3 of the effective psionist level to this DC, rounding all fractions up.

Clairensience: Danger Sense, Feel Sound, Poison Sense.

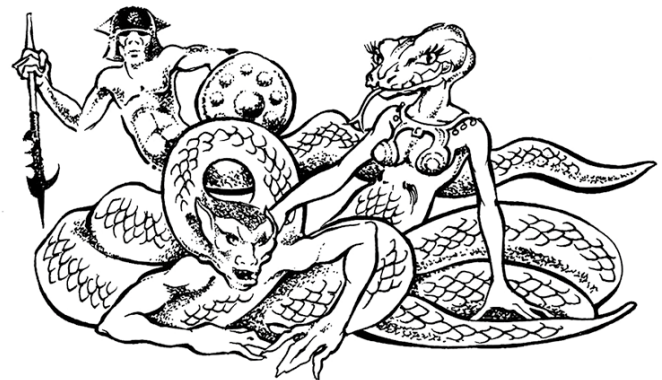
Psychometabolism: Adrenaline Control, Animal Affinity (snake), Chameleon Power, Heightened Senses, Metamorphosis (snake).

Telepathy: Awe, Domination (reptiles), ESP, Inflict Pain, Life Detection,

Mindlink, Probe, Sight Link.

Habitat/Society: Yuan-ti are devout worshippers of evil. They also hold all reptiles in high esteem. The center of yuan-ti life is the temple. They tend toward old ruins far away from man but have even been known to build underneath human cities. Their own works tend toward circles, with ramps and poles replacing stairs. In all cases they are secretive about the location of their city or temple. The abominations rule over the yuan-ti, and are the leaders of the temple, with the high priest (human-headed) ruling over all. Their rituals often involve bloody sacrifices. The purebloods take care of all outside negotiations, always pretending to be human. Yuan-ti speak their own language and Common.

Ecology: Ages ago, a cult of humans worshiping a reptilian elder god recieved a "blessing" from their dark lord: their offspring all were part snake. Since then the breeding line has been polluted and mixed, producing purebloods (those least favored), half-breeds, and abominations (the truly blessed). They are strictly carnivorous, eating any warm-blooded creature they can catch. They have a special taste for birds and human flesh. They are clever enough about their ecology not to overhunt any particular region. Larger groups keep captive herds of wingless birds or other warm-blooded creatures.



YUAN-TI, HISTACHII

CLIMATE/TERRAIN:	Tropical jungles
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2d10
ARMOR CLASS:	12
MOVEMENT:	60
HIT DICE:	2+2 (12 hit points)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d2 S x2/1d3 P
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5'-6' tall)
MORALE:	Average (9-12), see below
XP VALUE:	120

Once human, yuan-ti histachii are near-mindless abominations who have been transformed into reptilian humanoids to serve their yuan-ti masters. Most often, they are found guarding yuan-ti brood chambers.

Histachii are hairless creatures. Their clothing, little more than filthy rags, hangs limply over their emaciated bodies. Their gray or yellow-green skin is tough and scaly; smelling faintly of rotting meat. They have beady, bloodshot eyes, and their forked tongues continually dart in and out of their mouths. Their dull yellow teeth are like tiny hooks, razor-sharp. Their fingernails are black and twisted, resembling the claws of a lizard.

Histachii speak in short, hissing phrases. They know the languages of yuan-ti and all snakes and snake-like creatures, as well as the languages they spoke in their original human lives.

Combat: Histachii attack any nonreptilian creature or humanoid on sight, unless their yuan-ti masters give them orders to the contrary. Unsophisticated fighters, most histachii charge directly at their opponents, attacking with their claws and teeth. To protect their yuan-ti masters, histachii will fight to the death.

Regardless of their abilities in their former lives, histachii do not wield weapons or use magic. Once per day, they can become berserk. In this state, they are so enraged that they gain a +2 bonus to their damage rolls. The berserk condition persists for 2d6 rounds.

Unlike yuan-ti, histachii have no natural magic resistance. However, they are immune to all types of Hold and Charm spells.

Habitat/Society: Yuan-ti create most histachii servitors from human prisoners. They also may transform human worshippers who voluntarily agree to become histachii. Humans become histachii by drinking a distillation of yuan-ti venom mixed with certain herbs and roots. (The yuan-ti prepare this special concoction.) If a human is unwilling to drink, the yuan-ti pin their captive to the ground and pour the mixture down his throat.

Any human who drinks this mixture, whether by choice or by force, must make a DC 16 Constitution Saving Throw. If the Saving Throw fails, the victim becomes a histachii in 1d6+6 days. If the save is successful, the victim immediately lapses into a coma; death will follow in one hour. A comatose victim can be revived with a Slow Poison or Neutralize Poison spell, presuming the spell is cast within 1 hour after the mixture has been swallowed. Human-headed yuan-ti have the ability to Neutralize Poison, and they may save a comatose victim themselves. It is not for the victim's benefit. A human who fails his save after drinking the mixture may suddenly find himself alive again, only

to face another flask of the mixture when the yuan-ti attempt another transformation.

Only humans can become histachii. Nonhumans who drink the yuan-ti mixture must also make a Saving Throw. If the save is successful, the nonhuman will be violently ill, unable to take any action for 1d4x10 minutes. If the Saving Throw fails, the nonhuman becomes comatose and dies in 1d4+1 rounds.

If a human fails his Saving Throw after consuming the mixture, a few desperate measures may prevent his transformation into a histachii. If Neutralize poison, Dispel Magic, Remove Curse, and Heal are cast on the victim, in precisely this order, the transformation process will be reversed. A Wish or a Limited Wish will also reverse the transformation. Once the transformation is complete, only a Wish can restore the victim to his former self.

Histachii live 2d8 x 10 years after their creation. They cannot breed; histachii only can be created from human beings.

Histachii are completely submissive to their yuan-ti masters, carrying out their every order without hesitation. The servants share the lairs of their yuan-ti masters. Usually, these lairs are in ancient ruins deep in tropical jungles, but sometimes yuan-ti dwell in subterranean caverns beneath human cities. A histachii's duties include hunting, caring for the yuan-ti's reptile menageries, guarding prisoners, and various custodial chores. In rare moments of leisure, the servants enjoy soaking in pools of cool water. Histachii do not collect treasure.

Ecology: Like yuan-ti, histachii are strictly carnivorous, feasting on rats, worms, and other vermin. They also eat yuan-ti leftovers.



YUGOLOTH (DAEMONS)

CLIMATE/TERRAIN:	Arcanadaemon The Lower Planes	Charonadaemon The Lower Planes	Derghodaemon The Lower Planes	Guardian Daemon, Lesser Any
FREQUENCY:	Rare	Rare	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Nil	Nil
INTELLIGENCE:	Supra-genius (20)	Exceptional (16-17)	Low (6-8)	Average (9-10)
TREASURE:	H	I	Nil	See below
ALIGNMENT:	Neutral evil	Neutral evil	Neutral evil	Neutral evil
NO. APPEARING:	1d3	1	1d4	1
ARMOR CLASS:	28	21	23, see below	17
MOVEMENT:	60, Fl 90 (B)	90	60	45
HIT DICE:	12+24 (84 hit points)	10+20 (70 hit points)	8+16 (56 hit points)	6 (30 hit points)
NO. OF ATTACKS:	3	1	5	3
DAMAGE/ATTACK:	1d4 S x2/2d8 P	2d4 S	1d8+5 S x5, see below	1d4 P/1d10 S x2
SPECIAL ATTACKS:	See below	Gaze, See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	12	10	8	Nil
SIZE:	Medium (6' tall)	M (5'-6' tall)	L (8' tall)	Variable
MORALE:	Champion (18)	Champion (18)	Elite (16-17)	Elite (16-17)
XP VALUE:	20,000	13,000	12,000	2,000
CLIMATE/TERRAIN:	Guardian Daemon Any	Guardian Daemon, Greater Any	Hydrodaemon The Lower Planes	Mezodaemon The Lower Planes
FREQUENCY:	Very rare	Very rare	Common	Common
ORGANIZATION:	Solitary	Solitary	Solitary, see below	Group
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Carnivore	Carnivore
INTELLIGENCE:	Very (11-12)	High (13-15)	Average (9-10)	Low (6-8)
TREASURE:	See below	See below	I, Y	Nil
ALIGNMENT:	Neutral evil	Neutral evil	Neutral evil	Neutral evil
NO. APPEARING:	1	1	1d6 or 1d3x10	1d4+1
ARMOR CLASS:	19	21	22	21
MOVEMENT:	45, see below	45, Fl 45 (D)	30, Glide 60 (E), Sw 120	75
HIT DICE:	8 (40 hit points)	10 (50 hit points)	7+14 (49 hit points)	10+20 (70 hit points)
NO. OF ATTACKS:	3	2 or 1	3 or 5, see below	2 or 1
DAMAGE/ATTACK:	1d6 P/1d12 S x2	1d10 P/1d12 S x2	1d4 S x2/1d8 S x2/1d10 P	1d8+4 S x2 or by weapon +4
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	5	8	10
SIZE:	Variable	L (9' tall)	L (10' tall)	M (7' tall)
MORALE:	Champion (18)	Fanatic (19)	Elite (16-17)	Elite (16-17)
XP VALUE:	4,000	10,000	14,000	21,000
CLIMATE/TERRAIN:	Nycadaemon The Lower Planes	Piscodaemon The Lower Planes	Ulfrodaemon The Lower Planes	Yagnodaemon The Lower Planes
FREQUENCY:	Very rare	Common	Very rare	Uncommon
ORGANIZATION:	Solitary	Group	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Diet	Carnivore	Carnivore
INTELLIGENCE:	Exceptional to genius (16-19)	Very (11-12)	Supra-genius (19-20)	High to exceptional (13-17)
TREASURE:	Q x10, X	E	G, R	R, H
ALIGNMENT:	Neutral evil	Neutral evil	Neutral evil	Neutral evil
NO. APPEARING:	1	2d4	1	1
ARMOR CLASS:	26 (28 with shield)	25	28	24
MOVEMENT:	60, Fl 180 (D)	30, Sw 90 (D)	75, Fl 75 (D), Sw 75	90
HIT DICE:	11+22 (77 hit points)	9+18 (63 hit points)	13+26 (91 hit points)	10+20 (70 hit points)
NO. OF ATTACKS:	2 or 1	2	2	1
DAMAGE/ATTACK:	1d10+5 S x2 or by weapon +5	2d8 B x2	2d6 N x2 or by weapon +6	1d12+9 B or by weapon +9
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	14	8	12	8
SIZE:	Large (9' tall)	M (5' tall)	M (6½' tall)	L (12' tall)
MORALE:	Champion (18)	Elite (16-17)	Champion (18)	Elite (17-17)
XP VALUE:	25,000	19,000	26,000	20,000

Yugoloths are fiends that inhabit the Lower Planes of Acheron, Gehenna, the Gray Waste, and Carceri. They act as mercenaries in the Blood War, but they display a complete lack of loyalty. These cunning creatures turn on their employers for greater payment by another. Those who use yugoloths as mercenaries must have power over them before entering battle.

Yugoloths fall into three categories. Greater yugoloths act as officers, ruling by strength alone. Lesser yugoloths, the rank-and-file, serve diligently for promises of power and wealth. Guardian yugoloth are summoned to guard treasures or places of great import. They are divided as follows:

Greater: arcanadaemon, nycadaemon, ultrodaemon

Lesser: charonadaemon, derghodaemon, hydrodaemon, mezzodaemon, piscodaemon, yagnodaemon

Guardian: Lesser guardian daemons, guardian daemons, and greater guardian daemons

The yugoloths quarrel among themselves. Individually ferocious, they are inefficient formation warriors. The baatezu and tanar'ri use yugoloths in the Blood War only because each fears the other might gain an advantage by using them.

Greedy and avaricious, yugoloths gladly turn on their employers for the right price. Fortunately for the yugoloths, battle reports rarely return to Baator or the Abyss. When they do, the offending yugoloths are hunted and punished with unimaginable torture. This does not deter further betrayals, for the greed of a yugoloth runs deep.

Yugoloths are affected by various attack forms as noted below:

Attack	Damage
Acid damage	None
Cold damage	Double
Cold-Iron weapons	Full
Fire damage	None
Force damage	Full
Gas (poisonous, etc.)	Half
Lightning damage	Full
Poison	None
Silver or mythral weapons	Full

* If affected by normal weapons, full damage

All yugoloths have the following spell-like powers, usable at will (the caster level is equal to the yugoloth's Hit Dice): Alter Self, Animate Dead, Cause Disease, Charm Person, Improved Phantasmal Force, Produce Flame, and Teleport without Error.

Yugoloths can also Gate in their fellows when necessary. However, this is as much a liability as an asset. Due to their quarreling, bickering nature, gated yugoloths are 25% likely to turn on their summoner and aid the opponent. If the opponent wins, the traitorous yugoloth tries to cadge a reward for its help.

The Book of Keeping

Because yugoloths are servants and mercenaries, they are naturally prone to summonings and conjurations by spellcasters. When a magic-user summons a lower planar being, he is 40% likely to summon a yugoloth.

However, an ancient tome details the processes of summoning yugoloths, both greater and lesser. Penned by some unknown hand, The Book of Keeping relates much about the magical summoning and control of yugoloths, and even gives personal names of some greater yugoloths. Of course, any spellcaster foolish enough to utter one of these names needs strong protection, or the creature so named smites the summoner and devours his life force. At least four copies of The Book of Keeping exist, but their locations remain unknown.

The only class that can use one of these tomes is the conjurer specialist wizard. He must be wary, however, for the greater yugoloths are powerful and vengeful. Even a skillful conjurer has trouble binding one, and the yugoloths' memories are everlasting.

The General of Gehenna

Somewhere in the brimstone wastes of Gehenna, there roams an ultrodaemon so strong that none contests his power: the General of Gehenna, ruler of everything there.

Many ultrodaemons search for this great general in hopes of serving

with him. They believe that service with the General of Gehenna grants power and prestige among the lower planar entities.

Whatever the case, no one finds the General unless he desires it. His personal name is unknown, and even The Book of Keeping does not mention this powerful, thoroughly evil entity. Perhaps some secrets are best unrevealed.

Arcanadaemon (Greater Yugoloth)

Arcanadaemons keep records and execute contracts for the yugoloths. All transactions for services rendered in the Blood War go through them. As yugoloths go, they are a civilized breed.

An arcanadaemon looks like a robed human with the head of a fanged jackal or war dog. Arcanadaemons usually snarl and wear expressions of hatred. However, they are well-groomed and finely dressed.

As speakers for their race, arcanadaemons can speak and write all languages.

Combat: Arcanadaemons have extremely keen senses, getting a +14 to all Perception skill check.



All arcanadaemons have the abilities of a 12th level magic-user: 5) 0-level, (5) 1st level, (5) 2nd level, (4) 3rd level, (3) 4th level, (3) 5th level, and (2) 6th level spells. They commonly prepare destructive spells, but they keep a wise eye on their escape and defensive spells for good measure.

In addition to those available to all yugoloths, arcanadaemons have the following spell-like powers (caster level 12): Improved Phantasmal Force (once per day, DC 18), Continual Darkness, Control Weather, Fear (once per day, DC 19), Fly (unlimited duration), Heat Metal DC 17), Invisibility, Magic Missile, Shapechange (any humanoid form), Telekinesis (DC 19), and Warp Wood. Arcanadaemon are extremely intelligent and use these spell-like abilities to best advantage.

In general, arcanadaemons avoid hand-to-hand combat, but they can attack with two stinging, poisonous claws (1d4 damage each, DC 16 CON save or the victim is sickened, see DMG 242 for details). Bless, Neutralize Poison or Slow Poison eliminates this sickness; otherwise, effects are permanent. Arcanadaemons can also bite (2d6 damage).

Once a day an arcanadaemon can attempt to gate in 1d6 mezzodaemons, 1d2 derghodaemons, or 1 arcanadaemon, with a 40% chance of success.

Arcanadaemons are only harmed by weapons +3 or greater enchantment. Due to their enchanted nature, arcanadaemons are immune to mind-affecting spells. They are destroyed only if they die on the plane of Gehenna, their source power.

Habitat/Society: Arcanadaemons negotiate all bargains with baatezu and tanar'ri and play the two sides against each other with practiced ease. They openly discuss one side's offers with its enemy in hopes of raising the stakes. For example, a baatezu force attempting to siege the Lakes of Molten Iron on the first layer of the Abyss tries to hire the yugoloths for 1,000 mortal life forces and the power of death for 1 year.

The arcanadaemon agent goes to the tanar'ri and tells them the offer. Usually the tanar'ri make a counter-offer for the yugoloths to help them defend against the baatezu.

Ecology: Arcanadaemons, like all yugoloths, play a casual role in the Blood War. They trade and scheme for mercenary success, not out of "racial pride," but for personal wealth and power. Arcanadaemons have randomly determined spellbooks.

An incantation in The Book of Keeping describes the creation of a potion that grants success in any venture. The potion requires a shred of flesh from the heart of an arcanadaemon. Its efficacy is unknown.

Arcanadaemons dwell in the plane of Gehenna, where they draw power from the furnaces there. They seldom leave the plane, and then only briefly.

Charonadaemon (Lesser Yugoloth)

The charonadaemons are the servants of Charon, boatman of the Lower Planes, and like their master they pilot their small skiffs along the river Styx. These thin, grey, pale-eyed humanoids are more easily summoned than their master but are more cunning and malevolent.

Combat: When it is angered, the eyes of the charonadaemon glow fiery red. Any being confronted by these glowing eyes must make a DC 15 Charisma save or flee them in terror (as the Fear spell). These daemons may summon 1d6 hydrodaemons from the Styx to fight for them.

Habitat/Society: Charonadaemons are normally found only on the Styx and may be called by any of the conjuration/summoning spells listed in the Player's Handbook. The charonadaemon can pilot its craft through the Astral and Ethereal Planes, as well as the Lower Planes, and is occasionally sent to the Prime Material Plane to retrieve a person at behest of Charon, the Oinodaemon, or another powerful evil being.

A charonadaemon charges the following for each passenger: a magic item, a bag of 10 platinum coins, or 2 gems of 50+ gp value. If not paid, the charonadaemon will seek to prevent anyone entering its boat and will Teleport itself and its craft away.

Even if a charonadaemon is paid, there is still a chance (15%) that the daemon will betray its summoners, either by delivering them to the incorrect place or plane (85%) or leading the party into an ambush of charonadaemons and hydrodaemons (15%). This chance of betrayal can be reduced by additional contributions to the charonadaemon's hoard.

Charonadaemons are telepathic and, in addition to speaking all languages, keep in contact with others of their race at all times. Any person harming a charonadaemon will not get a reply to his or her summons until the summoner has made a suitable sacrifice and repentance. The sacrifice should include rare stones, magic, and a good intelligent being, and be conducted in a desecrated temple of good.



Derghodaemons (Lesser Yugoloth)

Derghodaemons are native to the Gray Waste but inhabit Carceri and Gehenna as well. These lesser yugoloths serve as rank-and-file mercenaries in the Blood War.

Derghodaemons have round bodies with five arms and three legs. Their insect-like heads rotate 360 degrees, so they can move and change direction with astonishing speed. They are extremely strong but also stupid.

Derghodaemons communicate using telepathy.

Combat: Derghodaemons are almost never surprised (+10 to Perception skill checks). Their five arms end in stubby, four-clawed hands. They have Strength 20 (+5 damage adjustment). Each may have weapons, as determined below, but derghodaemons never carry magical weapons.

d% Roll	Attack (Damage per Attack)
01-60	5 claws (1d6+5)
61-85	4 claws (1d6+5), 1 sword (1d8+5)
86-95	3 claws (1d6+5), 1 sword (1d8+5), 1 spear (1d6+5)
96-00	2 claws (1d6+5), 1 sword (1d8+5), 1 spear (1d6+5), 1 battle axe (1d8+5)

If the first two claw attacks hit, the dergoloth has Grappled (DMG 69) its opponent unless that foe makes a DC 20 Athletics skill check to resist.

Once per day, a derghodaemon can chatter senselessly by clicking its mouth pincers rapidly. This has the effect of Feeblemind spell on any

creature of less than 7 HD that hears the attack. Those beings must make a DC 14 Intelligence Saving Throw or be Feebleminded for 1d6 melee rounds, after which they will return to normal.

In addition to those available to all yugoloths, derghodaemons can use the following spell-like abilities: Darkness, 15' Radius, Fear (DC 14), and Sleep (DC 11, twice per day).

Derghodaemons are immune to attacks from nonmagical weapons. The material form of a derghodaemon may be destroyed but it reforms within a few days.

Habitat/Society: Derghodaemons are treated poorly in yugoloth society. Not nearly as powerful as many of the other types, they receive constant abuse from their betters. This makes the derghodaemons mean, which in turn serves the yugoloths well.

Derghodaemons make up many of the yugoloth mercenary companies, but despite their stupidity, they are stubborn and difficult to control. They fight only because more powerful yugoloths compel them. They do not understand the Blood War or know of the profits that higher yugoloths make from their fighting.

When not fighting, derghodaemons wander the Waste, sometimes in huge, milling groups up to 500 strong. They spend their time either stealing larvae from the night hags or waiting for a fight.

Ecology: How derghodaemons are created is still a mystery. None have ever been properly examined. Some speculate that ultrodaemons transform erring underlings into derghodaemons for a specified time (a millennium, perhaps) as punishment.



Guardian Daemons (Guardian Yugoloth)

These yugoloths are summoned by evil wizards or clerics to guard something of importance. Guardian yugoloths always defend their charge with great ferocity.

There are three types of guardian yugoloths – lesser guardian daemons, guardian daemons, and greater guardian daemons.

Both lesser guardian and guardian daemons vary in size and form, often being horned and frog-like (least) or ape or boar-like (lesser).

Greater guardian daemons always appear as gigantic, winged bears with ram horns protruding from their foreheads, and eagle talons for hands.

- Lesser Guardian Daemons: These creatures are often summoned to protect treasures valued at less than 25,000 gold pieces. Least yugoloths have a 50% chance of being immune to one additional type of attack.
- Guardian Daemons: Guardian yugoloths are usually found guarding treasures of 25,000 gold pieces or more. They have an 80% chance of being impervious to one additional attack form.
- Greater Guardian Daemons: These yugoloths are dispatched only to protect objects of exceedingly great value. Greater guardian daemons are resistant to magic (25%) and are always immune to two additional forms of attack. They can make a Suggestion (DC 14), as the spell, once per round, even when engaged in combat.

All guardian yugoloths have the ability to speak all languages.

Combat: Guardian daemons can breathe fire three times per day in a cone 30 feet long with a 10-foot base diameter. Damage depends upon the type of daemon breathing.

Lesser guardian yugoloths and guardian yugoloths cause 3d6 and 5d6 points of fire damage, respectively, while greater guardian yugoloths inflict 7d6 points per breath attack. A successful Dexterity Saving Throw

reduces damage by half (the DC is 13 for lesser guardians, 14 for guardians, and 15 for greater guardians). Guardian daemons never use their fire breath if the fire might damage whatever they are assigned to protect.

All guardian daemons are immune to Charm, Hold, Sleep, Polymorph, and Fear spells. Guardian daemons and greater guardian daemons are also impervious to weapons with less than a +2 bonus. Many of these creatures are invulnerable to one or more additional forms of attack (e.g., acid, cold, fire, lightning).

Habitat/Society: Guardians daemons must remain within 300 feet of the object or place they have been summoned to protect at all times. Within this 300-foot radius, guardian daemons prefer to remain at a distance in battle, using their breath weapon to maximum advantage.

Ecology: Summoning a guardian daemon is a dangerous affair. Even with the proper incantations and offerings (250 gold pieces per Hit Die of the yugoloth), the summoner must make a DC 20 Concentration Checks. If this check fails, the daemon takes offense and attempts to slay the summoner as soon as it is summoned



Hydrodaemon (Lesser Yugoloth)

Hydrodaemons are elite fighting forces commonly used in yugoloth ambushes or amphibian attacks. They are squat humanoids with underarm gliding flaps, frog-like faces, and warty yellow skin.

These grotesque amphibians can swim the river Styx without losing their memories. They travel in groups of 10 or more wherever Styx enters the Lower Planes.

Hydrodaemons communicate using telepathy.

Combat: Hydrodaemons usually attack with two claws (1d8 damage each) and bite (1d10 damage). While gliding, they can also attack with two foot claws (1d4 damage each).

Hydrodaemons gleefully attack anything they feel they can easily defeat but are cowardly against equal or superior forces.

Hydrodaemons can spit a stream of foul yellow liquid from a gland under their tongues (1d10 damage and DC 14 CON save or fall asleep for 1d8 rounds). Before the poison wears off, the victim cannot be awakened save by magical means.

Like all yugoloths, hydrodaemons can Teleport without Error at will, and sometimes use a Dimension Door to gain altitude for a glide. In addition to those available to all yugoloths, hydrodaemons can use the following spell-like powers: Conjure Elemental (with limitations listed below), Create Water, Darkness, 15' Radius, Dimension Door, and Water Walk.

Twice per day, they can attempt to gate in another hydrodaemon with a 50% chance of success. The hydrodaemon's conjure elemental ability creates a 12 HD water elemental that fights for the hydrodaemon without control. This power only works in the presence



of a large body of water.

Hydrodaemons take half damage from any water-based attack form (no damage if they save successfully). Hydrodaemons are harmed only by +1 or better weapons.

Habitat/Society: Hydrodaemons prefer to dwell in water, fire, or lava but can be found anywhere. The yugoloth community respects them for their role in amphibious and underwater warfare, especially in covert and guerrilla attacks.

Hydrodaemons use their prestige among their betters to gain power and influence: extra wealth, or a share of the mortal life forces paid for the job they do. Greater gooths have the strength to force the hydrodaemons' obedience, but they wisely appease these creatures' demands.

Ecology: Few yugoloths are motivated like the hydrodaemons. These monsters delight in fighting the Blood War and draw strength from the terror they inflict on mortals.

Several internal organs of hydrodaemons make excellent spell components and alchemical mixtures for potions. A live hydrodaemon, though extremely difficult to capture, might bring 2,500 gp on some parts of the Prime Material Plane or even (perhaps) in Sigil. A dead one, though not as valuable, still fetches upwards of 1,000 gp.

Mezzodaemon (Lesser Yugoloth)

Mezzodaemons, the most common yugoloths of the Lower Planes, are as plentiful as they are lowly and wretched. They look like humanoid insects covered in chitinous plates of a dirty ivory color. They have long, lanky arms and legs; wide, armored skulls; sharp claws that can cut through most nonmagical substances; and glaring red eyes.

Mezzodaemons have a limited telepathy that lets them communicate with any creature of Low or better intelligence.

Combat: Mezzodaemons can attack with two claws for 1d8+4 damage each and, because of their 19 Strength, a +4 damage bonus with weapons.

Mezzodaemons, highly magical, can use any magical item without penalty, except those with alignment or class restrictions. They often use magical weapons, and, if so, generally a shield as well. Other powerful yugoloths, recognizing mezzodaemons' natural affinity for enchanted items as an asset, equip them accordingly.

Solitary mezzodaemons are only 5% likely to have a magical item. For every three mezzodaemons present, they are 10% (cumulative) likely to have one magical item among them. For example, a group of 10 mezzodaemons has a 30% chance for magic, but a group of 30 or more always has randomly determined enchanted items.

In addition to those available to all yugoloths, mezzodaemons have the following spell-like powers (caster level 10): Burning Hands (DC 11), Cause Serious Wounds (DC 13), Cloudkill (once per day, DC 15), Darkness, 15' Radius, Detect Invisibility (always active), Detect Magic, Dispel Magic (twice per day), Flame Strike (once per day, DC 15), Hold Person (DC 13), Mirror Image, Sleep (DC 11), and Trip (DC 12).

Once per day mezzodaemons can also attempt to gate in 1d4 additional mezzodaemons or 1d2 hydrodaemons, with a 40% chance of success.

Mezzodaemons have 120' Darkvision. They are immune to attacks by nonmagical weapons and magical weapons of less than +2 enchantment, to paralysis, to all poisons, and to Charm and Suggestion spells. Cold-based attacks cause only normal damage (as opposed to double damage taken by most yugoloths).



Habitat/Society: Mezzodaemons are the lowest yugoloths, the rank-and-file warriors of the mercenary armies. Higher yugoloths rule over them by might alone. Due to their lack of intelligence, the mezzodaemons have accepted their lot. In fact, the abuse they receive makes them more vicious, toughening them for brutal combat.

Mezzodaemons have little motivation when not fighting in a mercenary army. They wander the Lower Planes (particularly the Abyss) in search of creatures to torment, especially lemures.

Ecology: Sages have never ascertained exactly where mezzodaemons are formed. They appear to be yugoloth adaptations of some other evil creature. Mezzodaemons appear slightly more plentiful in Gehenna than elsewhere; perhaps ultrodaemons or arcanodaemons brought them there from some other plane.

Nycadaemon (Greater Yugoloth)

Observers and reporters, nycadaemons reconnoiter the Lower Planes and observe the Blood War.

Nycadaemons look like fiends in their characteristic gargoyle-like appearance. They are hulking, broad humanoid with powerful limbs and wings; thick, light green skin with a leathery texture; and sharp, thick claws that make excellent weapons.

Nycadaemons communicate using telepathy.

Combat: Nycadaemon's great Strength (20) gives nycadaemons a +5 bonus to their damage rolls.

Nycadaemons commonly use giant two-headed axes (2d12+5 damage). Nine out of ten of these axes are magical, though of common variety (+1, +2, etc.). Of the enchanted axes, 20% have a special enchantment (e.g. vorpal, etc.). Determine the qualities of special blades randomly. Often (75%) nycadaemons use shields as well.

Nycadaemons can attack with two claws (1d10+5 damage each). These wicked claws cause seeping wounds that continue to bleed for 1d6 damage per wound per round until healed magically (Cure Light Wounds, etc.).

In addition to those available to all yugoloths, nycadaemons also have the following spell-like powers: Command (3 times per day, DC 13), Comprehend Languages (always active), Detect Invisibility (always active), Detect Magic (always active), Dimension Door (3 times per day), Dispel Magic, Enlarge Person (or its reverse), Fear (by touch, DC 16), Invisibility, Mirror Image (3 times per day), Polymorph (self only), Project Image (DC 19), Read Magic (always active), Reverse Gravity (once per day, DC 19), Wind Walk, Word of Recall (once per day), and Wraithform (once per day).

Once per day nycadaemons can attempt to gate in 1d10 mezzodaemons, 1d3 derghodaemons, or 1 additional nycadaemon. The gate has a 35% chance of success.

Enchantment/charm spells never affect nycadaemons. They are immune to weapons of less than +2 enchantment.

Habitat/Society: Nycadaemons act in a careful and calculating manner to maximize their personal power and safety. These creatures serve as scouts because they can travel the Lower Planes at will, viewing battles between the baatezu and tanar'i. They report their findings to the arcanodaemons, who use the information in negotiating contracts.

Though powerful, nycadaemons endure low status because their information goes to profit others, not themselves. Nycadaemons are bitter and jealous of the status of the other greater yugoloths. They scheme constantly to increase their status, often bullying lesser



yugoloths to get attention. Sometimes they destroy whole companies of mezzodaemons and derghodaemons in a fit of rage.

Ecology: Female and male nycadaemons are nearly identical, impossible for others to tell apart. Mated pairs give birth to three young at a time. These young are allowed to grow for 100 days, at which time they are pitted against each other in a battle to the death. Only the victor is allowed to grow to maturity.

Nycadaemons are carnivores, but may have once been scavengers, inasmuch as they prefer rotting flesh to fresh meat.

Piscodaemon (Lesser Daemons)

Piscodaemons are the sergeants and overseers of yugoloth mercenary armies. These creatures hold dictatorial sway over companies of derghodaemons and mezzodaemons throughout the Lower Planes.

The fish-tailed, wall-eyed piscodaemon has the red, chitinous body of a lobster, the talons of a bird, and the head of a carrion crawler. The piscodaemon's arms, though humanoid, end in a set of crab-like pincers.

Piscodaemons communicate using telepathy.

Combat: Its faceted eyes, bulging from the sides of the monster's head, let the piscodaemon see around and behind so that it cannot usually be surprised (+9 to Perception skill checks).

The piscodaemon's pincers inflict 2d8 damage and may sever a limb on an unmodified attack roll of 20; the victim must make a DC 15 STR save or lose an arm (60% chance) or leg (40%).

Piscodaemons can attack with its mouth tentacles against a single creature (1d10 slashing damage and DC 17 CON save or die in 1 hour unless healed by Neutralize Poison or similar magical means; nonmagical healing has no effect). If the save succeeds, the victim is instead Slowed (as the spell) for 1d6 rounds.

In addition to those available to all yugoloths, piscodaemons have the following spell-like abilities (caster level 10): Binding (DC 19), Blink, Emotion (DC 15), Jump, Know Alignment (DC 13), Meld into Stone, Phantasmal Killer (twice per day, DC 15), Protection from Good, Resist Fire, Scare (DC 13), and Stinking Cloud (DC 14).

These creatures are prodigious summoners. They can gate in 1d8 mezzodaemons three times per day with no chance of failure. They can also attempt to gate in 1d2 additional piscodaemons once per day with a 35% chance of success.

Piscodaemons are immune to nonmagical weapons. Also, due to the piscodaemon's aquatic nature, all water-based attacks inflict -1 damage per die.

Habitat/Society: Piscodaemons maintain order (or a semblance thereof) in the armies of the yugoloths - a task akin to passing a planet through the eye of a needle. They have short life spans, having to answer to their easily angered superiors.

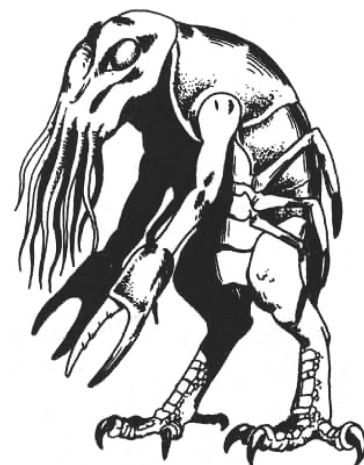
Nonetheless, piscodaemons enjoy their work, for they are cruel, hateful, and bullying.

Piscodaemons are among the few yugoloths that cooperate in groups.

They are commonly found in groups of five or six, ruling over one or more companies of mezzodaemons. They maintain order through destruction of those who do not obey them. Of course, few at the head of hordes of their own abused underlings, piscodaemons become subject to frequent "friendly fire."

Piscodaemons are the yugoloths most often presented with chances to turn against their employers.

Ecology: Nothing is known of a piscodaemon's reproduction or biology. They are widely believed to be the wretched creations of evil generals, but this may be simply myth.



Ultrodaemon (Greater Yugoloths)

Ultrodaemons are the strange, enigmatic rulers of the yugoloths. These creatures hold sway over their underlings by force of will and a reputation for cruelty.

These ruling yugoloths appear as faceless humanoids with large eyes that resemble fire-opals. They have dark gray skin and typically wear flowing capes or cloaks.

Ultrodaemons communicate using telepathy.

Combat: Ultrodaemons, though evil, are cerebral and reserved. They rarely enter combat and rarely have to. They are rarely surprised, getting a +12 to Perception skill checks. They can attack with two hand strikes (1d12 necrotic damage each). Ultrodaemons have Strength 21 (+6 damage adjustment with weapons).

Ultrodaemons wield swords and polearms (always of +2 or greater enchantment) with expert precision. Four out of ten such weapons have a special enchantment (*vorpal*, etc.), determined randomly. A very few of these special weapons are extremely powerful; choose their specific abilities, including restrictions or curses. An ultrodaemon always knows its weapon's full abilities.

Any creature who meets the gaze of the ultrodaemon must make a DC 18 Wisdom save or stop, fascinated (as if affected by a Hypnotic Pattern spell) by the coursing colors and patterns. In addition, the ultrodaemon can use a special form of Change Self to appear as a person whom the victim loves or respects (DC 16 INT save to resist).

In addition to those available to all yugoloths, ultrodaemons may use the following spell-like abilities (caster level 15) at will: Airwalk, Animate Object, Binding DC 23), Call Lightning (DC 18), Color Spray (7 times per day, DC 16), Control Winds, Detect Invisibility, Detect Lie (DC 18), Detect Magic, Detect Poison, Detect Scrying, ESP (DC 17), Fear (DC 19), Fire Storm (once per day, DC 22), Geas (DC 21), Know Alignment (DC 17), mass suggestion (once per day, DC 21), Passwall, Pass without Trace (always active), Read Magic (always active), Shout (DC 19), Solid Fog, Symbol (any type, once per day, DC 23), and Wall of Fire (DC 20).

Ultrodaemons can also automatically Gate in one yugoloth of each of the nine weaker types, once per day per type.



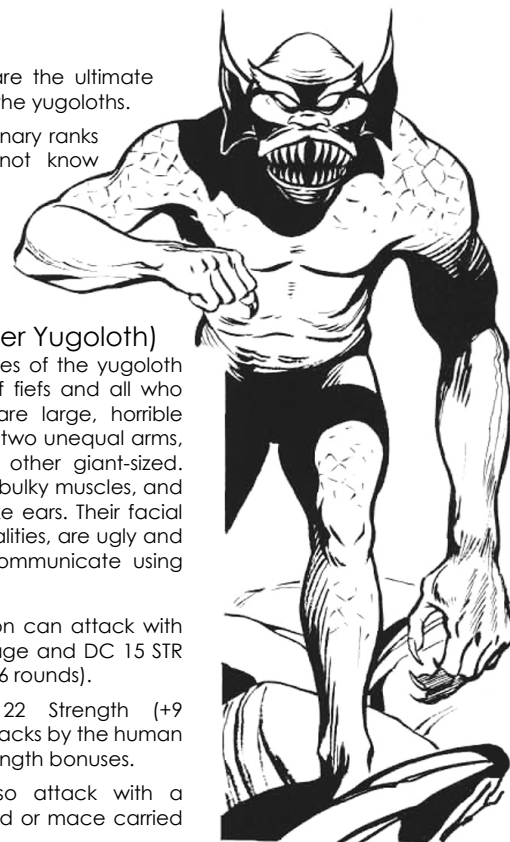
No nonmagical attack affects an ultrodaemon. They are harmed only by weapons of +3 or greater magical enchantment. Yugoloths have Darkvision to 240'.

Habitat/Society: No lower-planar mercenary dares disobey an ultrodaemon for fear of cruel punishment. Even non-yugoloths in the Lower Planes steer clear of the ultrodaemons, fearing their powers.

Note that the ultrodaemon's actual power, though certainly respectable, does not greatly exceed some others of its kind. However, ultrodaemons maintain an air of mystery, so that few yugoloths of lesser power know their true abilities. Ultrodaemons also typically have enormous presence, shrewdness, and force of will, nonmagical qualities that often overshadow the most powerful enchantments.

Ecology: Ultrodaemons are the ultimate level of the corruption of the yugoloths.

Little occurs in the mercenary ranks that these beings do not know about.



Yagnodaemon (Lesser Yugoloth)

Yagnodaemons are nobles of the yugoloth society, despised lords of fiefs and all who enter these fiefs. They are large, horrible humanoid creatures with two unequal arms, one man-sized and the other giant-sized. They have scaly red skin, bulky muscles, and horrid heads with wing-like ears. Their facial features, like their personalities, are ugly and alien. Yagnodaemons communicate using telepathy.

Combat: A yagnodaemon can attack with its huge arm (1d12 damage and DC 15 STR save or be stunned for 2d6 rounds).

Yagnodaemons have 22 Strength (+9 damage adjustment). Attacks by the human hand do not gain this Strength bonuses.

Yagnodaemons can also attack with a weapon, typically a sword or mace carried in their human hand.

These weapons may (30% chance) have enchantments of the common variety (e.g. +1, +2, etc.). They are never special.

Three times a day yagnodaemons can breathe a cloud of acidic gas that painfully eats at all exposed skin (6d6 acid damage; DC 15 DEX save for half damage). Victims are also stunned for 1d6 rounds (1d3 rounds if a DC 15 STR save is successful).

A yagnodaemon feeds on an unconscious opponent's life force by placing its head against the victim's flesh. It devours 10-100% of the victim's experience points and ability scores (Strength, Dexterity, etc.); rounding fractions up. This process takes 1 minute (six melee rounds) and the feeding is interrupted (without loss to the victim) if the victim awakens. If the yugoloth is slain within one day, victims recover all lost abilities. Otherwise, a Restoration spell is required.

Yagnodaemons can use Shocking Grasp (1d8+10 lightning damage) three times per day. They can also use all the spell-like abilities available to other yugoloths. These monsters are damaged only by +1 or better magical weapons and take half damage. from earth-based attacks.

Habitat/Society: Yagnodaemons are princes of sorts. Yugoloth territories are divided into regions, each with a governing yagnodaemon. Although yagnodaemons command less power than other yugoloths, ultrodaemons (who determined the regions in the first place) enforce their authority.

Yagnodaemons frequently order the execution of higher-status yugoloths, to increase their own already lofty status. Needless to say, all yugoloths other than ultrodaemons despise the yagnodaemons and savagely betray them when feasible. Hated so, yagnodaemons cannot gate additional yugoloths into a battle.

These creatures pay little attention to the rest of yugoloth society. They are greedy and gluttonous, and they abuse their power greatly.

Ecology: Yagnodaemons care little for mercenary issues or the Blood War. Consumers in the purest sense, these creatures live by the labors of their fellows and produce nothing of value. No one knows what inspired the ultrodaemons to place these creatures in command of the provinces of the Lower Planes. Their merits are well hidden.

One can only speculate on the bizarre cross-mutation involved in the creation of the yagnodaemons. Perhaps these creatures have giantish blood in them. Or perhaps giants a bit of yagnodaemonish blood in them...

ZOMBIE

	Common	Monster	Ju-Ju	Lord	Sea
CLIMATE/TERRAIN:	Any	Any	Any	Any	Shallow water
FREQUENCY:	Rare	Very Rare	Very Rare	Very rare	Rare
ORGANIZATION:	Nil	Nil	Nil	Solitary	Pack
ACTIVITY CYCLE:	Night	Night	Night	Night	Night
DIET:	Nil	Nil	Nil	Carrion	Scavenger
INTELLIGENCE:	Non-(0)	Non-(0)	Low (6-8)	Average (9-10)	Low (6-8)
TREASURE:	Nil	Nil	Nil	A	M
ALIGNMENT:	Neutral	Neutral	Neutral evil	Neutral evil	Chaotic evil
NO. APPEARING:	3d8	1d6	1d4	1	2d12
ARMOR CLASS:	12	14	14	14	13
MOVEMENT:	30	45	45	30	30, Sw 60
HIT DICE:	2 (10 hp)	6 (30 hp)	6 (30 hp)	6 (30 hp)	5 (25 hp)
NO. OF ATTACKS:	1	1	1	2	1
DAMAGE/ATTACK:	1d8 B	2d8 B	3d4 B, see below	2d4 B x2	1d6+3, see below
SPECIAL ATTACKS:	Nil	Nil	See below	See below	Stench, disease, spell use
SPECIAL DEFENSES:	Spell immunity	Spell immunity	Spell immunity	Spell immunity	Spell immunity
MAGIC RESISTANCE:	See below	See below	See below	Nil	Nil
SIZE:	M (6')	L (8'-12')	M (6')	M (6')	M (6')
MORALE:	Special	Special	Special	Average (9-12)	Unwavering (20)
XP VALUE:	65	650	975	650	420 plus 25 per caster level

Zombie, Common or Monster

Zombies are mindless, animated corpses controlled by their creators, usually evil wizards or clerics. The condition of the corpse is not changed by the animating spell. If the body was missing a limb, the zombie created from it would be missing the same limb. Since it is difficult to get fresh bodies, most zombies are in sorry shape, usually missing hair and flesh, and sometimes even bones. This affects their movement, making it jerky and uneven. Usually zombies wear the clothing they died (or were buried) in. The rotting stench from a zombie might be noticeable up to 100 feet away, depending upon the condition of the body. Zombies cannot talk, being mindless, but have been known to utter a low moan when unable to complete an assigned task.



Combat: Zombies move very slowly, always striking last in a combat round. They are given only simple, single-phrase commands. They always fight until called off or destroyed, and nothing short of a cleric

can turn them back. They move in a straight line toward their opponents, with arms out-stretched, seeking to claw or pummel their victims to death. Like most undead, zombies are immune to Sleep, Charm, Hold, death magic, poisons, disease, and cold-based spells. A vial of holy water inflicts 2d4 points of acid damage to a zombie.

Habitat/Society: Zombies are typically found near graveyards, dungeons, and similar charnel places. They follow the spoken commands of their creator, as given on the spot or previously, of limited length and uncomplicated meaning (a dozen simple words or so). The dead body of any humanoid creature can be made into a zombie.

Ecology: Zombies are not natural creations and have no role in ecology or nature.

Ju-Ju Zombie

These creatures are made when a magic-user drains the life force from a Medium-sized humanoid creature with an Energy Drain spell. Their skin is hard, gray, and leathery. Ju-ju zombies have a spark of intelligence. A hateful light burns in their eyes, as they realize their condition and wish to destroy living things. They understand full-sentence instructions with conditions and use simple tactics and strategies.

Since they became zombies at the moment of death, their bodies tend to be in better condition. Ju-ju zombies use normal initiative rules to determine when they strike. They are dexterous enough to use normal weapons, although they must be specifically commanded to do so. These zombies can hurl



weapons like javelins or spears and can fire bows and crossbows. Their Dexterity allows them to climb, jump, and swim.

The animating force of a ju-ju zombie is more strongly tied to the Negative Material plane. The result is that only +1 or better magical weapons can harm them. Regardless of the magic on the weapon, edged and cleaving weapons inflict normal damage, while blunt and piercing weapons cause half damage. In addition to normal zombie spell immunities, ju-ju zombies are immune to mind affecting spells and psionics, illusions, and to electricity and Magic Missiles. Fire causes only half damage.

Zombie Lord

The zombie lord is a living creature that has taken on the foul powers and abilities of the undead. They are formed on rare occasions as the result of a Raise Dead spell gone awry. Zombie lords look as they did in life, save that their skin has turned to the pale grey of death, and their flesh is rotting and decaying. The odor of vile corruption and rotting meat hangs about them, and carrion feeding insects often buzz about them to dine on the bits of flesh and ichor that drop from their bodies.

The zombie lords can speak those languages they knew in life and they seem to have a telepathic or mystical ability to converse freely with the living dead. Further, they can speak with dead merely by touching a corpse.

When forced into combat, it relies on the great strength of its two crushing fists. The odor of death surrounding the zombie lord is so potent it causes horrible effects in those who breathe it. On the first round a character comes within 60 feet, he must make a DC 13 CON save or be affected in some way. The following results are possible:

1d6 Roll	Effect
1	Weakness (as the Symbol of Weakness spell).
2	Cause disease (as the spell).
3	-1d3 points of Constitution.
4	Contagion (as the spell).
5	Character unable to act for 1d4 rounds due to nausea.
6	Character dies in 1d4 rounds and becomes a zombie under control of the zombie lord.

All zombies within sight of the zombie lord are subject to its mental instructions. Further, the creature can use the senses of any zombie within a mile of it to learn all that is happening within a very large area.

Once per day, the zombie lord can Animate Dead to transform dead creatures into zombies. This works as described in the Player's Handbook except that it can be used on the living. Any living creature with fewer Hit Dice than the zombie lord can be attacked in this manner. A target who fails a DC 13 Charisma Saving Throw is slain. In 1d4 rounds, the slain creature rises as a zombie under the zombie lord's command.

Zombie lords seek out places of death as lairs. Often, they live in old graveyards or on the site of a tremendous battle - any place there may be bodies to animate and feast upon. The mind of the zombie lord tends to focus on death and the creation of more undead. The regions around their lairs are often littered with the decaying bodies, half eaten, of those who have tried to confront the foul beast.

The zombie lord comes into being by chance, and only under certain conditions. First, an evil human must die at the hand of an undead creature. Second, an attempt to raise the character must be made. Third, the corpse must be on desecrated ground or in an area of great evil. Fourth and last, a deity of evil must show "favor" to the deceased and curse him or her with the "gift of eternal life." Within one week of the raise attempt, the corpse awakens as a zombie lord.

Sea Zombie

Sea zombies (also known as drowned ones) are the animated corpses of humans who died at sea. Although similar to land-dwelling zombies, they are free-willed and are rumored to be animated by the will of the god Nerull the Reaper (or another similar evil deity).

The appearance of drowned ones matches their name: they look like human corpses that have been underwater for some time; bloated and discolored flesh dripping with foul water, empty eye-sockets, tongue frequently protruding from between blackened lips. Their visage and the stench of decay surrounding them are so disgusting that anyone seeing a drowned one or coming within 30 feet of one

must roll a DC 13 CON Saving Throw. A failed Saving Throw indicates that the character is sickened (DMG 242) for 2d4 rounds. On land, drowned ones move slowly, with a clumsy, shambling gait. In water, however, they can swim with frightening speed.

Drowned ones have an abiding hatred for the living and attack them at any opportunity. These attacks often show surprising cunning (for example, luring ships onto the rocks and attacking the sailors as they try to save themselves from the wreck). Drowned ones take advantage of their swimming speed by attacking ships as they lie at anchor - climbing aboard the vessel and trying to drive the sailors overboard, where they can deal with them more easily.

Drowned ones attack with the weapons typical of sailors: short swords, hooks, clubs, belaying pins, etc. Because of the unnatural strength of the creatures, these weapons all inflict 1d6+3 points of damage.

The putrid water that drips from the drowned ones contains many bacteria, so anyone struck by a drowned one must make a DC 11 CON Saving Throw on contract a severe disease.

The water-logged condition of the creature's flesh means that fire and fire-based magic cause only half damage. Lightning and cold-based attacks inflict double damage. Drowned ones are immune to Sleep, Charm, illusions, and other mind-altering spells. Because they are created by the direct will of a deity, they cannot be turned.

Many of the humans who become drowned ones were clerics while alive, and they retain their powers as undead. There is a 50% chance that each drowned one encountered is a cleric of level 1d4. These creatures are granted their spells directly from Nerull (or similar deity), receiving only baneful spells.

Drowned ones congregate in loose packs. Their only motivation is their hatred for the living. They have no need to eat, although they rend and chew the flesh of their prey (this is probably just to strike terror in others). Underwater, drowned ones are active around the clock and are often found in the sunken wrecks of the ships in which they drowned. They are active above the surface during the night. Drowned ones normally stray no more than 100 yards from the water. If the wind drives the fog onto the coast, however, they can roam inland as far as the fog reaches. When the fog retreats, or when the sun is about to rise, they must return to the water.

Drowned ones communicate among themselves by a form of telepathy; they have no need of a spoken language (other than for spellcasting). The verbal components for spells are spoken in unintelligible whispers.



APPENDIX A: INSTRUCTIONS FOR THE BLANK MONSTER FORM

When designing a monster, avoid extremes. It is a common mistake to make a monster incredibly tough for no reason. Really tough monsters are very rare! If a monster has an extreme ability or combat statistic, there should be a good reason. In the same light, fit the monster's abilities to its description. Players need a fair chance to anticipate what the monster might do. For example, a monster that can fly should have wings, or else usually be encountered aloft. If a monster will have a surprising ability, keep it to just one, and have a good reason for the surprise.

Not all monsters have to be evil. There are many other reasons a monster can be dangerous without arbitrarily making it evil. For example, any creature will fight to protect its family or territory whether it is good or evil.

Characters should be able to negotiate with or intimidate many creatures but negotiating with a monster does not always mean giving it treasure. Most animals will put off an attack if tossed a free meal they can eat in peace; intelligent creatures have many different motivations. Try not to force characters into having to kill every monster they meet. If a monster is left alive after an encounter, it might be encountered again, and become a regular part of the campaign.

CLIMATE/TERRAIN: Restrict your monsters reasonably. As a rule, only tool-making creatures can be found in every climate or every terrain. Remember that the physical design of a monster should make sense for the climate and the terrain.

FREQUENCY: Monsters should not dominate the landscape unless your campaign plot requires them to. Most monsters avoid settled areas because organized groups of humans and demihumans tend to kill them.

ORGANIZATION: Give a lot of thought to this entry; it determines the group tendencies of the monster. A pack can be controlled by controlling its leader. A flock, on the other hand, has no leader, but it does have a pecking order.

ACTIVITY CYCLE: Most monsters need to rest. When are they out and about? When are they sleeping? These habits should make sense with the diet and climate/terrain of the monster.

DIET: What does the monster eat? Not every monster is a man-eater. A wild bull is just as dangerous as a tiger, but it does not eat meat. Remember, fangs and claws imply carnivores, tusks and horns imply herbivores.

INTELLIGENCE: Avoid the tendency to make monsters too intelligent or too stupid. A creature living in the middle of the jungle with no manipulative organs is not likely to be intelligent. Really high intelligence usually implies civilization, or at least sophisticated tools. On the other hand, monsters that must fight to survive must have enough intelligence or other natural ability to conquer their foes.

TREASURE: Treasure is usually collected only by intelligent creatures. An animal type may guard a treasure for another creature, but the treasure itself belongs to the intelligence that set it there as a guard. Monsters that care little for riches and magical items might still have some as a result of encounters, but things will be scattered and ill-kept, often rusting away to worthlessness. Intelligent monsters, on the other hand, will use their magical treasures to their best advantage -- which may be no help at all to the characters!

ALIGNMENT: This is a broad description of the moral and ethical tendencies of the monster. A creature of animal intelligence has no morals or ethics, and hence is of neutral alignment. In general, try to avoid extremes, unless these fit the monster.

NO. APPEARING: The number of monsters typically encountered should correspond to the other facts about the monster. A solitary monster does not travel in a pack of 20! In general, carnivores travel in small groups, herbivores travel in large groups. This number is also a good way to keep things balanced; weak monsters are dangerous in large numbers, while a strong monster all alone is easy prey to a well-organized group of heroes.

COMBAT STATISTICS: This includes such values as Hit Dice and Armor Class. They should match the physical description of the monster. A well-designed monster fights the way it looks. A small, fuzzy creature with big, soft eyes should not have 25 Hit Dice, an Armor Class of -8, and swoop through the air to attack. The amount of damage done

should reflect the weapon being used. Avoid the tendency to give monsters excessive Hit Dice and damage capabilities. The DM is the only person who gets a kick from seeing a PC suffer 40 points of damage in one round; players don't find that amusing at all.

APPEARANCE: Include in the physical description of the monster its size, weight, color (skin, hair, eyes, etc.), smell, noises, type of movement (graceful walk, shambling gait, etc.), typical clothing, and preferred weapons.

COMBAT: Include any special combat abilities or disabilities. Be sure to cover any basic strategies or tactics the monster might use. Remember, smart monsters use smart tactics. The strategies should reflect their natural advantages and disadvantages.

HABITAT/SOCIETY: How does the monster relate to others of its kind, and to strangers? When do they work together and when do they fight? How do they choose leaders and how do these leaders rule? What are the goals of these monsters? Where do they live and how does this affect their behavior? Do they use or make tools? If so, what types and how are they made? Why does this monster have treasure? How does it get it? What is the nature of the family, and how many live together? Does the monster have special guards or allies and how frequently are they found together?

ECOLOGY: This should include the types of food eaten -- as well as what eats them, if anything. Any useful by-products should be listed, such as fur or edible parts. You may list uses for magical items or spells. On the other hand, don't turn your monster descriptions into shopping lists. The PCs are heroes, not butchers or fur trappers. List other creatures that live in harmony with the monster or compete against it, along with information about the size and nature of its territory.

VARIANTS: If there are major subraces, they should be detailed here. This may be a stronger leader type, an inferior servant race, or a DM special, such as skeletons that hurl their finger joints like magic missiles.

XP VALUE: Guidelines for awarding experience are found on page 94 of the DMG. Hit Dice Value Modifiers for psionic monsters are +1 if the creature has access to a few minor offensive or defensive abilities, or a few minor powers, +2 if the creature has both offensive and defensive capabilities, as well as access to psionist powers.

CLIMATE/TERRAIN:

FREQUENCY:

ORGANIZATION:

ACTIVITY CYCLE:

DIET:

INTELLIGENCE:

TREASURE:

ALIGNMENT:

NO. APPEARING:

ARMOR CLASS:

MOVEMENT:

HIT DICE:

NO. OF ATTACKS:

DAMAGE/ATTACK:

SPECIAL ATTACKS:

SPECIAL DEFENSES:

MAGIC RESISTANCE:

SIZE:

MORALE:

XP VALUE:

Appearance:

Combat:

Habitat/Society:

Ecology:

Variants:

APPENDIX B: MONSTER SUMMONING TABLES

Animal Summoning Tables

See the entries in this tome for more details on these animals, including the exact Hit Dice values for each of the following, listed animals:

HD	D% Roll	Animal	HD	D% Roll	Animal	HD	D% Roll	Animal
≤ 2	01-5	Animal, herd (varies)	2-4	01-05	Badger, giant (2+4 HD)	4-8	01-15	Ape, carnivorous (5 HD)
	01-10	Baboon (1+1 HD)		06-10	Bear, black (3+3 HD)		16-20	Buffalo (5 HD)
	11-16	Badger (1+2 HD)		11-15	Boar, warthog (3 HD)		21-25	Bear, cave (6+6 HD)
	17-25	Dog, wild (1+1 HD)		16-20	Boar, wild (3+3 HD)		26-35	Bear, brown (5+5 HD)
	26-35	Hawk, large (1 HD)		21-25	Cattle, wild (3 HD)		36-45	Boar, giant (6+6 HD)
	36-40	Hawk, blood (1+1 HD)		26-30	Camel (3 HD)		46-50	Hyena, giant (6 HD)
	41-50	Horse, wild (2 HD)		31-35	Cheetah (3 HD)		51-55	Lion (5+5 HD)
	51-55	Jackal (½ HD)		36-40	Dog, war (2+2 HD)		56-60	Lion, spotted (6+6 HD)
	56-60	Mammal, small (¼ - 2 HD)		41-45	Eagle, giant		61-65	Otter, giant (5 HD)
	61-65	Otter (1-1 HD)		46-51	Hyena, wild (3 HD)		66-70	Stag, giant (6 HD)
	66-70	Otter, sea (1+1 HD)		56-61	Lion, mountain (3+3 HD)		71-75	Tiger (5+5 HD)
	71-75	Owl, common (1 HD)		61-65	Lynx, giant (2+2 HD)		76-80	Tiger, sabre-tooth (7+7 HD)
	76-80	Porcupine, giant (1 HD)		66-70	Jaguar (4+4 HD)		81-90	Wolf, dire (4+4 HD)
	81-90	Rat, giant (¼ HD)		71-75	Leopard (4 HD)		91-00	Wolverine, giant (6 HD)
	91-95	Skunk (¼ HD)		76-80	Mule (3 HD)			
	96-90	Weasel, giant (½ HD)		81-85	Owl, giant (4 HD)			
				86-90	Stag (3 HD)			
				91-95	Wolf (3 HD)			
				96-00	Wolverine (3 HD)			

Monster Summoning Tables

Monster Summoning I

D20 Roll	Monster Summoned
1	Ant, giant
2	Bat, huge
3	Beetle, bombardier
4	Beetle, fire
5	Bullywug
6	Centipede, giant
7	Frog, giant or killer
8	Gnoll or flind
9	Goblin
10	Hobgoblin
11	Kobold (3d4 appear)
12	Leech, giant (1 HD)
13	Lizard man
14	Mongrelman (2 HD)
15	Mudmen
16	Orc
17	Rat, giant ((3d6 appear)
18	Spider, large
19	Toad, giant
20	Troglodyte

Monster Summoning II

D20 Roll	Monster Summoned
1	Ankheg (3-4 HD)
2	Bat, giant (mobat)
3	Beetle, boring
4	Bugbear
5	Centipede, megalom-
6	Crab, giant
7	Crocodile, wild
8	Dog, death
9	Gelatinous cube
10	Ghoul
11	Lizard, giant
12	Lycanthrope, wererat
13	Orc, orog
14	Osqip
15	Sandling
16	Scorpion, large
17	Snake, constrictor
18	Spider, huge
19	Weasel, giant
20	Urchin, land

Monster Summoning III

D20 Roll	Monster Summoned
1	Ankheg (5-6 HD)
2	Ape, carnivorous
3	Banderlog
4	Effercap
5	Gargoyle
6	Ghast
7	Hell hound
8	Huecuva
9	Hydra, 5 heads
10	Lycanthrope, werewolf
11	Ogre
12	Ooze, gray
13	Owlbear
14	Scorpion, huge
15	Snake, giant constrictor
16	Toad, poisonous
17	Toad, fire
18	Wasp, giant
19	Wolf, worg
20	Yeti

Monster Summoning IV

D20 Roll	Monster Summoned
1	Ankheg (7-8 HD)
2	Cockatrice
3	Displacer beast
4	Doppelganger
5	Hornet, giant
6	Hydra, 7 heads
7	Hydra, 5 heads (cryo/pyro)
8	Leucrotta
9	Lizard, subterranean
10	Lycanthrope, wereboar
11	Margoyles
12	Minotaur
13	Ochre jelly
14	Rust monster
15	Slithering tracker
16	Snake, giant poisonous
17	Spider, giant
18	Giantkin, verbeeg
19	Wolf, winter
20	Zombie, ju-ju

Monster Summoning V

D20 Roll	Monster Summoned
1	Basilisk
2	Beetle, stag
3	Carriion crawler
4	Dracolisk
5	Drider
6	Griffon
7	Hydra, 8 heads
8	Lizard, minotaur
9	Lycanthrope, weretiger
10	Manticore
11	Ogre mage
12	Otyugh
13	Pyrolisk
14	Salamander
15	Spider, phase
16	Troll
17	Wolfwere
18	Wraith
19	Wyvern
20	Yuan-ti, halfbreed

Monster Summoning VI

D20 Roll	Monster Summoned
1	Basilisk, greater
2	Behir or tunnel worm
3	Bulette
4	Chimera
5	Ettin or hill giant
6	Golem, flesh
7	Gorgon
8	Hydra, 10 heads
9	Hydra, 8 heads (cryo/pyro)
10	Lizard, fire
11	Mummy
12	Neo-otyugh
13	Pudding, black
14	Roper
15	Shambling mound
16	Slug, giant
17	Sphinx, hieraco-
18	Troll, 2-headed
19	Umber hulk
20	Xorn

Monster Summoning VII

D12 Roll	Monster Summoned	D12 Roll	Monster Summoned
1	Beetle, rhinoceros	7	Hydra, lemean, 8 heads
2	Giant, fire or frost	8	Pudding, brown
3	Giant, fomorian	9	Remorhaz
4	Golem stone	10	Rust monster
5	Gorgimera	11	Will o' wisp
6	Hydra, 12 heads	12	Worm, purple

APPENDIX B: MONSTER SUMMONING TABLES (AQUATIC MONSTERS)

Monster Summoning, Aquatic (Fresh Water)

Monster Summoning I

D12 Roll	Monster Summoned
1	Barracuda (1-2 HD)
2	Dolphin
3	Koalinh (hobgoblin)
4	Locathah
5	Lamprey, common
6	Merman
7	Otter, sea
8	Ray, ixixachitl
9	Ray, sting
10	Sea horse
11	Seawolf, lesser
12	Urchin, black or green

Monster Summoning II

D6 Roll	Monster Summoned
1	Barracuda (3 HD)
2	Crab, giant
3	Lacedon (ghoul)
4	Sahuagin
5	Selkie
6	Urchin, red

Monster Summoning III

D8 Roll	Monster Summoned
1	Hippocampus
2	Kapoacanth (gargoyle)
3	Lobster, giant (crayfish)
4	Morrow, ogre
5	Otter, giant
6	Shark (3-5 HD)
7	Triton
8	Urchin, yellow

Monster Summoning IV

D8 Roll	Monster Summoned
1	Crocodile, giant
2	Lamprey, sea
3	Scrag (troll)
4	Sea lion
5	Shark (5-6 HD)
6	Spider, giant marine
7	Water weird
8	Urchin, silver

Monster Summoning V

D6 Roll	Monster Summoned
1	Eel, marine
2	Narwhal
3	Octopus
4	Seawolf, greater
5	Shark (7-8 HD)
6	Snake, giant sea (8 HD)

Monster Summoning VI

D4 Roll	Monster Summoned
1	Ray, manta
2	Slug, giant sea
3	Snake, giant sea (10 HD)
4	Squid, giant

Monster Summoning VII

D8 Roll	Monster Summoned
1	Eye of the Deep
2	Dragon Turtle (12 HD)
3	Kraken
4	Shark, giant
5	Vodyanoi (16 HD)
6	Whale, killer
7	Whale, small (12 HD)
8	Worm, mottled (purple)

Monster Summoning, (Aquatic) Salt Water

Monster Summoning I

D10 Roll	Monster Summoned
1	Eel, electric
2	Frog, giant (1-2 HD)
3	Koalinh (hobgoblin)
4	Kuo-toa
5	Lamprey, common
6	Leech, giant
7	Lizard man
8	Nixie (3d4 appear)
9	Otter, common
10	Piranha, giant

Monster Summoning II

D4 Roll	Monster Summoned
1	Crab, giant
2	Crocodile, common
3	Frog, giant (3 HD)
4	Lacedon (ghoul)

Monster Summoning III

D8 Roll	Monster Summoned
1	Beetle, giant water
2	Crayfish, giant
3	Kapoacanth (gargoyle)
4	Kelpie
5	Morrow, ogre
6	Otter, giant
7	Pike, giant
8	Spider, giant water

Monster Summoning IV

D4 Roll	Monster Summoned
1	Crocodile, giant
2	Eel, giant electric
3	Scrag (troll)
4	Water weird

Monster Summoning V

D6 Roll	Monster Summoned
1	Eel, marine
2	Gar, giant
3	Octopus
4	Seawolf, greater
5	Snake, giant sea (8 HD)
6	Vodyanoi (8 HD)

Monster Summoning VI

D4 Roll	Monster Summoned
1	Catfish, giant
2	Greenhag
3	Naga, water
4	Snake, giant sea (10 HD)

Monster Summoning VII

D4 Roll	Monster Summoned
1	Slug, giant sea
2	Dragon turtle (12 HD)
3	Kuo-toan monitor
4	Worm, mottled (purple)



APPENDIX C: AQUATIC ENCOUNTER TABLES

Fresh Water Encounters

Cold Water Surface, Fresh Water

2d10 Roll	Encounter
2	Dragon Turtle
3	Greenhag
4	Otter, giant
5	Lacedon
6	Depths encounter
7	Swan (swanmay 10%)
8	Pirate
9	Land encounter
10	Hazard (navigational)
11	Fisherman or trapper
12	Merchant
13	Otter or beaver
14	Aerial encounter
15	Nixie
16	Marrow, ogre
17	Scrag (troll)
18	Naga, water
19	DM Special
20	DM Special

Cold Water Depths, Fresh Water

2d10 Roll	Encounter
2	Morkoth
3	Otter, giant
4	Quipper, common or giant
5	Vodyanoi
6	Lacedon or kapoacinth
7	Koalinth
8	Crayfish, giant
9	Crab, giant
10	Fish school
11	Fish school
12	Nixie or giant pike
13	Nixie or giant gar
14	Octopus
15	Marrow, ogre
16	Lamprey or marine eel
17	Snake, giant sea
18	Sunken ship
19	DM Special
20	DM Special

Temperate Water Surface, Fresh Water

2d10 Roll	Encounter
2	Crayfish, giant
3	Nymph
4	Otter, giant
5	Lizard man
6	Depths encounter
7	Swan (swanmay 10%)
8	Marrow, ogre
9	Land encounter
10	Frog, giant, or giant leech
11	Hazard (navigational)
12	Otter
13	Fisherman or merchant
14	Aerial encounter
15	Pirate or warship
16	Beetle, giant water
17	Lacedon
18	Scrag (troll) or sea hag
19	DM Special
20	DM Special

Temperate Water Depths, Fresh Water

2d10 Roll	Encounter
2	Dragon turtle
3	Nymph
4	Otter
5	Catfish or leech, giant
6	Kapoacinth or lamprey
7	Lizard man
8	Koalinth
9	Beetle, giant water
10	Spider, giant water
11	Fish school
12	Pike, giant
13	Crayfish, giant
14	Quipper, giant
15	Nixie
16	Gar, giant
17	Octopus or giant lamprey
18	Lacedon
19	DM Special
20	DM Special

Tropical Water Surface, Fresh Water

2d10 Roll	Encounter
2	Crystal ooze
3	Kelpie
4	Nymph
5	Eel, electric
6	Depths encounter
7	Snake, giant constrictor
8	Pirate, small boats
9	Crocodile
10	Hazard (navigational)
11	Fisherman or merchant
12	Piranha
13	Frog, giant or poisonous
14	Aerial encounter
15	Seaweed
16	Seaweed (choke creeper)
17	Frog, killer
18	Naga, water
19	DM Special
20	DM Special

Tropical Water Depths, Fresh Water

2d10 Roll	Encounter
2	Vodyanoi
3	Eel, weed
4	Kelpie
5	Beetle, giant water
6	Spider, giant water
7	Snake, giant constrictor
8	Seaweed bed or strangeweeds
9	Crab or grayfish, giant
10	Octopus
11	Piranha, giant
12	Fish school
13	Eel, giant
14	Lizard man
15	Nixie
16	Kapoacinth
17	Bunyip or water naga
18	Snake, giant sea
19	DM Special
20	DM Special

Salt Water Encounters

Cold Water Surface, Salt Water

2d10 Roll	Encounter
2	Dragon turtle
3	Sea lion
4	Selkie
5	Scrag (troll)
6	Depths encounter
7	Warship or fisherman
8	Narwhal
9	Merchant
10	Shark
11	Whale
12	Pirate or killer whale
13	Hazard (ice)
14	Dolphin
15	Aerial encounter
16	Ghost ship
17	Will o' wisp
18	Seawolf, greater
19	DM Special
20	DM Special

Cold Water Depths, Salt Water

2d10 Roll	Encounter
2	Kraken
3	Urchin, black or green
4	Seawolf, lesser
5	Lobster, giant (crayfish)
6	Snake, giant sea
7	Dolphin
8	Mermen
9	Quipper, giant, or giant crab
10	Whale or octopus
11	Whale or fish school
12	Fish school
13	Shark
14	Sea lion
15	Kapoacinth
16	Squid, giant
17	Shark, giant
18	Sunken ship
19	DM Special
20	DM Special

Temperate Water Surface, Salt Water

2d10 Roll	Encounter
2	Dragon turtle
3	Ghost ship
4	Otter, sea
5	Otter, sea
6	Depths encounter
7	Pirate ship
8	Sea lion
9	Eel, giant
10	Shark
11	Merchant
12	Whale
13	Dolphin
14	Warship or fisherman
15	Aerial encounter
16	Will o' wisp or seaweed
17	Seaweed (strangleweed 10%)
18	Seawolf, greater
19	DM Special
20	DM Special

Temperate Water Depths, Salt Water

2d10 Roll	Encounter
2	Kraken
3	Narwhal
4	Urchin, black
5	Lamprey, giant
6	Sahuagin
7	Sea lion or hippocampus
8	Koalinth
9	Fish school
10	Fish school
11	Shark
12	Whale
13	Eel, giant
14	Dolphin
15	Mermen
16	Shark, giant
17	Squid, giant
18	Seawolf, lesser
19	DM Special
20	DM Special

Tropical Water Surface, Salt Water

2d10 Roll	Encounter
2	Ghost ship
3	Strangleweed
4	Pirates, small boats
5	Pirates, warship
6	Depths encounter
7	Shark, giant
8	Crocodile, giant
9	Seaweed
10	Whale
11	Merchant
12	Fisherman
13	Shark
14	Baracuda
15	Aerial encounter
16	Warship
17	Seawolf, greater
18	Triton
19	DM Special
20	DM Special

Tropical Water Depths, Salt Water

2d10 Roll	Encounter
2	Urchin, yellow or silver
3	Urchin, green or red
4	Snake, poisonous
5	Crocodile, giant
6	Ray, sting or pungi
7	Octopus or manta ray
8	Sahuagin
9	Seaweed (strangleweed 10%)
10	Fish school
11	Fish school
12	Shark
13	Eel, giant or locathah
14	Baracuda
15	Hippocampus or triton
16	Kapoacinth or lacedon
17	Snake, sea or giant slug
18	Ray, ixitxachiil
19	DM Special
20	DM Special

Aerial or Depth Encounters: Roll on the appropriate table. If the encounter is not suitable then none occurs.

Fish Schools: This is a large group of one type of fish, the aquatic version of herd animals. They usually do not attack unless commanded by magical means. If panicked they might mill about, obscuring vision and hindering movement. If large enough they might cause bludgeoning damage (1d2 through 1d8, depending on size).

Ghost Ships: Many ships have been lost at sea and on hidden rivers. These ships still sail, manned by undead sailors and commanded by the more powerful of their kind. A ghost ship can be sighted in daylight and at night but will usually only attack at night, when the ship's masters are at full power. A ghost ship can be any type of ship from galley to warship. On a percentile die, the crew will be:

D% Roll	Crew
01-40	1d4 x 10 skeletons
41-80	1d4 x 10 zombies
81-00	2d6+8 ju-ju zombies

The commanding officers will be:

D% Roll	Crew
01-30	1d4 wights
31-40	1d3 wraiths
41-80	1d2 spectres
81-95	1d2 ghosts
95-00	1 lich

Hazard (Navigational): These hazards can ground or damage a vessel unless the ship's pilot succeeds at a DC 10 (or higher) Profession: Sailor check. Such hazards as sandbars, ice floes, and submerged logs often change position.

Ships can encounter ice floes in freshwater and icebergs in salt, the latter ranging from single mountains of ice to fields of 2d6+8 ice blocks that continually break against each other and anything that gets in their way. The chief danger to ships from ice is damage to the hull. In addition, icebergs at sea have a 10% chance of putting a hole in the ship.

Whirlpools are a trap for the unwary. 75% can drag down only small craft (50' or smaller), while 25% can drag any size ship to the bottom. Ships are dragged into the whirlpool at 10' per round, cumulative (10' the 1st round, 20' the 2nd, 30' the 3rd, etc.). A ship must exceed the speed of the flow to escape. Otherwise, it will be dragged to the bottom in 6 rounds.

Surface Encounters: Unintelligent monsters are 75% likely to be driven off by flaming oil nearby, 90% if actually burned by it. Large amounts of food thrown overboard are 50% likely to end such an encounter.

Seaweed: Floating seaweed is a hazard and sometimes serves as a lair for creatures like sea hags. Any ship entering an area of floating

seaweed is slowed by 50%, and there is a 40% chance of its having another encounter while among the mass of sea plants.

Seaweed Bed: The underwater equivalent of surface seaweed, these beds are rooted to the sea floor and are 3d10x10 feet high. Vision is reduced to 10 feet in beds of seaweed, which offers heavy concealment, and there is a 30% chance of another encounter in the area.

Sunken Ship: These victims of storms, ice, or hostile ships can be any type of ship. They often still bear their original merchandise and treasure and just as often have inhabitants, either new creatures moving in or remains of the original crew. On a percentile die the inhabitants are as follows:

D% Roll	Ship Contents
01-20	Carries merchant treasure (see "Merchant")
11-20	No treasure
21-60	2d12 lacedons (dead crew)
61-00	Other monster (roll).



APPENDIX D: DUNGEON ENCOUNTER TABLES

Dungeon Monster Random Level Matrix

Procedure: To determine the monster table used for the encounter, cross-reference the d20 roll with the equivalent dungeon level. Then roll 2d10 on the indicated table to determine the monster appearing. If multiple monsters are given, pick one or roll randomly.

If the monster level is lower than the dungeons level, increase the number encountered. If the monster level is greater than the dungeon level, reduce the number encountered (at least 1 will be encountered). Intelligent monsters on Tables IX and X will have minions of greater numbers. On lesser levels, minions will be fewer and/or less powerful. NPCs are adjusted by character level rather than by number (see NPC Parties below).

Equivalent Dungeon Level	Monster Level Table Consulted									
	I	II	III	IV	V	VI	VII	VIII	IX	X
1 st	1-16	17-19	20							
2 nd - 3 rd	1-12	13-16	17-18	19	20					
4 th	1-5	6-10	11-16	17-18	19	20				
5 th	1-3	4-6	7-12	13-15	17-18	19	20			
6 th	1-2	3-4	5-6	7-12	13-16	17-18	19	20		
7 th	1	2-3	4-5	6-10	11-14	15-16	17-18	19	20	
8 th	1	2	3-4	5-7	8-10	11-14	15-16	17-18	19	
9 th	1	2	3	4-5	6-8	9-12	13-15	16-17	18-19	20
10 th - 11 th	1	2	3	4	5-6	7-9	10-12	13-16	17-19	20
12 th - 13 th	1	2	3	4	5	6-7	8-9	10-12	13-18	19-20
14 th - 15 th	1	2	3	4	5	6	7-8	9-11	12-17	18-20
16 th & down	1	2	3	4	5	6	7	8-10	11-16	17-20

Dungeon Encounter Tables

Dungeon Level I

2d10 Roll	Encounter
2	Badger, giant
3	Gnome or elf
4	Dwarf or halfling
5	Beetle, fire
6	Berserker
7	NPC party
8	Bat, common or large
9	Rat, common or giant
10	Bandit
11	Kobold
12	Goblin
13	Orc
14	Hobgoblin
15	Bullywug
16	Shrieker
17	Skeleton
18	Skeleton
19	DM Special
20	DM Special

Dungeon Level IV

2d10 Roll	Encounter
2	Ankheg (7-8 HD)
3	Pyro or cryohydra, 5-6 heads
4	Toad, fire or poisonous
5	Lycanthrope, werewolf
6	Hydra, 5-6 heads
7	Ape or hell hound
8	Owlbear or rust monster
9	NPC party
10	Snake, giant constrictor
11	Dog, blink
12	Ogre
13	Ooze, grey
14	Scorpion, giant
15	Gargoyle
16	Shadow
17	Ghast
18	Huecuva
19	DM Special
20	DM Special

Dungeon Level VII

2d10 Roll	Encounter
2	Efreet or flesh golem
3	Djinn or invisible stalker
4	Pyro or cryohydra, 7-9 heads
5	Behir or greater basilisk
6	Neo-otyugh or mimic
7	Will 'o wisp
8	Chimera or gorgon
9	NPC party
10	Pudding, black
11	Lizard, fire, or tunnel worm
12	Hydra, 10-12 heads
13	Giant, hill, or shambling mound
14	Troll, 2-headed, or ettin
15	Giant, stone, or roper
16	Umber hulk or spirit naga
17	Mummy
18	Spectre
19	DM Special
20	DM Special

Dungeon Level X

2d10 Roll	Encounter
2	Demilich
3	Lurker above
4	Elemental, earth (16 HD)
5	Rakshasa, maharajah
6	Dragon, red (ancient)
7	Dragon, blue (ancient)
8	Lich
9	Golem, iron
10	NO ENCOUNTER
11	NO ENCOUNTER
12	Beholder
13	NPC party
14	Slug, giant
15	Gas spore
16	Vampire, mage 9 th -12 th level
17	Vampire, mage 9 th -12 th level
18	Tarrasque
19	DM Special
20	DM Special

Dungeon Level II

2d10 Roll	Encounter
2	Mudmen
3	Rot grub or killer frog
4	Frog, giant or poisonous
5	Toad, giant
6	Mongrelmen
7	NPC party
8	Stirge
9	Rat, giant
10	Spider, large
11	Lizard man
12	Gnoll (flind 10%)
13	Troglodyte
14	Beetle, bombardier
15	Centipede, large or giant
16	Ankheg (3-4 HD)
17	Zombie
18	Zombie
19	DM Special
20	DM Special

Dungeon Level V

2d10 Roll	Encounter
2	Slithering tracker
3	Imp or quasit
4	Pyro or cryohydra, 6 heads
5	Shrieker or yellow mold
6	Displacer beast or leucrotta
7	Cockatrice
8	Hydra, 7 heads
9	NPC party
10	Lizard, subterranean
11	Lizard, subterranean
12	Minotaur
13	Snake or spider, giant
14	Rust monster
15	Verbeeg or margoyle
16	Doppelganger
17	Shadow or ju-ju zombie
18	Lycanthrope, wereboar
19	DM Special
20	DM Special

Dungeon Level VIII

2d10 Roll	Encounter
2	Hydra, lemean
3	Golem, clay
4	Trapper or lurker above
5	Hydra (pyro- or cryo-)
6	Gorgimera or dracolisk
7	Slug, giant or purple worm
8	Vampire
9	NPC party
10	Hydra, 13-16 heads
11	Giant, frost
12	Will 'o wisp
13	Rust monster
14	Couatl or guardian naga
15	Giant, fire
16	Pudding, dun or brown
17	Medusa, greater
18	Ghost or rakshasa, ruhk
19	DM Special
20	DM Special

Dungeon Level III

2d10 Roll	Encounter
2	Fungi, violet
3	Dog, death
4	Weasel, giant, or sandling
5	Ochre jelly
6	Beetle, boring
7	Bugbear
8	Bat, huge (mobat)
9	NPC party
10	Lizard, giant
11	Snake, constrictor
12	Gelatinous cube
13	Orc, orog
14	Spider, huge
15	Centipede, megalom-
16	Lycanthrope, wererat
17	Ghoul
18	Ankheg (5-6 HD)
19	DM Special
20	DM Special

Dungeon Level VI

2d10 Roll	Encounter
2	Pyrolisk
3	Drider
4	Ogre mage
5	Medusa
6	Basilisk
7	Hydra, 7-9 heads
8	Carion crawler or otyugh
9	NPC party
10	Lizard, minotaur
11	Manticore
12	Troll
13	Slime, green, or yellow mold
14	Scorpion, giant, or brown mold
15	Spider, phase
16	Wyvern
17	Wight or wraith
18	Wight or wraith
19	DM Special
20	DM Special

Dungeon Level IX

2d10 Roll	Encounter
2	Hydra, 17-20 heads
3	Pyro or cryohydra, 12 heads
4	Elemental, earth (12 HD)
5	Bulette
6	Worm, purple
7	Ki-rin
8	Slug, giant
9	NPC party
10	Golem, stone
11	Xorn
12	Umber hulk
13	Giant, storm
14	Rust monster
15	Dragon, black (ancient)
16	Gorgon
17	Vampire, cleric 7 th -10 th level
18	Rakshasa, rajah
19	DM Special
20	DM Special

NPC Parties

NPC parties will consist of 1d3+4 party members. See page 227 of the DMG for character group generation guidelines and page 46 of the DMG when assigning NPC's personalities and traits.

Optionally, you can use the following (more in-depth) rules for the creation of NPC parties. To avoid delays, create NPC parties before play. The tables allow such parties to be set up quickly and impartially, and the DM is encouraged to make any changes that will enhance play. The tables should be considered a starting point.

A typical NPC party has 2-12 members: 2-5 major characters and the rest henchmen or hired men-at-arms.

Characters: The Character Class Subtable provides a typical party structure by limiting number and classes of the NPC characters encountered.

Determine character race and split-classes or multiclassed on the Character Race Subtable (multiclass or split-class results can exceed the Character Class Subtable limits).

Character Level and Equipment: These will usually be comparable to those of the player characters, but NPC level will rarely exceed 12th. Arms, armor, and equipment will be typical: a 1st level warrior would have scale or chain armor and minimal gear. At 2nd level, banded or plate mail is typical, weapons profuse, and equipment complete (much oil, holy water, mirrors, etc.). NPC magic will be used if a fight breaks out. Note that if the NPCs are defeated, their magical items will enter your campaign.

Determine the levels for multiclass and split-class NPCs as per the rules provided on page 95 of the Dungeon Master's Guide.

Character Spells: These are selected by the DM according to those most suited to the NPC party. Magic-users are subject to the limits of spells in their spellbooks. Henchmen spellcasters are treated likewise.

Henchmen: The major NPCs will have a total of 2-5 henchmen, up to the party size, with others being hiring men-at-arms (see below). If the encounter is below the 3rd dungeon level, all those with the major NPCs will be henchmen.

Henchman class and race is determined as for the major characters. Major NPCs are assigned henchmen in order of Charisma, allowing for compatibility (e.g. a paladin would not follow a thief). A henchman's level is one-half of that of his master (round down). Thus, a 5th level mage would have a 2nd level henchman, while an 11th level mage would have a 5th level henchman.

Henchmen are armed much as major NPCs are, though they are not as heavily armored. Their magic is assigned as for major NPCs but usually less powerful.

Men-at-Arms (Hirelings): Little detail is needed for these other than Hit Points, Armor Class, their Attack Bonus, and their weapon damage. They often have poor armor and few weapons: for example, studded leather, light crossbow, and dagger, or (at best) scale mail, shield, spear, longsword, and backpack. They are seldom found underground below the 3rd dungeon level.

Character Class Subtable

D% Roll	Class	Maximum #
01-05	Assassin	1
06-10	Barbarian	2
11-12	Bard	1
13-27	Cleric	3
28-30	Druid	2
31-66	Fighter	5
67-82	Magic-User	3
83-85	Monk	1
86-87	Paladin	2
88-90	Ranger	2
91-00	Thief	4

Maximum Number indicates the maximum number of characters of a given class that can appear in an NPC party.

Character Race Subtable

D% Roll	Race	Multi or Split
01-80	Human	5%
81-84	Dwarf	15%
85-87	Elf	65%
88-89	Gnome	25%
90-93	Half-Elf	65%
94-98	Halfling	10%
99-00	Half-Orc	50%

Demihuman NPCs typically opt to multiclass in 2 classes (75%) or 3 classes (25%), while humans typically split-class in 2 classes.

Magical Items for NPC Parties

Level	Chance	# Items	Table
1 st	10%	1	I
	20%	2	I
	30%	2	I
3 rd	10%	1	II
	40%	2	I
	20%	1	II
5 th	50%	2	I
	30%	1	II
	60%	3	I
6 th	40%	2	II
	70%	3	I
	50%	2	II
7 th	10%	1	III
	80%	3	I
	60%	2	II
8 th	20%	1	III
	90%	3	I
	70%	2	II
9 th	30%	1	III
	100%	3	I
	80%	2	II
10 th	40%	1	III
	100%	3	I
	90%	2	II
11 th	50%	1	III
	10%	1	IV
	100%	3	I
12 th	100%	2	II
	60%	1	III
	20%	1	IV
13 th +	100%	3	I
	100%	2	II
	100%	1	III
	60%	1	IV

NPC Magical Items

Table I

D20 Roll	Item
1	Potions: flying, healing
2	Potions: extra-healing, polymorph
3	Potions: fire resistance, speed
4	Potions: healing, hill giant strength
5	Potions: heroism, invulnerability
6	Potions: human control, levitation
7	Potions: animal control, diminution
8	1 scroll: 1 spell, level 1-6
9	1 scroll: 2 spells, level 1-4
10	1 scroll: protection from magic
11	1 ring: mammal control
12	1 ring: protection +1
13	1 armor: leather +1
14	1 shield: +1
15	1 sword: +1 (no special abilities)
16	10 arrows: +1
17	4 bolts: +1
18	1 dagger: +1
19	1 javelin: +2
20	1 mace: +1

Table II

D20 Roll	Item
1	Potions: oil of etherealness, superheroism
2	2 potions: ESP, gaseous form
3	1 scroll: 3 spells, level 2-9
4	2 rings: fire resistance, invisibility
5	1 ring: protection +2
6	1 staff: striking
7	1 wand: magic missile
8	1 wand: wonder
9	1 bracers of defense AC 16
10	1 brooch of shielding
11	1 cloak of elvenkind
12	1 dust of appearance
13	1 figurine: serpentine owl
14	3 javelins of lightning
15	1 jar of Keoghtom's ointment
16	1 robe of useful items
17	1 set: chainmail +1, shield +2
18	1 armor: chainmail +3
19	1 sword +2 (or +1 with abilities*)
20	2 weapons: crossbow of speed, hammer+1

Table III

D20 Roll	Item
1	1 ring: spell storing
2	1 ring: mind shielding
3	1 rod: cancellation
4	1 staff: command
5	1 wand: fear
6	1 wand: negation
7	1 bag of tricks
8	1 boots of speed
9	1 boots of striding & springing
10	1 cloak of displacement
11	1 necklace of missiles
12	1 pipes of the sewer
13	1 rope of climbing
14	1 rope of entanglement
15	1 scarab of protection
16	1 set: platemail +2, shield +3
17	1 shield: +5
18	1 sword: +3 (or +2 with abilities*)
19	1 mace or hammer +2
20	1 spear +2

Table IV

D20 Roll	Item
1	1 ring: djinni summoning
2	1 ring: human influence
3	1 ring: spell turning
4	1 rod: smiting
5	1 rod: terror
6	1 wand: lightning or fire
7	1 wand: illusion
8	1 staff: thunder & lightning
9	1 amulet of life protection
10	1 cube of force
11	1 deck of illusion
12	1 eyes of charming
13	1 helm of teleportation
14	1 horn of blasting
15	1 robe of blending
16	1 stone of good luck
17	1 set: platemail +3, shield +4
18	1 sword: +4 (or +3 with abilities*)
19	1 arrow of slaying (character class)
20	1 net of entrapment

APPENDIX E: URBAN ENCOUNTER TABLES

A sample encounter table for cities or towns is provided below. See pages 40-41 of the DMG for guidelines concerning both the frequency of encounter checks and likelihood of facing an encounter. Feel free to modify or replace this table, using the suggestions in the DMG. The urban encounter table uses percentile dice to determine the random encounter, in order to allow for greater variety.

Day (D% Roll)	Night (D% Roll)	Result
01	01-03	Assassin*
02	04-05	Bandit
03-04	06-07	Barbarian
05-07	09-12	Bard*
08-17	13-15	Beggar
18	16-17	Brigand
19-23	18	City guard*
24-26	19	City official
27-28	20-28	City watchman
29-30	29	Cleric*
	30	Doppelganger
31	31	Druid*
32	32	Drunk
	33	Extraplanar creature
33-34	34-35	Fighter*
35-38	36-37	Gentleman
	38	Ghost (30%) or ghoul (70%)
	39	Ghost
39	40-44	Giant rats
40-44	45	Goodwife
45-46	46-52	Harlot
47-54	53	Laborer (50%) or peddler (50%)
55	54	Magic-user*
56-59	55-59	Mercenary
60-66	60-61	Merchant
67	62	Monk
	63	Night hag
68-69	64-65	Noble
70	66	Paladin*
71-73	67	Pilgrim
74	68	Press gang
75	69-71	Rake
	72	Rakshasa
76	73	Ranger*
77-80	74-80	Ruffian**
	81	Shadow
	82	Spectre
82-84	83-88	Thief*
85-97	89-90	Tradesman
98	91-93	Wererat
99	94	Weretiger
00	95-96	Werewolf
	97	Wight
	98	Will o' wisp
	99	Wraith
	00	Vampire (75%) or lich (25%)

* Check to see if race is human or demihuman on the following table. Add or modify this list other races, to better suit your campaign world or a specific city therein:

D% Roll	Race	Multiclass or Split-Class
01-70	Human	5%
71-78	Dwarf	15%
79-83	Elf	65%
84-85	Gnome	25%
86-93	Half-Elf	65%
94-95	Halfling	10%
96-00	Half-Orc	50%

Demihuman NPCs typically opt to multiclass in 2 classes (75%) or 3 classes (25%), while humans typically split-class in 2 classes.

** If desired, 1 in 4 can be half-orcs or humanoid (goblin, orc, etc.)

Assassin: Assassin encounters are dependent upon the locale. Normally 1d3 assassins will be encountered, but near the Thieves' Quarter the encounter could be with many assassins - at the guild, for instance. Assassins will typically ignore passers-by or act as thieves but are as likely to slay first and steal afterwards as to simply pick a pocket or two.

Bandit: Bandit encounters in daylight hours will simply be a case of a nondescript group being seen - the bandits will perhaps be watching the encountered party as a future prospect. Nighttime encounters will typically be with 3d4 bandits with 1 or more leaders.

Barbarian: Barbarian encounters are with 1d3 barbarian warriors (roll 2d4 for level). They are typically seeking employment as mercenaries.

Bard: Bard encounters will be with a single bard of 4th to 10th level (2d4+2). The bard may be performing on the street or in the company of 2d4 new-found friends or admirers.

Beggar: Beggar encounters are with but 1 (or possibly 2) person(s); young or old; maimed, diseased, or whole; religious or otherwise; male or female beseeching alms. There is a 10% chance that a beggar will be a thief. A beggar has a slight chance of knowing information of interest to the character encountering him or her, but payment must be made. Any gratuity or gift given to a beggar will immediately attract the attention of 1d10-1 nearby beggars.

Brigand: Brigand encounters are the same as bandit encounters.

City Guard: City guard encounters are with 2d8 mercenary soldiers in the employ of the city as gate and wall guards or in a police function. There will always be one higher level leader - 2 if more than 8 guards, 3 if more than 12 - in addition to the 0-level guardsmen. Leaders are of 2nd to 5th level fighting ability. They will question suspicious persons, arrest law breakers, etc. In addition, the guard party will sometimes (50%) be accompanied by a magic-user of 1st to 4th level who is indentured for 1 year for some service rendered to him by the city which was not repayable in some other manner (bad debts, infraction of city rules, non-payment of taxes, etc.).

City Official: City official encounters will be with some minor bureaucrat such as a tax collector, customs officer, guard or watch lieutenant, deputy bailiff, or assistant magistrate. A 10% chance for an encounter with a major official exists, however, such as meeting a steward, alderman, justice, guard or watch captain, chamberlain, or magistrate. Major officials will have 2d4 city guards with them, as detailed above. Officials will resent unwarranted intrusion, but they will speak with persons regarding important matters. Any official will have 1d4 fighters as personal guards (roll a d4 to determine each guard's level).

City Watchman: City watchman encounters are with squads of the watch (five 0-level men plus a 1st to 3rd level sergeant during daylight; double numbers, plus a 4th or 5th level lieutenant at night). These squads will sometimes (50%) be accompanied by a cleric of 2nd to 5th level indentured to the city as magic-users are to the city guards. They will generally act as do city guards, and at night these patrols will be ready to aid attacked persons and arrest lawbreakers.

Cleric: Cleric encounters will be with either a cleric of 6th to 11th level. There will be 1d6-1 lesser clerics (roll 1d4 for level) with the major character. Alignment be rolled for or dictated by area or race. Encountered clerics will typically try to convert the party, ask for contributions, or try to dupe the party becoming sacrificial victims.

Doppelganger: Doppelganger encounters will normally take place only near deserted places where there are entrances to the underworld, ruins, and the like. 1d4+2 doppelgangers will be encountered.

Druid: Druid encounters will be with a druid (roll 1d6+5 for level) with 1d4-1 lesser druids (roll 1d4 for level) 50% of the time and 1d4 fighters or rangers (roll 1d6 for level) 50% of the time. Druids will generally shun conversation with the encountering party.

Drunk: Drunk encounters are typically with 1d4 tipsy revelers or wine-sodden bums (50% chance for either). In the former case the type of character(s) found drunk should be diced for:

D% Roll	Drunk Encountered	D% Roll	Drunk Encountered
01-02	Assassin	42-48	Gentleman
03-09	Bandit	49-63	Laborer
10-13	Barbarian	64-65	Magic-user
14	Bard	66-73	Mercenary
15-22	Brigand	74-80	Merchant
23-24	City guard	81-82	Noble
25-26	City official	83-90	Rake
27-29	City watchman	91-95	Ruffian
30-31	Cleric	96-97	Thief
32	Druid	98-00	Tradesman
33-41	Fighter		

When an encounter with a drunk occurs, reaction for the latter will dictate what is said to the party. The drunk character(s) will become sober if they make a DC 15 Constitution Saving Throw if threatened.

Extrplanar Creature: Encounters with extraplanar creatures must be carefully restricted, and they may be ignored entirely if desirable. For example, near an evil temple there may well be a demon or devil, a succubus may be roaming at night, a wizard may have conjured an elemental, etc. Treat these encounters as highly special. Only 1 creature will be encountered.

Fighter: Fighter encounters will be with a 6th to 12th level fighter (85%) or duelist (15%) accompanied by 1d4-1 henchmen (roll 1d4 for level).

Gentleman: Gentleman encounters are with a foppish dandy and 1d4 sycophants 40% of the time, a gentlewoman 20% of the time, and 40% of the time well-dressed fighter-types of 7th to 10th level (1d4+6) with 1d4 friends of the same abilities. Any rude remarks will give offense, of course. Fops seek revenge by causing trouble for the party with officials, gentlewoman will send a champion, fighters will challenge the offenders.

Ghast: Ghast encounters must be near charnel houses, graveyards, and the like. 2d4 ghosts will be encountered.

Ghost encounters are treated in a fashion similar to ghost encounters, but of course a locale or two can be haunted. One ghost will be encountered.

Ghoul: Ghoul encounters must be near charnel houses, graveyards, and the like. 4d4 ghouls will be encountered.

Giant Rats: Giant rats are encountered throughout any inhabited place, using their own tunneled warrens, sewers, cellars, etc. In daylight such encounters will take place only in dim alleys or dark buildings and similar places. The number encountered will be 2d4 in daylight, 4d6 at night.

Goodwife: Goodwife encounters are with a single woman, often indistinguishable from any other type of female (such as a magic-user, harlot, etc.). Any offensive treatment or seeming threat will be likely to cause the woman to scream for help, accusing the offending party of any number of crimes, i.e. assault, rape, theft, or murder. 20% of goodwives know interesting gossip.

Harlot: Harlot encounters can be with brazen strumpets or haughty courtesans, thus making it difficult for the party to distinguish each encounter for what it is. Such an encounter could be with a poverty-stricken waif prostituting herself in order to survive, an elderly madam, or a fleshmonger (also known as a procurer or pimp). An expensive courtesan will resemble a gentlewoman or even a noblewoman, while the other harlots might be mistaken for goodwives, and so forth.

Harlots are 30% likely to know valuable information, 15% likely to make something up in order to gain a reward, and 20% likely to be, or work with, a thief.

Laborer: Laborer encounters are with a group of 3d4 nondescript persons loitering or on their way to or from work. These fellows will be rough customers in a brawl. There is a 10% chance for each to be a levy in the city watch, with commensurate friends and knowledge.

Magic-User: Magic-user encounters will be with a magic-user of 7th to 12th level (roll 1d6+6) and 1d4 henchmen: either apprentice magic-users (roll 1d6 for level) – 45% chance, fighter guards (roll 1d4 + 3 for level) – 30% chance or a mixture of the two (25% chance providing that there is more than one henchman accompanying the magic-user. Magic-users wish to mind their own affairs and like others to do likewise.



Mercenary: Mercenary encounters are with 3d4 nondescript men. There will be a 1st level fighter for every 3 0-level NPCs and a 2nd to 5th level leader (roll 1d4+1 for level) if there are 10 or more mercenaries encountered. There is a 70% likelihood that they are already in the employ of someone.

Merchant: Merchant encounters are with 1d3 purveyors or factors in the daytime, but at night there will be 2d4 mercenary guards with the merchant(s) if the encounter is in a dangerous sector. Guards will be 0-level, with one leader (a fighter of 1st to 4th level. A merchant will fear robbery but is 10% likely to have useful knowledge for a price. 10% of merchants encountered will be rich, thus indistinguishable from an important city official or noble.

Monk: Monk encounters will be with a single monk of 7th to 10th level (1d6+4). The monk might appear as a beggar or other character. The business of the monk is typically that of travelling from point A to point B.

Night Hag: Night hag encounters are treated similar to extraplanar creature encounters, i.e. the area must suit the encounter. From 1 to 2 night hags will be encountered.

Noble: Noble encounters are with a nobleman (75%) or noblewoman (25%). A noble will have 1d4 guards of 1st to 4th level fighting ability and 1d2 servants with him. A noblewoman will have a sedan chair, carriers and linkboys (at night) 75% of the time. Noblemen can easily be mistaken for important city officials or very rich merchants; noblewomen can likewise be mistaken for an important city officials, very rich merchants, or procuress. Any insult will be taken seriously. Nobles are 50% likely to be: fighters (70%), clerics (20%), or thieves (10%) of 5th to 12th level of ability (1d8+4).

Paladin: Paladin encounters will be with a paladin of 6th to 9th level of ability (1d4+5). The paladin will be indistinguishable from any other fighter.

Pilgrim: Pilgrim encounters are with 3d4 persons bent upon a journey to some religious or quasi-religious site. The alignment of pilgrims is variable, but that of a group is always homogeneous. For every 4 pilgrims there will be 1 of unusual type (cleric, fighter, etc.). As pilgrims are nondescript, it is quite probable that they can be confused with other groups (bandits, laborers, and so on).

Press Gang: Press gang encounters will involve 2d8 burly sailors or soldiers armed with swords but wielding clubs. Gang members will be 1st level, with one leader of level 2-5 (1d4+1). Outnumbered or incapacitated characters may be "shanghaied" into the local navy or militia.

Rake: Rake encounters are with 1d4+1 young gentlemen fighters of 4th to 10th level (2d4+2). The rakes will always be aggressive, rude, and sarcastic. There is a 25% chance they will be drunk.

Rakshasa: Rakshasa encounters are treated the same as extraplanar creature encounters, i.e. the area must suit the encounter. 1d3 will be encountered.

Ranger: Ranger encounters will be with a ranger of 7th to 10th level (d4+6). The ranger will be indistinguishable from any other fighter.

Ruffian: Ruffian encounters will be with 1d6+6 ne'er-do-wells of shabby appearance and mean disposition. They will be 2nd level fighters armed with clubs and daggers. There is a 5% chance per ruffian encountered that an assassin of 5th to 8th level will be with the group. All weapons will be concealed.

Shadow: Shadow encounters are treated the same as extraplanar creature encounters, except that there is a small likelihood of shadows

being encountered in any deserted place. 2d4 shadows will be encountered.

Spectre: Spectre encounters are treated in the same fashion as those with a ghost. 1d3 spectres will be encountered.

Thief: Thief encounters will be with an 7th to 10th level thief (d4+6) with 1d3-1 apprentices of 1st to 4th level. If there is but 1 thief, he or she will be an adventurer, merely stopping for a short time in the city or town. Other thieves encountered will be on guild business, or "working", or both.

Tradesman: Tradesman encounters are with 2d4 nondescript tradesmen (smiths, coopers, etc.) on their way to or from their work. They are greatly valued citizens and generally friendly with city guards and watch.

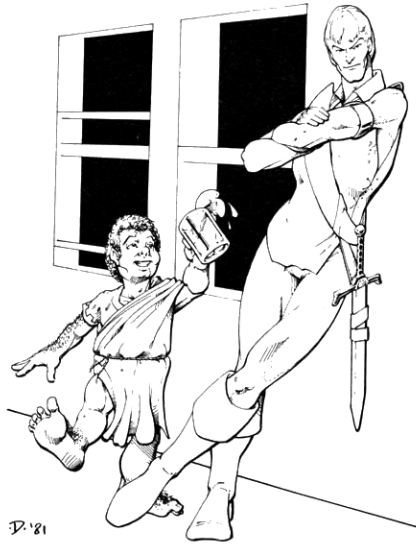
Wererat: Wererat encounters will be with 1d4+1 of the creatures. In daylight, it is 90% likely that the wererats will be in human form, at night it is 50% likely they will be in human form, 50% for giant rat form. Wererats can be any type of human, if desired. They will intelligently try to set up, ambush, or otherwise react to the encountering party.

Weretiger: Weretiger encounters will be with 1 or 2 weretigers. All day, and 90% of the night, encounters will be with creatures in their human form. The weretiger(s) will be 90% likely to be temporary residents of the city or town and on some errand rather than seeking to prey upon passers-by.

Werewolf: Werewolf encounters are with 1d4+1 werewolves. All day, and 50% of the night, encounters will be with creatures in their human form. The werewolves will generally be seeking prey, although there is a 20% chance that they will be on some special errand and ignore the encountered party.

Wight: Wight encounters are the same as ghost encounters, except that 1d4+1 wights will be encountered.

Will o' Wisp: Will o' wisp encounters are the same as ghost encounters, except 1d2 will-o-wisps can be encountered.



APPENDIX F: WILDERNESS ENCOUNTER TABLES

Terrain Guide

Desert:	Barrens, flat, waste
Forest:	Copses, groves, jungle, rainforest, woods
Hills:	Bluffs, dunes, ridge, gorge, rift, valley, canyon
Mountains:	Glacier, mesa, tor
Plains:	Downs, heath, meadow, moor, prairie, savanna, steppe, tundra
Pond:	Lake, pool, tarn
Rough:	Badlands
Scrub:	Brackens, brush, bush, thickets, veldt
Swamp:	Bog, fen, marsh, mire, morass, quagmire, slough

These tables cover 6 main areas: cold wilderness (including arctic and subarctic), cold civilized regions, temperate wilderness, temperate civilized regions, warm (including tropical and subtropical) wilderness, and warm civilized regions. Civilized regions include inhabited and patrolled areas. Each of the 6 main areas is subdivided into mountains, hills and rough terrain, forest, swamp and marsh, plains and scrub, and desert.

Encounters in each terrain are typical to it. Feel free to modify or replace these tables, using the suggestions in the section on creating tables on pages 37-39 of the DMG. See page 40-41 of the DMG for guidelines concerning both the frequency of encounter checks and likelihood of facing an encounter.

This symbol denotes areas including ruins (cities, temple, etc.) within 5 miles of the party. Monsters listed together are equally likely to occur unless specified otherwise. Monsters in *italics* are 75% likely to be airborne when encountered.

NPC parties in the wilderness will often be near the adventuring group in number, level, and equipment. Otherwise the typical NPC party will be 7th to 10th level, with henchmen of approximately half (round up) their character level. Such parties are 90% likely to be mounted. 10% of wilderness ogre encounters are with ogre magi. 10% of gnoll wilderness encounters are with flind.

Aerial Encounters

2d10 Roll	Encounter
2	Gorgimera
3	Dragonne
4	Pegasus
5	Lammasu or couatl
6	Hawk, blood or giant wasp
7	Owl, giant or giant hornet
8	Eagle, giant or hippogriff
9	Eagle or griffon
10	Hawk, large or small
11	Common bird or bat
12	Common bird or owl
13	Harpy or gargoyle
14	Manticore or urd
15	Aarakocra or margoyle
16	Ogre mage or wyvern
17	Chimera
18	Kir-rin or roc
19	DM Special
20	DM Special

Bats are usually encountered only at night. Owls are usually encountered at night or in forests. Common birds include ducks, parrots, ravens, seagulls, sparrows, swans, and so on.

Special encounters include dragons, geniekind, invisible stalkers, sphinxes, aerial servants, air elementals, and so on (see page 385). Other special encounters include missile fire from the ground or special aerial patrols (e.g. elven knights mounted on hippogriffs).

Inhabited or Patrolled Area Encounters

2d10 Roll	Encounter
2	Wilderness Table
3	Wilderness Table
4	Patrol
5	Patrol or NPC party
6	Pilgrim or traveler
7	Freeman or peasant
8	Freeman or peasant
9	Patrol
10	Patrol or wolf
11	Merchant
12	Merchant
13	Bandit
14	Herd animal
15	Orc or raider
16	Bear, black or gnoll
17	Boar, wild or berserker
18	Ogre
19	DM Special
20	DM Special

Cold Wilderness Encounters

Arctic Encounters (All Terrain Types)

2d10 Roll	Encounter
2	pudding, white
3	Dragon, white
4	Remorhaz
5	Owl, giant
6	Snake, constrictor
7	Herd animal
8	Herd animal
9	Herd animal
10	Tribesman
11	Bear, polar
12	Blizzard or unsafe ice
13	Wolf
14	Giant, frost
15	Yeti
16	Toad, ice
17	Wolf, winter
18	Wolf, winter
19	DM Special
20	DM Special

Subarctic Forest

2d10 Roll	Encounter
2	Treatant or obliivax
3	Ogre mage
4	Bear, cave
5	Rat, giant
6	Berserker or NPC party
7	Tribesman
8	Weasel, giant, or giant wolverine
9	Herd animal
10	Oliphant
11	Bear, brown
12	Lynx, giant, or tiger
13	Wolf
14	Ogre or troll
15	Lycanthrope, wereboar or giant boar
16	Owl, giant or lycanthrope, werefox
17	Giant, frost
18	Troll, 2-headed
19	DM Special
20	DM Special

Subarctic Plain or Scrub

2d10 Roll	Encounter
2	Dragon, white
3	Snake, poisonous
4	Mammoth or mastodon
5	Bear, brown
6	Berserker or NPC party
7	Tribesman
8	Tribesman
9	Herd animal
10	Herd animal
11	Oliphant
12	Wolf
13	Ogre
14	Tiger
15	Giant, frost, or lycanthrope, wereboar
16	Gnoll
17	Owl, giant or giant boar
18	Remorhaz
19	DM Special
20	DM Special

Subarctic Mountains

2d10 Roll	Encounter
2	Gnome or mountain dwarf
3	Dragon, white
4	Hell hound or sylph
5	Tribesman or NPC party
6	Gnoll
7	Verbeeg
8	Bear, cave
9	Herd animal
10	Owl, giant or galeb duhr
11	Wolf
12	Ogre or ogre mage
13	Troll or 2-headed troll
14	Giant, frost
15	Wolf, winter
16	Remorhaz
17	Yeti
18	Lion, spotted
19	DM Special
20	DM Special

Subarctic Rough or Hill

2d10 Roll	Encounter
2	Dragon, white
3	Remorhaz
4	Bear, brown
5	Gnoll
6	Owl, giant or giant rat
7	Bear, cave
8	Tribesman or NPC party
9	Verbeeg
10	Tiger
11	Wolf
12	Wolf
13	Herd animal
14	Herd animal
15	Troll
16	Giant, frost
17	Wolf, winter
18	Hydra, cryo-
19	DM Special
20	DM Special

Subarctic March or Swamp

2d10 Roll	Encounter
2	Dragon, white
3	Dragon, white
4	Wolf, winter
5	Oliphant
6	Rat, giant
7	Wolf
8	Owl, giant
9	Gnoll
10	Gnoll or flind
11	Herd animal
12	Herd animal
13	Tribesman
14	Troll or ogre mage
15	Troll, 2-headed or ettin
16	Hydra, cryo-
17	Toad, ice
18	Toad, ice
19	DM Special
20	DM Special

Temperate Wilderness Encounters

Temperate Plain or Scrub

2d10 Roll	Encounter
2	Elf, grey
3	Wyvern (gold dragon 10%)
4	Bear, brown
5	Spider, large, or ankheg (3-4 HD)
6	Jackal (jackalwere 10%)
7	Boar, wild (wereboar 10%)
8	Dog, wild or worg
9	Wolf
10	Herd animal
11	Nomad or merchant
12	Nomad or NPC party
13	Horse, wild
14	Orc
15	Hobgoblin
16	Aerial encounter
17	Ogre (hill giant 10%)
18	Snake, poisonous, or troll
19	DM Special
20	DM Special

Temperate Forest

2d10 Roll	Encounter
2	Elf, wood (gnome 10%)
3	Wyvern or green dragon
4	Lycanthrope, weretiger or criosphinx
5	Badger, giant, or giant weasel
6	Worg or giant skunk
7	Owl, giant or stirge
8	Wolf or brown bear
9	Tribesman (NPC party 10%)
10	Choke creeper or hangman tree
11	Mammal, small, or tribesman
12	Kobold
13	Orc
14	Bugbear or ogre
15	Ettin or treant
16	Spider, giant (ettercap 10%)
17	Beetle, stag or bombardier
18	Owlbear or ghoul
19	DM Special
20	DM Special

Temperate Rough or Hill #

2d10 Roll	Encounter
2	Wyvern or black dragon
3	Lycanthrope, werewolf or wolfwere
4	Bear, brown, or giant badger
5	Snake, poisonous or spitting
6	Lion, mountain, or ant lion
7	Horse or herd animal
8	Gnome or mountain dwarf
9	Tribesman (NPC party 10%)
10	Griffon or hippogriff
11	Orc or gnoll
12	Hobgoblin or goblin
13	Wolf or worg
14	Bugbear or ogre
15	Aerial encounter
16	Ghoul, huecuva, or wight
17	Spider, large, or troll
18	Verbeeg or hill giant
19	DM Special
20	DM Special

Temperate Marsh or Swamp

2d10 Roll	Encounter
2	Dragon, black
3	Behir
4	Toad or frog, poisonous
5	Toad or frog, giant
6	Lizard, giant
7	Muckdwellers or NPC party
8	Tribesman or merchant
9	Troglydte
10	Bullywug
11	Hobgoblin or giant leech
12	Lizard man
13	Gnoll or giant sundew
14	Snake, constrictor or poisonous
15	Ghoul or ghast
16	Troll or shambling mound
17	Will o' wisp
18	Hydra or yellow musk creeper
19	DM Special
20	DM Special

Temperate Mountain

2d10 Roll	Encounter
2	Dragon, copper or red
3	Bear, cave, or hydra
4	Gnome or mountain dwarf
5	Bear, brown, or lycanthrope, werebear
6	Bugbear
7	Aerial encounter
8	Wolf or worg
9	Tribesman (NPC party 10%)
10	Badger, giant, or giant eagle
11	Giant, hill
12	Giant, stone or fomorian
13	Ogre or troll
14	Hobgoblin or orc
15	Ghoul or wight
16	Verbeeg or galeb duhr
17	Will o' wisp (sylph 10%)
18	Giant, frost or fire
19	DM Special
20	DM Special

Temperate Desert

2d10 Roll	Encounter
2	Wyvern or blue dragon
3	Dragon, brass or copper
4	Hydra or hydra, pyro-
5	Sandling
6	Lizard, giant
7	Horse, wild
8	Dog, wild
9	Nomad or NPC party
10	Nomad or dervish
11	Merchant
12	Lion
13	Goblin or hobgoblin
14	Wolf
15	Snake, poisonous or spitting
16	Spider, large, or ant lion
17	Aerial encounter
18	Pegasus or griffon
19	DM Special
20	DM Special

Temperate Sylvan Setting

2d10 Roll	Encounter
2	Elf, grey
3	Dryad or swanmay
4	Sprite or pixie
5	Bear, brown or giant boar
6	Brownie or leprechaun
7	Pegasus or unicorn
8	Korred or leopard
9	Ogre or minotaur
10	Pilgrim or tribesman
11	Centaur or elf, wood
12	Satyr or wolf
13	Badger, giant, or giant weasel
14	Bandit or small mammal
15	Troll or lion
16	Ettin or Ettercap
17	Manticore or basilisk
18	Chimera or harpy
19	DM Special
20	DM Special

Tropical or Subtropical Plain or Scrub

2d10 Roll	Encounter
2	Jackalwere
3	Scorpion, giant
4	Dog, wild, or wolf
5	Hyena or cheetah
6	Aerial encounter
7	Bandit (slaver)
8	Merchant
9	Herd animal
10	Herd animal
11	Elephant
12	Baboon
13	Tribesman or NPC party
14	Lion
15	Leopard or jackal
16	Snake, poisonous or spitting
17	Hyena
18	Ant, giant, or ant lion
19	DM Special
20	DM Special

Tropical or Subtropical Forest

2d10 Roll	Encounter
2	Scorpion, giant
3	Lycanthrope, weretiger or couatl
4	Naga, spirit, or criosphinx
5	Stirge or giant centipede
6	Choke creeper or triflower frond
7	Spider, huge or giant
8	Tribesman or bandit (slaver)
9	Tribesman or NPC party
10	Elephant or baboon
11	Tiger or lion
12	Ettercap or forest rapper
13	Snake, constrictor or poisonous
14	Jaguar or leopard
15	Herd animal
16	Ape, carnivorous or rhino beetle
17	Toad, giant or poisonous
18	Tasloi or yuan-ti
19	DM Special
20	DM Special

Tropical or Subtropical Rough or Hill #

2d10 Roll	Encounter
2	Rakshasa
3	Scorpion, giant, or ant lion
4	Mantrap
5	Boar, warthog, or elephant
6	Dog, wild, or wolf
7	Lizard, minotaur
8	Bandit (slaver) or mongrelmen
9	Merchant or NPC party
10	Baboon or carnivorous ape
11	Tribesman
12	Herd animal
13	Herd animal or lion
14	Hyena or jackal
15	Aerial encounter
16	Tiger or hieracosphinx
17	Lycanthrope, weretiger or yuan-ti
18	Snake, spitting
19	DM Special
20	DM Special

Tropical or Subtropical Marsh or Swamp

2d10 Roll	Encounter
2	Tiger, sabre-tooth
3	Yuan-ti
4	Toad, giant or poisonous
5	Crocodile
6	Herd animal
7	Herd animal
8	Frog, giant or poisonous
9	Tribesman or NPC party
10	Lizard man
11	Bullywug
12	Snake, constrictor or poisonous
13	Centipede, giant or megalo-
14	Leech, giant
15	Hydra or shambling mound
16	Lizard, giant, or muckdweller
17	Behir or minotaur lizard
18	Zombie, ju-ju
19	DM Special
20	DM Special

Tropical or Subtropical Mountain

2d10 Roll	Encounter
2	Pyrolisk
3	Cockatrice
4	Pilgrim or merchant
5	Herd animal
6	Herd animal
7	Aarakocra
8	Cyclopskin
9	Tribesman
10	Tiger or leopard
11	Dog, wild, or wolf
12	Medusa
13	Bandit (slaver)
14	Aerial encounter
15	Rakshasa or roc
16	Snake, poisonous
17	Yuan-ti or galeb duhr
18	Manticore (sylph 10%)
19	DM Special
20	DM Special

Tropical or Subtropical Desert

2d10 Roll	Encounter
2	Djinn or efreet
3	Ant lion or sandling
4	Leopard or spirit naga
5	Camel, dromedary
6	Lion
7	Aerial encounter
8	Bandits (slavers)
9	NPC party or pilgrims
10	Nomad or dervish
11	Nomad or merchant
12	Jackal
13	Dog, wild or death
14	Snake, poisonous or spitting
15	Toad, giant or fire
16	Aerial encounter
17	Scorpion, huge or giant
18	Dragonne or brass dragon
19	DM Special
20	DM Special

APPENDIX G: SPECIAL ENCOUNTER TABLES

DMs should either choose a creature based on the party level or roll randomly. A special encounter can also be a natural hazard (storm, avalanche) or an encounter with a known NPC.

Cold or Temperate Regions

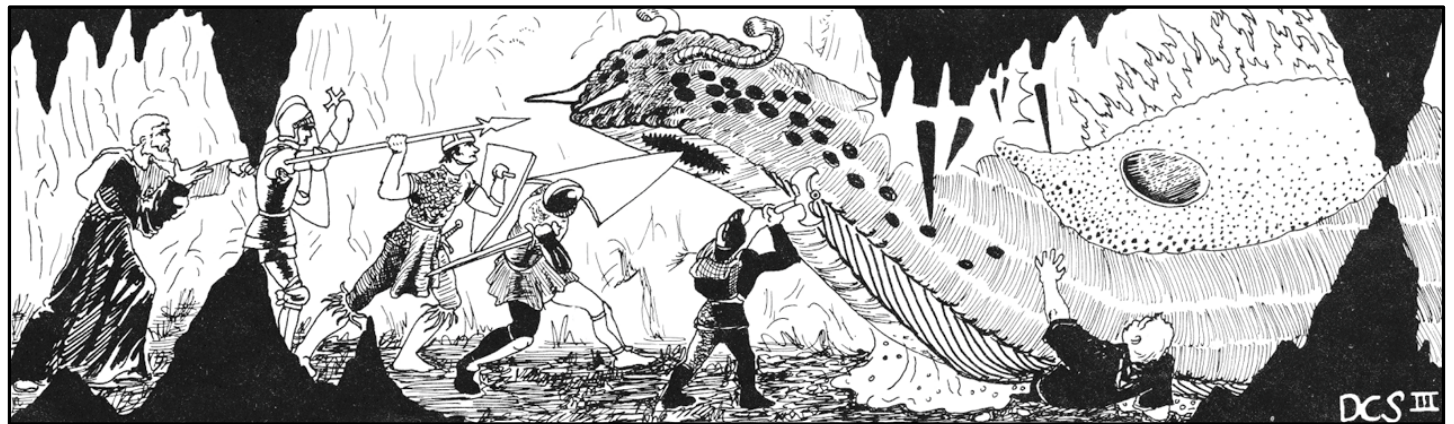
D% Roll	Encounter
01	<i>Aerial servant</i>
02-06	Bandit
07	Basilisk
08	Basilisk, greater
09	Beholder or eye of the deep
10-12	Berserker
13-14	Brownie
15	Bulette
16-17	Chimera
18-19	Couatl
20-21	Displacer beast
22-23	Dog, blink
24	Doppelganger
25	Dracolisk
26	Dragon, black
27	Dragon, blue
28	Dragon, brass
29	Dragon, bronze
30	Dragon, copper
31	Dragon, gold
32	Dragon, green
33	Dragon, red
34	Dragon, silver
35	Dragon, white
36	Dragonne
37	Geniekind (<i>djinn</i> or <i>jann</i>)
38	Geniekind (<i>efreet</i> or <i>marid</i>)
39	Giant, cloud
40	Giant, storm
41	Giant kin, firebolg
42	Gorgimera
43	Gorgon
44	Groaning spirit
45	Guardian
46	Hag, annis
47	Hag, green
48-49	Harpy
50	Hornet, giant
51-53	Imp
54	Invisible stalker
55	Kenku
56	Ki-riin
57	Lammasu
58	Lich
59-60	Lycanthrope, werewolf

D% Roll	Encounter
61-62	Lycanthrope, wereboar
63	Lycanthrope, werefox
64-65	Lycanthrope, weretiger
66-68	Lycanthrope, wererat
69-70	Lycanthrope, werewolf
71-72	Manticore
73-80	Men, patrol
81	Naga, guardian
82	Naga, spirit
83-84	Owl, talking
85	Pegasus
85	Poltergeist
87-88	Pseudodragon
89	Rakshasa
90	Rot grub
91	Rust monster
92	Sphinx, andro-
93	Sphinx, gyno-
94-95	Spider, phase
96	Tarrasque
97-98	Wasp, giant
99	Will o' wisp
00	Xorn

D% Roll	Encounter
31	Dragon, red
32	Dragon, silver
33	Dragon, white
34	Dragonne
35	Geniekind (<i>djinn</i> or <i>jann</i>)
36	Geniekind (<i>efreet</i> or <i>marid</i>)
37	Giant, cloud
38	Giant, storm
39	Gorgimera
40	Gorgon
41	Groaning spirit
42	Guardian
43	Hag, annis
44	Hag, green
45-46	Harpy
47	Hornet, giant
48-49	Imp
50	Invisible stalker
51	Kenku
52	Ki-riin
53-54	Lammasu (greater 10%)
55	Lich
56-57	Lycanthrope, weretiger
58-61	Lycanthrope, wererat
62-63	Manticore
64-65	Medusa, greater
66-74	Men, patrol
75	Men, lost civilization
76-77	Mind flayer
78	Mold, russet or vegepygmy
79	Naga, guardian
80	Naga, spirit
81-83	Owl, talking
84	Rakshasa
85	Rot grub
86	Rust monster
87	Sphinx, andro-
88	Sphinx, gyno-
89	Spider, phase
90	Tarrasque
91-92	Wasp, giant
93-94	Yuan-ti
95-00	Zombie, ju-ju

Tropical or Subtropical Regions

D% Roll	Encounter
01	<i>Aerial servant</i>
02-05	Bandit (slaver)
06	Basilisk
07	Basilisk, greater
08	Beholder or eye of the deep
09	Bulette
10-11	Chimera
12-13	Couatl
14-15	Displacer beast
16-21	Dog, blink
22	Doppelganger
23	Dracolisk
24	Dragon, black
25	Dragon, blue
26	Dragon, brass
27	Dragon, bronze
28	Dragon, copper
29	Dragon, gold
30	Dragon, green



Underdark Encounter Tables

2d10 Roll	Encounter
2	Mold, russet
3	Phycomid or ascomid
4	Trapper or purple worm
5	Mold, brown, or violet fungus
6	Xorn
7	Myconid or lurker above
8	Roper or neo-otyugh
9	Otyugh or tunnel worm
10	Jermilaine or osquip
11	Shrieker or unusual fungus

2d10 Roll	Encounter
12	Troglodyte or kuo-toa
13	Mold, yellow, or giant slug
14	Drow or duergar
15	Drow or drider
16	Umber hulk or slithering tracker
17	Aboleth or mind flayer
18	Beholder or gas spore
19	DM Special
20	DM Special

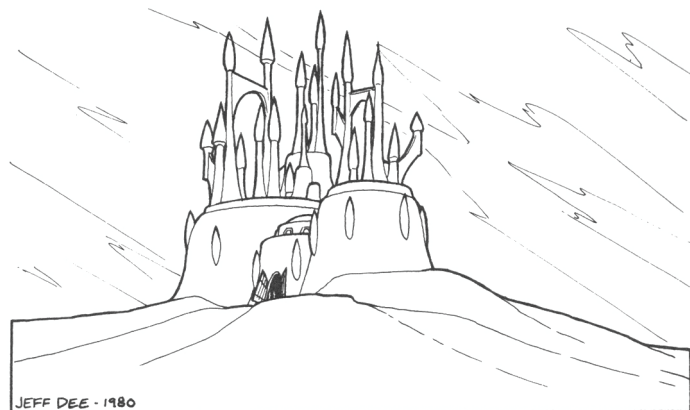
Unusual fungi have a special property assigned by the DM, such as being exceptionally nourishing, giving off light, curing damage or disease, neutralizing poison, causing strength or weakness if eaten, repelling certain creatures, etc.

DM Specials include trained hunting spiders, pack lizard trains, ochre jellies of twice normal size, etc.

APPENDIX H: EXTRAPLANAR SPECIAL ENCOUNTER TABLES

Astral Plane Encounters

2d10 Roll	Encounter
2	Shedu, greater
3	Kir-rin
4	Githzerai
5	Shedu
6	Deva, astral
7	Aerial servant
8	Cerebral Parasite
9	Nightmare
10	NPC party**
11	Slaad, red, blue, or grey
12	Rakshasa
13	Yugoloth, guardian
14	Illithid
15	Invisible stalker
16	Githyanki
17	Basilisk, greater
18	Slaad, death
19	DM Special
20	DM Special



Psychic Wind

While navigating the Astral Plane there is a 5% of encountering the Psychic Wind. The effects of these forces are determined before further encounters are diced for, as the Psychic Wind may change the number of encounters faced on the Astral Plane.

D20 Roll Effect

1-12	Slows travel only, incurs 1 additional check for random encounter.
13-16	Blows off course, and party is lost for 2d10 days, then must return to the starting place.
17-19	Blows off course so that party arrives at a different destination as determined by random method.
20	Storm blows. Each party member must make a DC 15 Charisma Saving Throw or suffer a severed silver cord, resulting in irrevocable death*. Those saving are lost for 4d10 days and must return to the starting place thereafter.

* Ignore the need for this Saving Throw if astral projection does not involve a silver cord attachment

Border Ethereal Encounters

2d10 Roll	Encounter
2	Elemental, water
3	Elemental, fire
4	Elemental, air
5	Elemental, earth
6	Salamander
7	Ghost or groaning spirit
8	Cockatrice* or couatl
9	NPC party**
10	Djinn or efreet
11	Basilisk* or kir-rin
12	Gorgon* or lammasu
13	Medusa* or spider, phase
14	Invisible stalker
15	Xorn
16	Jann or marid
17	Aerial servant
18	Ethereal cyclone
19	DM Special
20	DM Special

The Ether Cyclone

While navigating the Ethereal Plane there is a 5% of encountering the Ether Cyclone. The effects of these forces are determined before further encounters are diced for, as the cyclone may change the number of encounters faced on the Ethereal Plane.

D20 Roll Effect

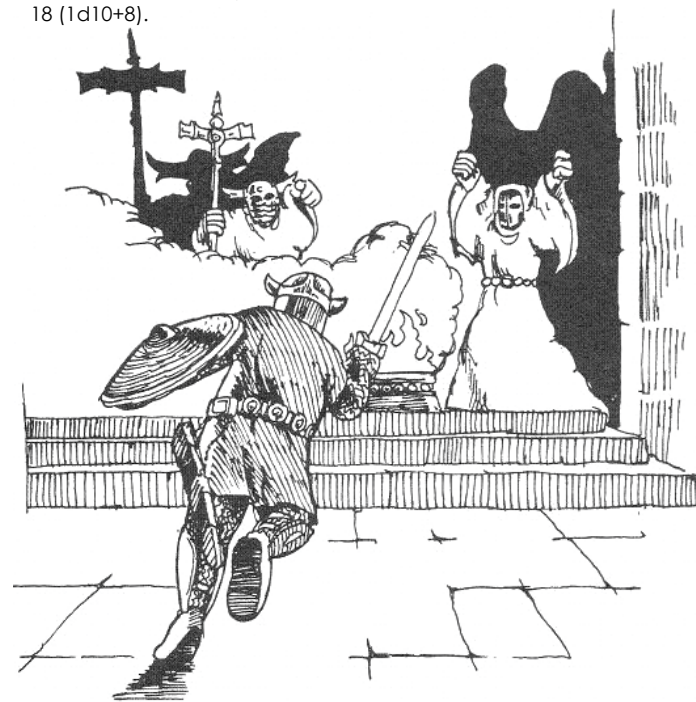
1-10	Slows travel only, incurs 1 additional check for random encounter.
11-15	Blows to different plane than that the party is on or desires to travel to; usual encounter checks must be made.
16-18	Blows so as to cause party to be lost for 5d12 days, and when no longer lost the party will arrive at a different plane as determined by random means.
19-20	Storm cyclone causes party to be lost for 10d12 days and, unless the caster who initiated ethereal travel makes a DC 20 Concentration Check, the party is blown to the Astral Plane. If a save is successful, the party will still arrive at a randomly determined plane touched by the ether.

Ethereal Encounters

2d10 Roll	Encounter
2	Intellect devourer
3	Salamander
4	Thought eater or aerial servant
5	Groaning spirit
6	Couatl
7	Deva, monadic
8	Nightmare
9	Lammasu
10	NPC party**
11	Genie-kind
12	Cerebral Parasite
13	Ghost
14	Xag-ya or xeg-yi
15	Spider, phase
16	Apparition
17	Shedu, greater
18	Ethereal cyclone
19	DM Special
20	DM Special

* The perceptions and special attack form of this creature extend into the border Ethereal plane. The creature itself is on the Prime Material; if a Prime Material encounter is not possible, the encounter is ignored.

** The NPC party section is used with the following modifications: Part size is 1-6 with no class restrictions. One cleric will always be present, and at least one magic-user if party size is two or more. Levels are 9-18 (1d10+8).



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