

Advanced Dungeons & Dragons[®] 2nd Edition

Monstrous Compendium VOLUME THREE

FORGOTTEN REALMS[™]
Appendix



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Monstrous Compendium

VOLUME THREE

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PREHISTORIC AND PLEISTOCENE ENCOUNTERS

Prehistoric Plain or Scrub

- 2 Tyrannosaurus Rex
- 3 Tyrannosaurus Rex
- 4 Dilophosaurus
- 5 Ankylosaurus
- 6 Gorgosaurus or deinochus
- 7 Struthiomimus
- 8 Stegosaurus
- 9 Pentaceratops or triceratops
- 10 Trachodon
- 11 Iguanodon or lambeosaurus
- 12 Camarasaurus or plateosaurus
- 13 *Pteranodon* or *pterosaur*
- 14 Podokesaurus
- 15 Styraeosaurus
- 16 Monoclonius
- 17 Ornitholestes
- 18 Ceratosaurus
- 19 DM Special
- 20 DM Special

Prehistoric Forest

- 2 Snake, giant con.
- 3 Snake, giant con.
- 4 Lizard, giant
- 5 Brontosaurus
- 6 Megalosaurus
- 7 Allosaurus
- 8 Ankiasaurus
- 9 Trachodon
- 10 Plateosaurus
- 11 Stegosaurus or dacentrurus
- 12 Iguanodon or lambeosaurus
- 13 Euparkeria
- 14 Compsognathus
- 15 Ceratosaurus
- 16 Paleocinthus
- 17 Teratosaurus
- 18 Massopondylus
- 19 DM Special
- 20 DM Special

Prehistoric Hill or Rough

- 2 Tyrannosaurus Rex
- 3 Tyrannosaurus Rex
- 4 Allosaurus
- 5 Gorgosaurus
- 6 Compsognathus
- 7 Dimetrodon
- 8 Euparkeria
- 9 Ankiasaurus
- 10 Iguanodon
- 11 Pentaceratops or styracosaurus
- 12 Pteradactyl
- 13 *Pteranodon* or *pterosaur*
- 14 Triceratops
- 15 Stegosaurus
- 16 Lizard, minotaur
- 17 Ankylosaurus
- 18 Paleocinthus
- 19 DM Special
- 20 DM Special

Prehistoric Marsh

- 2 Tanystropheus
- 3 Tanystropheus
- 4 Snake, giant, con.
- 5 Dimetrodon
- 6 Euparkeria
- 7 Nothosaurus
- 8 Crocodile, giant
- 9 Trachodon or kentrosaurus
- 10 Iguanodon or lambeosaurus
- 11 Camarasaurus or cetiosaurus
- 12 Brontosaurus or brachiosaurus
- 13 Diplodocus or mamenchisaurus
- 14 *Pteradactyl*
- 15 *Pteranodon* or *pterosaur*
- 16 Massopondylus
- 17 Lizard, giant
- 18 Lizard, Minotaur
- 19 DM Special
- 20 DM Special

Prehistoric Fresh Water

- 2 Snake, giant con.
- 3 Snake, giant con.
- 4 Pleisiosaurus
- 5 Pleisiosaurus
- 6 Elasmosaurus
- 7 Tanystropheus
- 8 Nothosaurus
- 9 Piranha, giant
- 10 Fish, school
- 11 Fish, school
- 12 Fish, school
- 13 *Pteradactyl*
- 14 *Pteranodon* or *pterosaur*
- 15 Crocodile, giant
- 16 Eel, weed
- 17 Gar, giant
- 18 Crayfish, giant
- 19 DM Special
- 20 DM Special

Prehistoric Deep Water or Ocean

- 2 Archelon ischyras
- 3 Archelon ischyras
- 4 Eel, marine
- 5 Tenuodontosaurus
- 6 Dinichthys
- 7 Elasmosaurus
- 8 Shark, common
- 9 Pleisiosaurus
- 10 Pleisiosaurus
- 11 Fish, school
- 12 Fish, school
- 13 Whale, common
- 14 Shark, common
- 15 Shark, giant
- 16 Whale, giant
- 17 Squid, giant
- 18 Ray, manta
- 19 DM Special
- 20 DM Special

Prehistoric Shallow or Coastal Waters

- 2 Lamprey, land
- 3 Strangleweed
- 4 Elasmosaurus
- 5 Lamprey
- 6 Shark, common
- 7 Archelon ischyras
- 8 Pleisiosaurus
- 9 Crab, giant
- 10 Fish, school
- 11 Fish, school
- 12 Fish, school
- 13 *Pteradactyl*
- 14 *Pteranodon* or *pterosaur*
- 15 Barracuda
- 16 Snake, sea
- 17 Octopus
- 18 Ray, sting
- 19 DM Special
- 20 DM Special

Pleistocene Marsh

- 2 Snake, giant con.
- 3 Snake, giant con.
- 4 Phororhacos
- 5 Phororhacos
- 6 Axebeak
- 7 Axebeak
- 8 Crocodile, giant
- 9 Crocodile, giant
- 10 Animal, herd
- 11 Animal, herd
- 12 Animal, herd
- 13 Animal, herd
- 14 Megatherium
- 15 Mastodon
- 16 Mammal, small
- 17 Lizard, giant
- 18 Cavemen
- 19 DM Special
- 20 DM Special

Pleistocene Plain or Scrub

- 2 Horse, wild
- 3 Horse, wild
- 4 Lion, spotted
- 5 Weasel, giant
- 6 Boar, giant
- 7 Axebeak
- 8 Hyenodon
- 9 Tiger, S.T.
- 10 Animal, herd
- 11 Animal, herd
- 12 Animal, herd
- 13 Mammoth or mastodon
- 14 Titanotherium
- 15 Baluchitherium
- 16 Rhino, wooley
- 17 Camel
- 18 Caveman
- 19 DM Special
- 20 DM Special

Pleistocene Forest

- 2 Snake, giant con.
- 3 Snake, large con.
- 4 Wolf, dire
- 5 Lion, spotted
- 6 Weasel, giant
- 7 Ape, carnivorous
- 8 Tiger, S.T.
- 9 Baboon
- 10 Animal, herd
- 11 Animal, herd
- 12 Animal, herd
- 13 Megatherium
- 14 Mammal, small
- 15 Mammoth or mastodon
- 16 Boar, giant
- 17 Baluchitherium
- 18 Caveman
- 19 DM Special
- 20 DM Special

Pleistocene Rough or Hill

- 2 Tiger, S.T.
- 3 Ape, carnivorous
- 4 Ape, carnivorous
- 5 Wolf, dire
- 6 Wolf, dire
- 7 Bear, cave
- 8 Hyenodon
- 9 Lion, spotted
- 10 Animal, herd
- 11 Animal, herd
- 12 Animal, herd
- 13 Animal, herd
- 14 *Vulture, common*
- 15 Rhino, wooley
- 16 Mammal, small
- 17 Cavemen
- 18 Cavemen
- 19 DM Special
- 20 DM Special

Pleistocene Mountain

- 2 Ape, carnivorous
- 3 Ape, carnivorous
- 4 Wolf, dire
- 5 Wolf, dire
- 6 Lion, spotted
- 7 Lion, spotted
- 8 Bear, cave
- 9 Bear, cave
- 10 Animal, herd
- 11 Animal, herd
- 12 Animal, herd
- 13 Animal, herd
- 14 *Vulture, common or giant*
- 15 Caveman
- 16 Caveman
- 17 Caveman
- 18 *Condor*
- 19 DM Special
- 20 DM Special

Notes:

Monsters in *italic type* are typically airborne when encountered.

Pleistocene Marsh: Herd animals are 80% likely to be giant flightless birds of 1-3 Hit Dice. These are non-aggressive unless provoked or startled.

Waterborne: Fish schools are huge schools of harmless fish. They are preyed on by aquatic carnivores. Some harmless schools of fish might be mistaken for piranha (or vice versa).

	Adult Female (Mother)	Young (Biter)	Adult Male (Shadow)
CLIMATE/TERRAIN:	Salt Water	Salt Water	Salt Water
FREQUENCY:	Rare	Rare	Very Rare
ORGANIZATION:	School	School	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Average (8-10)	Average (8-10)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
<hr/>			
NO. APPEARING:	1	2-12	1
ARMOR CLASS:	6	3	5
MOVEMENT:	18	20	22
HIT DICE:	6+6	1+1	5+5
THACO:	15	19	15
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	6-48	2-8	5-20
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (18' long)	T (1' long)	L (8' long)
MORALE:	Steady (12)	Steady (12)	Steady (12)
XP VALUE:	1,400	65	975

Sometimes known as scallions or 'scallions, ascallions are fearsome predators that inhabit the world's oceans. Those coastal and aquatic communities that find themselves contending with ascallions quickly learn to respect their powerful bite and lightning speed. The most unusual feature of ascallions is the manner in which the female and her young hunt.

Adult female ascallions are much larger than their male counterparts, averaging 18 feet in length. The female ascallion is dark grey along her dorsal surface and shades to light grey on her underside. Like the males, they are similar in appearance to sharks.

Ascallion young are small and fairly harmless looking, averaging just over one foot in length. As a rule, they are light grey in color with occasional individuals being a dark grey or black. They normally dwell inside the gaping maw of their mother and are seen only when she releases them to attack her prey.

Combat: Female ascallions usually attack their prey in conjunction with their young. When a victim is spotted, the female remains at a safe distance and opens its jaws wide. Instantly, 2d6 young dart forth from within the mouth and tear at the prey with their razor-sharp teeth. After they have eaten their fill, the mother moves forward and consumes what remains. In the event that the young are unable to contend with the chosen victim, the mother can rush forward and come to their aid.

The female ascallion's powerful jaws have been known to splinter the hulls of small boats and make short work of most opponents. When employed to attack a ship or similar construct, the jaws of the female ascallion deliver 2d4 points of hull damage.

All types of ascallions have an unusual nervous system that is far less centralized than that of most other creatures. The result of this unique physiology is that, while the creature has virtually no sense of touch or pain, it is utterly immune to all forms of mental attack or paralysis (including both mental and chemical attacks.)

Habitat/Society: Ascallions are nomadic creatures that roam throughout the world's temperate and tropical seas. Although

they cannot live in fresh water, the females have been known to venture up wide rivers in search of prey for brief periods of time.

Ascallions spawn only rarely, with each mother giving birth to 2d6 young. These young are protected by the mother, living safely inside her mouth and coming out only to hunt and feed, for roughly three years. When the young reach maturity, they turn on their mother and eat their way out of her body, killing her in the process. Mature young are treated as adults of the species, but have half the hit points that they will acquire when they are full grown.

Once the young ascallions have slain their mother, they disband and leave the company of their siblings forever. If the mother is slain before they reach maturity, they will generally remain together until they are old enough to strike out on their own.

Because of the singular nature of their nervous system, ascallions are unable to hunt by sensing vibrations in the water as many ocean predators do. Instead, they are forced to seek out their prey by sight and smell alone.

Ecology: The ascallion regards all other forms of aquatic life as potential prey. Even sharks, which often stay near other predators to share in their kills, do not remain in an area occupied by an ascallion.

Ascallions are deadly enemies of octopi and attack them on sight, abandoning whatever else they may be doing at the time.

Shadow

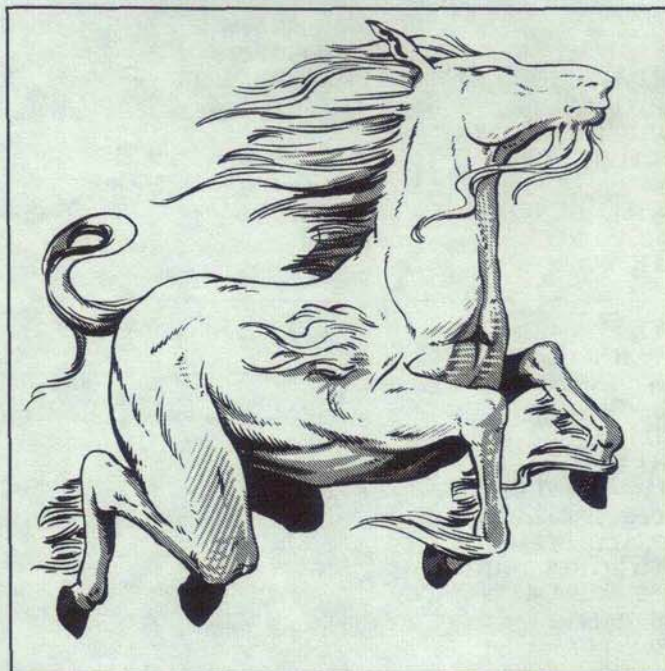
Male ascallions, commonly called shadows, range in color from black to charcoal grey. They greatly resemble sharks and average around eight feet in length at adulthood.

Adult male ascallions attack with their powerful jaws and sharp teeth. Although their bite is not nearly as powerful as that of female ascallions, the males can hold their own against creatures as deadly as the giant shark.

Asperii

CLIMATE/TERRAIN:	Mountain peaks
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13-14) to Exceptional (15-16)
TREASURE:	Nil
ALIGNMENT:	Neutral good

NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	21, Fl 42 (C)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8')
MORALE:	Elite (13-14)
XP VALUE:	420



Commonly known as wind steeds, the asperii is highly prized as a mount and can be very loyal to its rider.

Asperii are white, grey, or dun in color and have small manes that are usually silver, white, or light grey.

Combat: Although asperii are gentle beings, they are also quite capable of defending themselves if forced into combat. Each round, asperii can kick with their front hooves and bite with their sharp teeth. As a rule, they direct their bites at the wings and faces of their opponents.

Asperii are utterly immune to damage from any form of cold-based attack. Similarly, they are unharmed by winds of any type (including the whirlwind attacks of an air elemental or a djinni and so forth). This ability also enables them to slip free of the grasp of an aerial servant with unusual ease (they have a 40% chance to do so.)

Conversely, they are unusually vulnerable to flames (though not to heat) and suffer double the normal amount of damage from any attack that employs flames.

Asperii have keen eyes that not only give them the power of *true sight* but can also see into both the Ethereal and Astral planes. This being the case, they are often able to warn their riders of the approach of creatures that might otherwise be undetected. The unusual nature of asperii makes them immune to all forms of gaze attacks, such as those of the basilisk or catoblepas.

When flying, the typical asperii is fairly agile (having a maneuverability class of C). They retain such quick response times until they are burdened with more than 150 pounds. An asperii can carry as much as 600 pounds but its maneuverability class is reduced by one for each 150 pounds carried.

A loyal asperii (that is, one who has accepted an individual as its master) flies so smoothly that its rider may even cast spells from its back. Obviously, any normal restrictions to the use of a particular spell still apply. If an asperii elects to strike with its hooves or bite in combat, this prevents the rider from engaging in spellcasting.

Habitat/Society: Asperii sometimes live in herds of as many as 20 animals but are most often encountered in groups of two or three. As a rule, they live in the uppermost regions of virtually inaccessible mountain peaks.

Asperii communicate with each other by means of a limited

form of telepathy, which has a range of 60 yards. With this power, they can also speak with other intelligent beings.

Asperii are the mortal enemies of hippogriffs and griffons, tending to attack these creatures on sight. They have also been known to do battle with rocs, although they normally ignore such creatures if possible. Pegasi and asperii get along quite well, and the two species are often found in each other's company.

If taken when young, an asperii can be trained to accept a single master. If this is done, it becomes utterly loyal to this individual and will not bear another upon its back unless so instructed by its master. An asperii will refuse to accept a master who is not of neutral, lawful neutral, or neutral good alignment. Young asperii, commonly known as "doffs," can be sold to those who wish to train them for between 4,000 and 6,000 gold pieces.

The wingless asperii are capable of flight due to their natural powers of *levitation*. In addition, they are able to ride winds of either magical or mundane nature. When they do so, they add 1 to their movement rate for each mile per hour over 20 of wind. Asperii also have an inherent ability to cast a *feather fall* spell up to four times per day on themselves or on any being they are able to touch.

Ecology: Although asperii are omnivorous and eat a great variety of plants and animals, they do have a few favorite foods. Asperii prize mint leaves, mistletoe, fish, and hawk flesh. In fact, they so delight in eating fish that they have been known to raid fishing boats and coastal villages in search of them. Perhaps because asperii can go for long periods of time without eating, they seem to have unlimited appetites when given the chance to feed on their favorite foods.

Noble Asperii

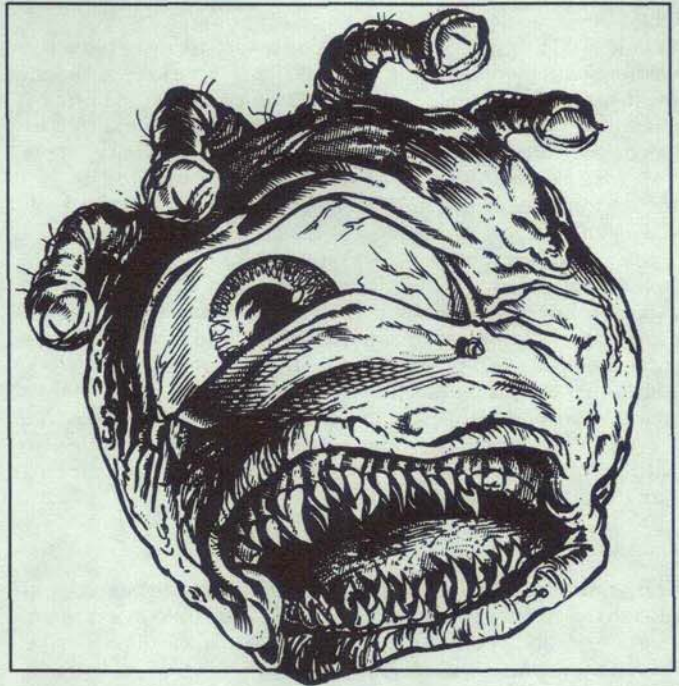
The noble asperii are a very rare off-shoot of this species. Many people describe the hide of a noble as looking like an iridescent, polished abalone shell.

Their telepathy is more powerful than that of their more common counterparts, having a 90-foot range and being forceful enough to permit the noble to implant a *suggestion* on creatures of 3 or fewer Hit Dice.

Nobles have 6 Hit Dice (THAC0 15) and are often found at the head of large herds of asperii.

	Spectator	Gauth (Nighteyes)
CLIMATE/TERRAIN:	Any	Any Subterranean
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Day	Night
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Very to highly (11-14)	Exceptional (15-16)
TREASURE:	See below	Any
ALIGNMENT:	Lawful neutral	Neutral evil

NO. APPEARING:	1-2	1
ARMOR CLASS:	Body 4, eyes 7	0/2/7
MOVEMENT:	Fl 10 (B)	Fl 9 (B)
HIT DICE:	4+4 hit points	6+6 to 9+9
THACO:	15	13 (6+6 HD) 11 (9+9 HD)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-5	3-12
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	5%	Nil
SIZE:	S (4' diameter)	L (4'-6' diameter)
MORALE:	Elite (14)	Champion (15-16) to Fanatic (17-18)
XP VALUE:	4,000	6,000 (6+6 HD) 9,000 (9+9 HD)



Spectator

Another relative of the beholder, the spectator is a guardian of places and treasures. Once it is given a task, it guards for up to 101 years and lets no one use, borrow, or examine an item or treasure.

The spectator has a large central eye and four smaller eye stalks protruding from the top of its hovering, spherical body.

Combat: The spectator is difficult to surprise, as it has a surprise modifier of +2. Since the spectator is basically a passive creature, it attempts to communicate and implant its suggestion as its first act, unless it is immediately attacked. In close combat, the spectator can bite for 1d4+1 points of damage.

The creature's body is covered in tough hide and thus is AC 4. Any blow is 70% likely to hit the body, which contains all of the beast's hit points.

Hits on the eye stalks (AC 7) occur 20% of the time, while hits on the central eye (also AC 7) happen only 10% of the time. Any hit on an eye or eye stalk destroys it; a spectator blinded in every eye cannot defend its treasure and teleports to the outer plane of Nirvana. This is the only condition under which it leaves 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.

The spectator has a general magic resistance of 5%. But when the central eye is undamaged, it can *reflect* one spell cast at it per round back against the caster. This does not apply to touch spells. The reflection occurs only if the spectator rolls a successful saving throw vs. spell.

Reflection is possible only if the caster is standing within a 60° arc of the front of the central eye.

For example, if a mage casts a *lightning bolt* spell at a spectator, the DM rolls the spectator's saving throw to see if the spell is reflected. If the roll fails, then the spectator's magic resistance is rolled. Only if this roll fails as well does the lightning bolt cause any damage (and even then the spectator gets a saving throw for half damage).

The spellcaster is allowed a normal saving throw vs. his reflected spell and only he risks any damage. Thus, in the earlier example, if the lightning bolt were reflected, only the mage could be hit by it. If the mage's saving throw is successful, he receives no damage (though a failed saving throw means he suffers the full damage rolled).

The spectator has an initiative modifier of +1. All three "attack eyes" can be brought to bear on the same target. The small eyes have the following powers:

#1: *Create food and water.* Creating up to the amount of food and water for a large meal (up to six people) takes one full round.

#2: *Cause serious wounds.* Inflicts 2d8+3 points of damage to a single being at a range of 60 yards. A saving throw vs. spell is allowed for half damage. This attack has a casting time of 1.

#3: *Paralyzation ray.* Range of 90 feet, one target only, duration 5d4 rounds. This attack has a casting time of 1. The spectator never attacks a paralyzed character; the character may even be allowed to go his own way if he leaves in peace.

#4: *Telepathy.* Range 120 feet, only one target. Communication is possible in this way. The beast can also plant a suggestion if the target fails a saving throw vs. spell. The suggestion is always to leave in peace, and it has a casting time of 1. Communication takes twice as long.

Habitat/Society: If properly met, the spectator can be quite friendly. It will tell a party exactly what it is guarding early in any conversation so that there is no argument. If its charge is not threatened, it can be very amiable and talkative via 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.

Under rare circumstances, a powerful mage might have summoned two spectators to guard a particularly valuable treasure. In this case, there is no chance of surprising the creatures, as they sleep in shifts.

On the plane of Nirvana, spectators live in large groups of up to 1,000 individuals, using their eyes to create vast feasts. Outsiders are usually not welcome at these spectator feasts, but at times spectators are known to share their company with guests.

Ecology: The treasure being guarded is 90% likely to be a magical item with a value of at least 15,000 gp. If the spectator gains incidental treasure while performing its duty, this is not part of its charge and it freely allows this 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 the material component 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 to go back to Nirvana.

Gauth

The gauth is believed to be a distant relative of the beholder, although this has never been proven. While it is quite similar to that creature, its ability to feed on the energy of magical objects makes it even more dangerous in some ways.

The spherical body of a gauth is normally five feet in diameter and generally brown in color, mottled with purple and grey. A thick layer of hard flesh provides the creature's body with an AC of 0. Located in the center of the gauth's forward hemisphere is its large central eye, which is AC 7.

The central eye is surrounded by a ring of smaller eyes that are protected by ridges of tough flesh (giving them the same Armor Class as the body). These eyes provide the creature with normal vision in lighted areas and infravision out to 90 feet in darkened places.

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. Both the eye stalks and the feeding tendrils are AC 2.

Combat: When a gauth moves into combat, it begins to glow, much as if it were the target of a *faerie fire* spell, to attract the attention of its foes. Any creature distracted by this runs the risk of being caught in the beam of the gauth's central eye. A creature that meets the gaze of this great eye must roll a successful saving throw vs. spell, with a -2 penalty, or be affected as if the victim of a *feeblemind* spell.

If a gauth chooses to bite with its great maw, its sharp fangs inflict 3d4 points of damage. The four tendrils around the mouth can grab and hold victims as if they had a Strength of 18, but they can inflict no damage themselves.

These creatures have an unusual physiology that enables them to regenerate 1 hit point every two turns.

A gauth in combat can also employ its six eye stalks. Although these are fully retractable when not in use, they are usually all extended prior to the start of any conflict. These eyes have the following powers:

Cause serious wounds: This power has a 30-foot range but is otherwise the same as the 4th-level priest's spell, inflicting 2d8 + 1 points of damage.

Repulsion: This power has the same effects as the 6th-level wizard's spell, with a 10-foot wide path and a 40-foot range.

Cone of cold: This terrible power is similar to the 5th-level wizard's spell. It causes 3d4 points of damage and has an area of effect five feet wide at the base, 50 feet long, and 20 feet wide at the mouth. It can be used only three times per day.

Lightning bolt: This eye can unleash a straight bolt of lightning from the eye outward to an 80-foot range. It inflicts 4d4 points of damage, although a successful saving throw vs. spell cuts that in half. This power can be used up to four times per day and is otherwise similar to the 3rd-level wizard's spell.

Paralyzation: This eye can affect a single target up to 40 feet away from the gauth. If the target fails its saving throw vs. paralysis, then it is unable to move. Only a *dispel magic* spell can free the victim from the effects of this eye.

Dweomer drain: Perhaps the most feared of the gauth's powers, this ability 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 an object from functioning for the duration of that round, this power drains one charge from any 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*.

In addition, this eye has no effect on spells that have been memorized (but not yet cast) and does not break the concentration of a wizard engaged in invoking a spell. It does neutralize any spell cast by its target that round, however.

A *dispel magic* spell cast on any of the gauth's eye stalks prevent 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 harm by such a spell.

If a gauth is slain, its magical energy is dissipated. Usually, this is a harmless event, but there is a 2% chance that it is catastrophic, inflicting 4d4 points of damage to all creatures within ten feet. No saving throw is possible against this damage.

Gauth are immune to their own powers and to those of other gauth.

Society/Habitat: Gauth prefer to dwell in dark caves and caverns, coming out only to feed on livestock. They are cunning enough to avoid taking from the same herd and try to avoid instigating any organized attempts to kill them.

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.

Ecology: A gauth can survive by eating livestock and such, but it greatly prefers to devour magical objects. In some unknown manner, the creature is able to absorb magical energy and feed on it. Each time that an object spends in the gauth's stomach causes it to lose one charge. A permanent object is rendered inoperative after one day (but artifacts are not affected). Magical objects that cannot be wholly digested by a gauth are spat out after they have been drained of all their power.

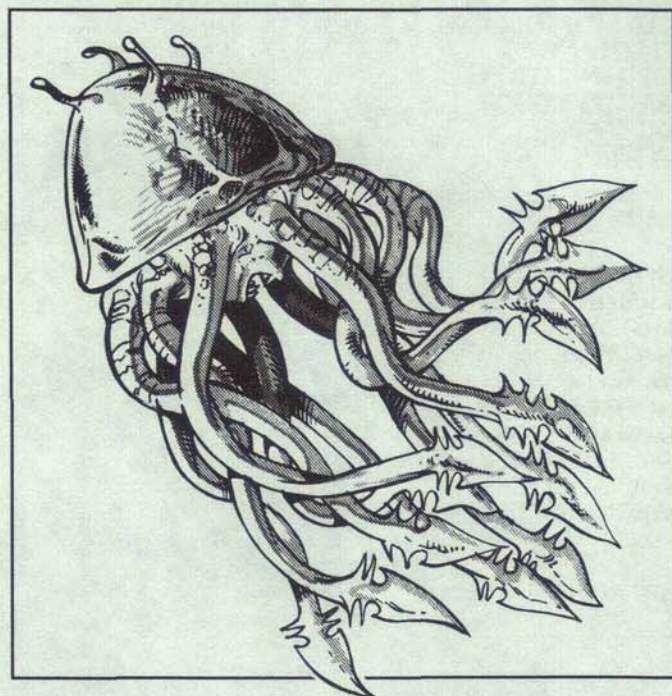
Gauth are thought to live a century or so and then die of something akin to old age. Within a week of their death, however, two young gauth emerge from the corpse after devouring much of it. Although smaller than their parent (each has 2+2 or 3+3 HD and a bite that causes only 2d4 points of damage) they have all the powers of a full-grown adult.

Various portions of a gauth's body (the eyes, primarily) are much sought after by mages who wish to understand the biology of these mysterious creatures.

Belabra (Tangler)

CLIMATE/TERRAIN:	Temperate forests
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	-2 (head) 6 (tentacles)
MOVEMENT:	3, Fl 6 (E)
HIT DICE:	4+4
THACO:	15
NO. OF ATTACKS:	1 entangle or 1 ram
DAMAGE/ATTACK:	2-8 (ram only)
SPECIAL ATTACKS:	Bite and barbed tentacles
SPECIAL DEFENSES:	Blood spray
MAGIC RESISTANCE:	Nil
SIZE:	M (5' long)
MORALE:	Champion (15-16)
XP VALUE:	975



The belabra, also called "tangler," is a most unusual creature, highly sought after because it can sometimes be domesticated.

The typical belabra has a large, hemispherical shell that measures some two feet in diameter and is generally black or dark grey in color. Extending from the underside of the shell are the creature's 12 rubbery tentacles, its deadly grey beak, and its pale white belly. The monster's four eyes extend above its shell on short eye stalks.

Combat: When in close combat, a belabra bounds about so that it can shield its soft underside with its hard shell. When given an opening, the belabra attacks either by bounding at its targets and ramming them with its shell or by entangling them in its barbed tentacles and tearing at them with its beak.

When employing the former method, the belabra kicks with its tentacles to hurl itself into the air. When gliding in this manner, the creature can travel up to 60 yards. If leaping into a breeze or confronted by a strong crosswind, this distance is cut by ten yards. In a strong headwind, the distance traveled is cut by 20 yards. The ramming inflicts 2d4 points of damage to the target.

At any point during its leap, the belabra can whip its tentacles around a target and attempt to entangle it. This requires the creature to roll a successful attack roll with a +4 bonus. An entangled foe loses all of its normal Dexterity bonuses to Armor Class, and the belabra gains a +4 bonus to attack rolls made with its beak. Once per turn a victim may try to escape from the tentacles by rolling against his bend bars/lift gates score. Whether or not the roll is successful, the victim suffers 1d4+2 points of damage from the barbs that cover the tentacles. The grip of the tentacles causes no damage unless the ensnared creature attempts to break free.

The belabra's hard shell gives its head an Armor Class of -2. As a rule, the rest of the creature (including its tentacles) is drawn up into the shell when not in use. Thus, the tentacles and underbelly (which are Armor Class 6) can be attacked only when a victim has been ensnared.

Injured tentacles release a spray of the creature's gray-white blood, which causes all humans, elves, and halflings within ten feet to roll saving throws vs. poison, with -3 penalties. Those who fail their rolls are partially blinded and overcome by sneezing fits. They also suffer a -4 penalty to their attack rolls and their Armor Classes are worsened by 2 for 3d8 rounds.

Habitat/Society: The belabra is a solitary creature that is found primarily in wooded regions throughout the world's temperate regions.

When at rest or waiting for prey, the creature draws itself up inside its shell and remains perfectly still. In this position, it is often mistaken for a large rock by the unwary. The belabra can sense its prey by both sight and scent.

Biologically, the belabra are most unusual creatures. They have only one sex, although they are not truly asexual as a lone creature cannot reproduce. The offspring begin as buds on the inner wall of their parent's stomach. Here they gestate for six to ten months before being ejected by the parent.

Ecology: If taken at a young age, a belabra can be trained to obey simple commands and act as a guard or hunter. If so trained, it identifies with its master and remains with him even in the heat of battle. Morale rolls are required only if the situation is unusually dangerous.

Training a captured belabra takes 4d4 weeks and requires a skilled instructor, a number of live animals (to serve as practice kills), and the frequent presence of the person who will be the creature's master. Adverse conditions can greatly extend the training period.

Once their training is completed, the belabra can be employed in the same manner as an attack dog. A young belabra that has been raised for two years can be taught to capture and hold a victim without trying to kill it.

A captured belabra young is worth some 1,500 gold pieces on the open market.

Berbalang

CLIMATE/TERRAIN:	Any land or the Astral plane
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nights of the full moon
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	D
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	6, Fl 24 (B)
HIT DICE:	4+1
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-7' tall)
MORALE:	Average (10)
XP VALUE:	65



The berbalang is a dark and evil creature that spends most of its life in a comatose state while its spirit wanders the Astral plane. When it does return to our world, it does so only to feed on the flesh of humans who dwell near its hiding place.

A typical berbalang is a gaunt biped with black, leathery skin. Its wide, glowing eyes, which provide the berbalang with infra-vision out to 120 yards, are watery and white in color. Two broad, bat-like wings sprout from the creature's back and enable it to fly with great speed and agility.

Combat: When a berbalang or its projection (see below) is encountered and forced into combat, it makes the most of its ability to fly. When it strikes, it rips at opponents with its keen claws and attempts to bite them with its needle-like teeth.

If a berbalang's projection is hit, it immediately takes flight and attempts to flee from the battle. The projection is immune to *charm*, *sleep*, and *hold* spells.

Habitat/Society: The berbalang is a most unusual creature. The vast majority of its life is spent in a death-like trance that permits the monster's spirit to wander at will throughout the Astral plane. Here the berbalang stalks those creatures that are weaker than itself and engages in its complex courtship and mating rituals.

If the body is discovered or disturbed in any way, the berbalang is aware of this and returns to defend itself. Because of the great distance which the berbalang's spirit may have to cross to reach its material form, however, this can take quite a long time (1d100 rounds). If the body is destroyed before the berbalang can defend itself, the astral spirit is also slain. For this reason, the berbalang does its best to seclude and protect the resting place of its physical form.

Once per month, on the three days of the full moon, the berbalang returns to the Prime Material plane to feed. At this time, the creature alters its trance slightly and manifests an exact duplicate of itself, known as a projection. Once the projection is formed, it is sent forth in search of the berbalang's only food—a freshly slain human being.

The projection, which is controlled directly by the berbalang, can travel up to three miles from its body. If the projection must fight, it does so just as the berbalang itself would (see above).

If the projection is hit or suffers any injury during its quest for food, it takes flight at once and flees. As quickly as possible, the berbalang guides its projection back to its resting place. If the projection is destroyed, there is a 75% chance that the shock to the berbalang's system will prove to be fatal for it as well. If the projection is only injured, but not slain, the berbalang cannot manifest another for a number of days equal to the number of hit points it lost.

When the projection returns to its master, it is dissipated. Adventurers who have followed the projection to finish it off may well be shocked to find themselves confronted by a healthy berbalang.

If the berbalang is not discovered and destroyed, it will eventually seek to avenge itself upon those who interfered with its feeding. Although there may be a lull while the body of the berbalang recovers from the shock of the attack on its projection and is able to send forth another, retribution is a certainty.

If the projection was forced back to the body or destroyed before it could find prey to feed upon, the berbalang will send forth another, as soon as it is able, to satisfy its hunger (regardless of the phase of the moon) before seeking its revenge.

Ecology: When the projection kills a human, it picks up the corpse and begins to return with it to its lair. As it does so, the berbalang itself awakens from its trance and the projection begins to feed on the body. By the time the projection has reached the berbalang's hiding place, the body has been all but stripped of flesh and the berbalang's hunger has been satisfied.

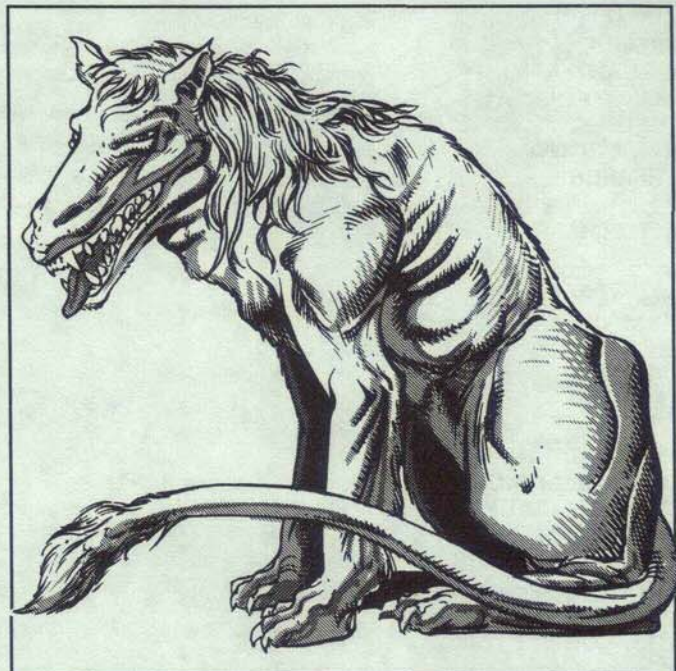
In order to avoid drawing attention to itself, the berbalang usually moves its lair every three or four months. At this time, it moves only during the night and avoids any confrontation if it can. Thus actual contact with the berbalang itself, as opposed to its projection, is minimal.

There is no record of anyone discovering how the berbalang is able to derive sustenance when only its projection feeds on the slain humans it hunts. Likewise, the exact process by which the berbalang is able to mate and reproduce when its only contact with others of its species takes place in a spiritual form on the Astral plane remains a mystery.

Bhaergala

CLIMATE/TERRAIN:	Temperate or tropical jungles and forests
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	4 + 4
THACO:	15
NO. OF ATTACKS:	2 claws and 1 bite
DAMAGE/ATTACK:	1-6/1-6/1-8
SPECIAL ATTACKS:	Pounce
SPECIAL DEFENSES:	Poison resistance, spell turning
MAGIC RESISTANCE:	Nil
SIZE:	L (9' long)
MORALE:	Elite (13-14)
XP VALUE:	650



The bhaergala is a large predator that roams temperate and tropical jungles or woodlands in search of prey. It is greatly feared by travelers because of its fondness for human, elven, and satyr prey.

A bhaergala looks something like a cross between a wolf and a lion, although it is clearly not related to either creature.

The fur of a bhaergala gives off a faint but unmistakable odor, which has been described as smelling like fresh bread or biscuits.

The bhaergala can mimic the speech and songs of men and elves with great skill. When hunting, it often uses this power to lure them into an ambush. Most bhaergalas can speak the common tongue of men.

Combat: A bhaergala usually attacks unsuspecting victims by pouncing on them from a great height. The superior agility of the bhaergala enables it to drop from as high as 60 feet without sustaining damage. After that, it suffers 1d6 points of damage (up to a maximum of 20d6) for every ten feet it falls.

When it pounces on a victim, the bhaergala can strike only with its claws during the first round. If these hit, however, they inflict their maximum damage.

In normal combat, the creature lashes out with its two front claws and tears at its foes with its powerful jaws. The bhaergala is fearsome in combat and often rips great pieces of flesh from an enemy, which are then dropped for later consumption. The bhaergala has been known to keep ripping apart a body that has long since ceased fighting back.

The great constitution of a bhaergala enables it to regenerate 2 points of damage per day and gives it a +3 bonus to all saving throws vs. poison. Further, the creature has a 99% chance to survive a severe system shock.

The bhaergala has a limited ability to protect itself from magical attacks as well. Up to four times per day, the creature can *turn* a spell that has been directed against it. In these instances, the power acts just as would a *ring of spell turning*. It is important to note, however, that this is not an innate ability; it requires the bhaergala to focus its attention and prevents it from taking any other action that round.

Habitat/Society: The bhaergala is a solitary creature that stalks its prey from the dense underbrush common to jungles and syl-

van woodlands. It normally moves in on its prey from downwind so that its distinctive scent does not give it away before it can strike.

When a bhaergala is encountered in the wilds, there is a chance that it will not attack. The bhaergala are known for their great love of song and music and can often be lulled to sleep by a talented singer or musician. The chance that a bhaergala can be sedated in this manner depends upon its own belief that it is safe and free from any threat of attack. The base chance to sing a bhaergala to sleep is 25%. This is increased by 5% if the singer is alone, by 5% per point of the singer's Charisma over 16, and by 15% if the singer is a professional or talented performer. If the bhaergala feels threatened, has been recently injured, attacked, or is hungry and on the hunt, then any attempt at calming it is doomed to fail.

If lulled to sleep, the bhaergala naps for only 1d10 rounds, as they never sleep for longer periods of time. When it awakes, it will likely give chase to the singer if it finds that he has gone.

Ecology: Bhaergala seek out others of their kind only to mate. When they do find a partner, they mate only in sandy areas (river banks, sandbars, and so forth). Six months later, the female bhaergala gives birth to a litter of 2d4 cubs.

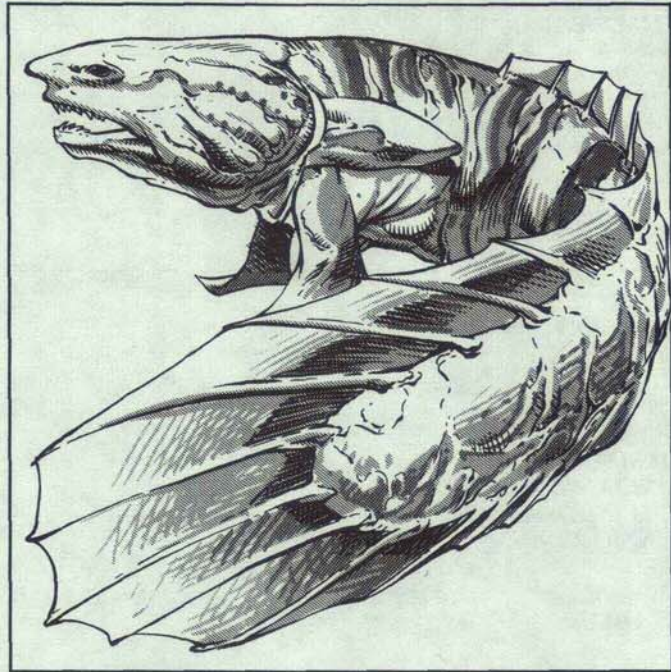
The parents remain together for just over a year to raise their progeny. As soon as the cubs make their first kill, they are turned out from their parent's den and must go their own way. At this point, they have all the powers and abilities of adult bhaergalas, but have only 2 + 2 Hit Dice. Further, their attacks cause only half the usual damage. When the last of the cubs is gone, the parents also part company, never to meet again.

An adult bhaergala usually sleeps in the boughs of tall trees, returning to its lair only rarely. This well-hidden den is often in a caves, ruin, or similar place of desolation and serves as a storage area for whatever items the bhaergala has collected over the years. As a rule, there is little if any true treasure in the lair of a bhaergala. It often collects musical instruments and noise-makers, which are usually broken, from the bodies of its victims. From time to time, an unusual or even magical instrument has turned up in the lair of a bhaergala.

Bichir (Lungfish, Giant)

CLIMATE/TERRAIN:	Any swamp
FREQUENCY:	Rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	J, K, L, M, N, Q, S, and X (up to 3 types per individual)
ALIGNMENT:	Nil

NO. APPEARING:	1-4
ARMOR CLASS:	6
MOVEMENT:	6, Sw 15
HIT DICE:	5 to 7
THAC0:	15 (if 5-6 HD) 13 (if 7 HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-12
SPECIAL ATTACKS:	Entangle
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	30%
SIZE:	L (9' to 12' long)
MORALE:	Average (8-10)
XP VALUE:	1,400 (5 HD) 3,000 (7 HD)



The bichir is a giant relative of the more common lungfish that is found throughout the temperate and tropical swamps of the world. Although often mistaken for a lizard, the bichir is actually related to sharks and similar fishes.

Bichirs have long, thick bodies that are a tan, brown, and cream color to provide them with camouflage in their native environment. They have strong jaws set with sharp white teeth and black, pupil-less eyes. Their heads are broad and flat. Although covered with small scales, the hide of bichirs feels smooth to the touch. A ridge of fins runs down their backs to end in a broad, fan-shaped tail.

Combat: When hunting on land, a bichir moves forward slowly, much as a snake does, until it reaches a point where it can strike at its prey. As it moves, it pauses frequently to sniff around before continuing onward.

When it strikes, the bichir lunges forward to snap with its powerful jaws and sharp teeth. Despite the size of its maw, the bichir never swallows its prey whole.

If confronted by a creature that it can not overcome or if it is having difficulty slaying its victim, the bichir can cast an *entangle* spell. This spell can be used as many as six times per day and has a range of 60 yards; it is otherwise identical to the priest's spell of the same name. The bichir can make use of the *entangle* spell to flee from danger or to aid it in defeating a creature more powerful than itself.

Although the bichir has a natural resistance to magical spells and their effects, it greatly fears such attacks. When confronted by creatures that clearly have magical abilities, the bichir will either flee or, if that is impossible, attempt to ambush them.

Habitat/Society: Bichir are able to dwell with equal ease in water or on land. They have lungs for breathing and swim bladders much like those of fish. When they move about in the water, they swim with broad strokes of their wide tail fins. On land, they use their front fins to move about much as seals do (dragging their

bodies behind them.) When on land, they must keep their skins moist and so never stray far from water.

Bichir live in small schools, although only those on a hunt are normally encountered. When hunting underwater, the bichir uses its keen eyesight to track its prey. The favorite food of a bichir is the flesh of lizard men, which they find to be a great delicacy. Bichir also enjoy a wide variety of frogs, fish, and insects. They have been known to hunt large animals as well and can devour creatures as large as a nine-foot-tall humanoid.

Because of the unusual structure of their eyes, they can see clearly as far as 80 yards when submerged. Of course, unusually murky or muddy water can greatly reduce the effective range of their sight. On land, their eyes are far less effective, seeing for only 20 yards.

Conversely, their sense of smell is more acute on land than in the water. When hunting out of the water, the bichir can smell prey as far as 90 yards away. In the water, however, they can only smell creatures within 20 yards.

When in the water, a bichir can also sense even the most minute of vibrations. In fact, bichir have been known to move toward a faint vibration whose source was as far as half a mile away.

Ecology: The bichir breeds whenever its swamps are flooded (by spring run-off, for example). Males and females have been known to cross great distances to find each other for mating.

The young, from 1 to 3 in number, are born three to six months after the mating. These newt-like creatures typically have an Armor Class of 8, a movement rate of 3 on land (or 12 in the water), and 2 or 3 Hit Dice. As a rule, their bite inflicts only 1d4 + 1 points of damage. They can employ their ability to *entangle* only three times per day, but they have their parents' full magic resistance.

Although the bichir cannot talk and have no language of their own, they have been known to emit an open-mouthed panting noise that is quite unusual and can be heard for great distances. It is believed that they use this sound to signal each other or attract mates.

CLIMATE/TERRAIN:	Temperate fresh water
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	Sw 12
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Roar, sever limb
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' long)
MORALE:	Average (8-10)
XP VALUE:	175



The bunyip is a large aquatic animal that has the physical characteristics of both seals and sharks. Unlike the former, however, the bunyip is utterly unable to venture onto land. Like a shark, the bunyip breathes by means of gills. The bunyip's body is covered with shaggy black hair and a long mane, which is almost always a dark grey or black in color.

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

Combat: The bunyip is able to 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. To do so, it lifts its head from the water and unleashes a mighty roar which forces all characters who are below 4th level to roll successful saving throws vs. rods, staves, or wands with a -2 penalty or be forced to flee from the bunyip in panic for 2d4 rounds.

When the bunyip elects to engage in combat, it does so by biting with its powerful jaws. In combat, the teeth of a bunyip inflict 1d6 points of damage.

If a bunyip comes upon a small creature (a dwarf, gnome, or halfling, for example) that is swimming or struggling in the water there is an 80% chance that it attacks the creature. Such an attack takes the form of a bite that may sever a limb from the victim. If the bunyip's attack roll is a natural 20, then a limb has been removed and swallowed by the bunyip. The DM should determine which limb is lost in accordance with the exact situation or in a random manner.

Although the bunyip does not normally attack creatures larger than a dwarf or halfling, there are exceptions. If the bunyip were attacked, for example, it would certainly defend itself if unable to flee, no matter how large the attacker.

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 and harassing other creatures. Bunyips prefer to dwell in open water, such as lakes or rivers, but can sometimes be found in swamps and marshes.

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.

Ecology: Once per 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.

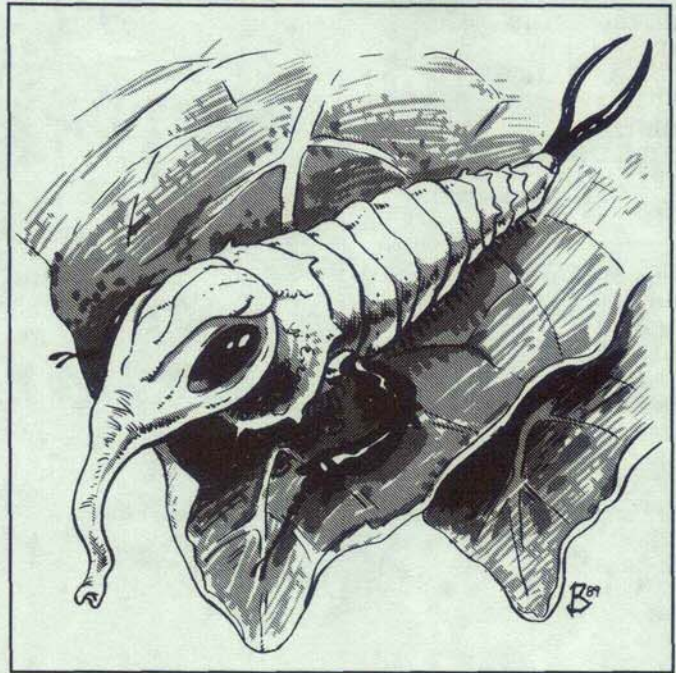
Although bunyip meat is safe for human consumption, it is unusually oily and rather strong tasting. Thus they are not hunted by most cultures.

The hide of a bunyip can be made into a rugged leather, but it has no special qualities to set it above other, easier to hunt, animals. This being the case, the bunyip is also free from molestation by trappers.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	9
MOVEMENT:	12
HIT DICE:	1-1
THACO:	20
NO. OF ATTACKS:	1 bite (affects slimes, mosses, and molds only)

DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immunities
MAGIC RESISTANCE:	Nil
SIZE:	T (6" to 1' long)
MORALE:	Irregular (5-7)
XP VALUE:	35



Burburs are small creatures that look much like worms.

They have large, glistening black eyes and a sucking tube for a mouth, much like that of a mosquito. Just behind the creature's head are a pair of tiny forelegs of considerable dexterity. With its forelegs, a burbur can climb, grip, and manipulate objects. A burbur that has just fed will be very bloated and somewhat sluggish.

Burburs are ivory or yellow in color and have soft, moist skin. They have a somewhat spicy body odor that has been described as smelling like cinnamon.

Burburs are highly prized creatures that consume many varieties of slimes, mosses, and molds that might otherwise cause considerable harm to other creatures.

Combat: Burburs are very gentle and harmless creatures as far as the humanoid races are concerned. They feed only on slimes, molds, or mosses and are wholly unable to inflict damage on any other living thing.

When it decides to feed, a burbur simply crawls out onto the body of the creature it intends to consume, extends its feeding tube and begins to siphon up its meal. Each round that it feeds, the burbur inflicts 2d4 points of damage to the slime, mold, or moss it is consuming. Once the burbur has scored a hit against the creature it is attempting to ingest, it need not roll again unless it takes a break in its feeding. A burbur ceases feeding after it has drained its victim of hit points equal to thrice its own initial value. For example, a burbur with 4 hit points will be satiated after it has inflicted 12 points of damage to its victim.

A burbur is utterly immune to the attacks of such creatures as olive or green slime, obliviax moss, and brown, yellow, or russet molds. In addition, it finds these creatures to be delicacies beyond compare.

The burbur is also unaffected by yellow musk creepers, zygoms, and violet fungi, although it finds these creatures utterly inedible. A burbur is affected normally by oozes, jellies, poisonous vapors, and other creatures, as well as by spell attacks.

Habitat/Society: Burburs wander constantly in search of food. Although they are normally found alone, they have been known to gather in groups of as many as four individuals to feed on a single slime, mold, or moss.

Once every year, usually in the spring, a burbur will begin to swell in size. At this point it develops a bulge at the end of its tail, which forms into a second head. As the second head forms, a pair of forelegs begins to grow out from the body. Shortly thereafter, the burbur splits in half to form two separate creatures.

Ecology: The burbur is much sought after by adventurers who find the creatures a useful ally when they do battle against slimes and similar horrors. As a rule, burburs are extremely docile and do not attack their keepers or stray unless they are underfed. In order to keep a burbur content so that it does not seek to escape its owner, it must be allowed to feed at least once per day.

In the marketplace, a captive burbur can be sold for as much as 1,000 gold pieces.

Although a small and defenseless creature like the burbur might normally be expected to fall victim to a wide variety of other predators, this is not the case. Most animals have long ago learned that eating a burbur can be a painful and, often, fatal mistake. If the burbur has recently fed, most creatures that consume it are affected as if they had come into contact with the creature the burbur recently fed upon. Thus those animals foolish or hungry enough to devour a burbur have been weeded out by natural selection a long time ago.

Burburs often build small lairs that they visit from time to time to rest and recover from injuries. As a rule, these are located in out-of-the-way places and, as often as not, are protected by some creature the burbur is immune to. For example, it is not uncommon for a burbur to seek refuge in the midst of a yellow musk creeper's coils.

Claw, Crawling

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:	7
MOVEMENT:	9
HIT DICE:	2-4 hit points
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 (armored foes) 1-6 (unarmored foes)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	T (human hand)
MORALE:	Fearless (19-20)
XP VALUE:	35



The much feared crawling claw is frequently employed as a guardian by those mages and priests 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 attacks in one of two ways. If the victim is wearing metal armor, the claw delivers a powerful blow that inflicts 1d4 points of damage. Against those who are not armored (or only wearing leather) the claw can employ its great strength in a crushing grip. This manner of attack causes 1d6 points of 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.

Claws are immune to any form of death magic or *raise dead* spells, although a *resurrection* spell renders them immobile for a number of turns equal to the level of the caster. 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. Cold-based spells make claws brittle so that all rolls to damage them are increased by 1 point per die.

Edged weapons inflict only half damage on a claw; all magical weapons cause damage as if they were not enchanted in any way (although to hit bonuses still apply).

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 mage or priest 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.

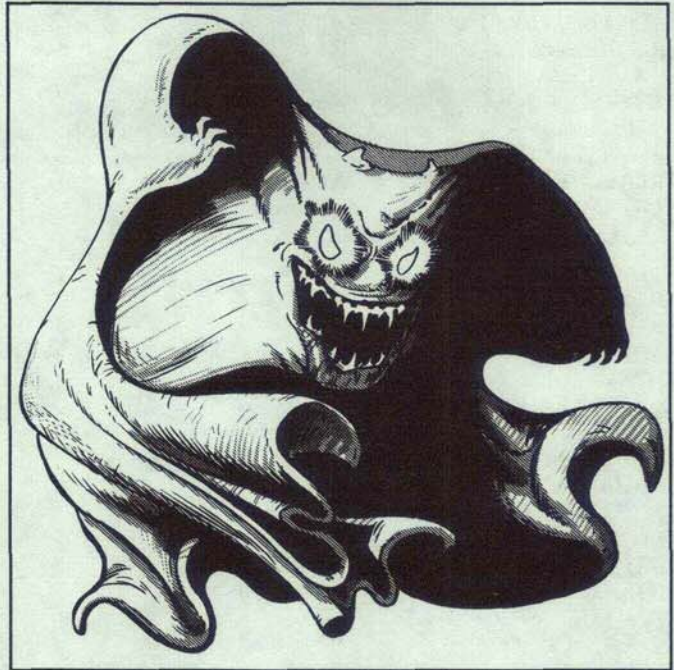
Directly controlled claws are manipulated by the thoughts of their creator. The mental effort of controlling claws is quite tiring and cannot be maintained for more than three consecutive rounds without a one-round rest. Further, the range of such control is limited to ten feet plus five feet per level 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.

Cloaker



CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	C
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-4
ARMOR CLASS:	3 (1)
MOVEMENT:	1, Fl 15 (D)
HIT DICE:	6
THACO:	13
NO. OF ATTACKS:	2 + special
DAMAGE/ATTACK:	1-6/1-6/ +special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8' long)
MORALE:	Elite (13-14)
XP VALUE:	1,400



Cloakers are fiendish horrors 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. 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 the attack roll is successful, engulfs its prey within its folds. Any creature that falls victim to this attack is all but helpless and can be bitten easily (no roll required) for 1d4 points of damage plus the victim's unadjusted Armor Class. Thus, an adventurer in chain mail (AC 5) suffers 1d4 + 5 points of damage each round. Shields offer no protection from such attacks.

While it is devouring its chosen victim, the cloaker uses its whip-like tail to inflict 1d6 points of damage on those who move in to help rescue the captive. The tail is AC 1 and can be cut off if a total of 16 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 intensity of moaning causes unease and numbs the minds of those within 80 feet of the cloaker. The immediate effect

of this moan is to cause a -2 penalty to the victims' attack and damage rolls against the cloaker. Further, any creature that is forced to listen to the moan for six consecutive rounds is temporarily forced into a trance that renders it unable to attack or defend itself as long as the moaning continues.

The second intensity of moaning acts as a *fear* spell. All creatures within 30 feet of the cloaker must roll a successful saving throw vs. spell or flee in terror for two rounds.

The third intensity of moaning causes nausea and weakness and affects all those in a cone 30 feet long and 20 feet wide at its open end. Anyone caught in this area must roll a successful saving throw vs. poison or be overcome by nausea and weakness for 1d4 + 1 rounds. During this time, those who fail their saving throws are unable to act in any manner.

The fourth and final intensity of moaning acts as a *hold person* spell. This power can be used on only one person at a time, has a range of 30 feet, and lasts for five rounds.

Each of the various effects of the cloaker's moan can be defeated by the use of a *neutralize poison* spell on a victim.

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 obscure its opponents' vision, thus bettering its Armor Class to 1. 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 blinds it and prevents it from using its shadow shifting powers.

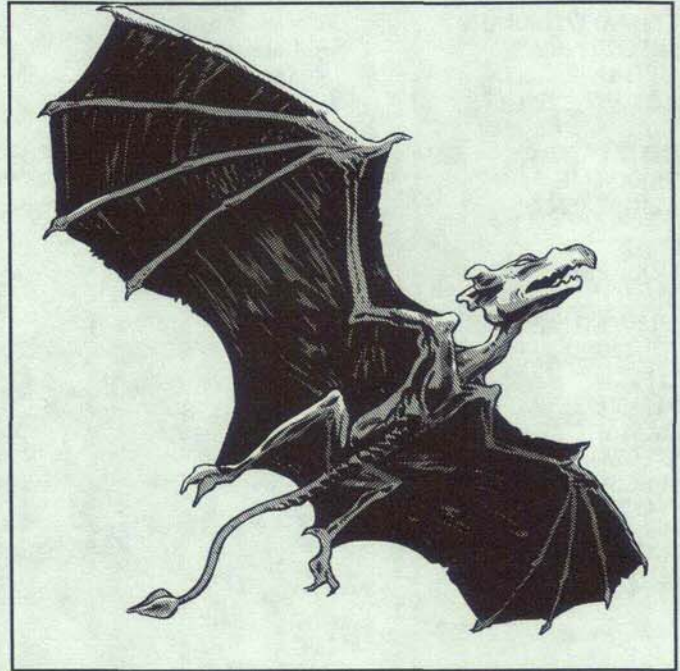
Habitat/Society: The thought processes of cloakers are utterly alien to most other life forms. As such, they can only be communicated with by mages who have devoted long hours to training their minds in the arcane discipline necessary to understand these creatures.

Ecology: It is believed that cloakers are asexual, although no definitive proof of this has ever been found.

Darkenbeast

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	see below
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	5+5
THACO:	19
NO. OF ATTACKS:	1 or 3
DAMAGE/ATTACK:	1-4/1-4/3-12
SPECIAL ATTACKS:	Rear claws 1-4/1-4
SPECIAL DEFENSES:	Immune to mind control
MAGIC RESISTANCE:	25%
SIZE:	M (4'-5')
MORALE:	Steady (11-12)
XP VALUE:	975



The darkenbeast, also known as the death horror, is a normal animal that has been magically transformed into a savage beast under the control of the mage responsible for its transformation.

The darkenbeast resembles a cross between a miniature wyvern and a pterodactyl. It has a black, reptilian hide, fangs and claws, and dimly glowing red eyes. The darkenbeast measures three to four feet long and has a wingspan of six feet.

Combat: The darkenbeast attacks with either its fangs or a combination of fangs and claws. The bite inflicts 3d4 points of damage while each claw causes 1d4 points.

Darkenbeasts suffer a -1 penalty to their attack rolls when exposed to bright light.

These creatures operate under the telepathic direction of the mage who created them and thus do not check for morale. They are immune to mind- or monster-controlling spells. They cannot be summoned by another wizard. However, if a darkenbeast is ordered to attack its normal master (for example, a dog's owner), the beast resists the order if it rolls a successful saving throw vs. spell. In this case, the creature remains as a darkenbeast but it again acts as its normal self and obeys its true master.

Habitat/Society: The darkenbeast is a magical creation with a limited existence. A mage casts the *darkenbeast* spell on one or more normal animals, usually domestic or local animals, such as sheep and dogs. Only animals of 2 Hit Dice or less are affected.

The affected animals are transformed into darkenbeasts within three rounds. The spell can be cast only in the absence of sunlight (i.e., at night or indoors). The transformation lasts until they are exposed to daylight; at that time any living or dead darkenbeasts revert to their natural form.

Darkenbeasts automatically obey the telepathic commands of their creator, thus they do not need to be trained or controlled by means such as leashes, verbal commands, or gestures. The mage can give the darkenbeasts limited orders based on mental images. The darkenbeasts then hunt down or pursue the quarry portrayed in those images. The darkenbeasts carry out this task until the task is accomplished, the darkenbeasts are slain, or daylight breaks the spell.

Regardless of the nature of the original animals used, all darkenbeasts are carnivorous. Because the spell uses local animals, the mage gains several advantages over using other, permanent beasts. He can replace his creations as needed; because of the daylight reversion, darkenbeasts leave little trace of their existence; adventurers who slay the monsters face the wrath of the livestock's proper owners when they discover their animals dead.

Ecology: Darkenbeasts are useful when a mage needs allies or distractions to use against a foe. Mages dwelling in subterranean regions away from daylight may keep a permanent pack of darkenbeasts as guard animals.

Create Darkenbeast

4th-Level Wizard Spell
(Alteration)

Range: 10 yards/level

Components: V, S, M

Duration: Special

Casting time: 4

Area of Effect: Special

Saving throw: None

This spell enables a mage to transform one or more mammals into darkenbeasts. The animals to be transformed must all be within a 20-foot-diameter circle. The spell automatically affects ordinary, nonmagical mammals of animal or semi-intelligence. Animals with an Intelligence of 5 or more get a saving throw to resist the spell. Only animals of 2 Hit Dice or less are affected by this spell. Humans, humanoids, and demihumans are immune. The mage can transform one animal for each level of his experience.

The spell can be cast only in darkness (i.e., night, inside, or underground) and its effects last until daylight strikes the darkenbeast. At that time, the creature automatically reverts to its true form. Slain darkenbeasts also revert at this time. The spell *sun ray* or a magical sun sword breaks the spell, but a *continual light* spell has no effect.

The material component is dried wyvern's blood.

Death, Crimson

CLIMATE/TERRAIN:	Bogs, swamps
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Z
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	0 (4)
MOVEMENT:	Fl 12, Fl 6 after feeding (B)
HIT DICE:	13
THACO:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-30
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	95%
SIZE:	M (6')
MORALE:	Champion (15-16)
XP VALUE:	10,000



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 to infravision. During this time, the creature has an initiative bonus of +4. When the creature is fed, it develops a crimson flush that is easily visible by normal or infravision. The cloud possesses humanoid features. The fingers elongate into tentacles when it is feeding.

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.

The creature is normally immaterial (AC 0) and can be struck only by magical weapons of +2 or better. After feeding, the creature attains solidity (AC 4) for six turns. At this time the creature turns red, moves more slowly (Fl 6), 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 is able to 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 is able to carry a passive weight equal to an adult human. If it attempts to pick up a struggling victim, it must make a successful attack roll for each round it carries the person. Failure means the person drops to the ground (suffering damage appropriate to the height of the fall).

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.

Dinosaurs are reptiles, their name being derived from the Greek "terrible lizard," that are descended from a variety of the species called thecodonts. The two orders of dinosaurs are saurischians ("lizard-hipped dinosaurs") and ornithischians ("bird-hipped dinosaurs"). All carnivorous dinosaurs fall into the former order. All armored and horned dinosaurs fall into the latter order.

Because of the nature of time in planes where magic works, dinosaurs widely separate in time are discussed hereunder, for they can be found intermingled on some alternate world, strange plane, or isolated continent somewhere. Great detail will not be given to any one kind, but all major forms are depicted.

Dinosaurs are typically larger than any other naturally occurring creatures encountered by adventurers. While some species are drab or blend in with their surroundings, some are quite colorful—as are some of the smaller reptile species. Many dinosaurs look ferocious, with large heads full of sharply pointed teeth, but even those that look friendly at first glance can be dangerous because of their size or tremendous appetites.

Combat: Dinosaurs could not have survived for as long as they have if they were incapable of defending themselves and finding sufficient food—sometimes by particularly violent means. The larger carnosaurs favor attacks that hold prey with their claws, while they crush it with their powerful jaws. Smaller carnosaurs often hunt in packs, ambushing prey or relentlessly chasing it until it is captured. The jaws of these littler dinosaurs may be smaller than those of their larger cousins, but the teeth are every bit as sharp! Most herbivorous dinosaurs defend themselves with built-in armor plating or sheer size, but even these can cause considerable damage if they step on their enemies by rearing up on their hind legs or trampling. Some have long tails that can suddenly lash out at a foe.

It must be borne in mind that all of these reptiles are extremely stupid—some sauropods, despite their massive size, have brains the size of walnuts. No dinosaur is as intelligent as a horse or the family dog—a dinosaur's primary motivation is hunger. The predatory types are both ferocious and voracious. The herbivorous dinosaurs are likewise insatiable eaters, but they tend either to ignore anything that appears both inedible and nonthreatening, or to flee in panic from anything that appears dangerous.

Certain plant eaters, however, are aggressive in their defense, and these sorts are dangerous, notably the stegosaurs, ankylosaurs, and ceratopians.

The larger marine dinosaurs might overturn vessels to get at the "food" aboard, or they might snatch unsuspecting creatures from the decks of passing ships. Land carnivores pursue anything that looks or smells edible, ceasing pursuit only when the prey has obviously moved completely out of their grasp. Herbivorous dinosaur herds might stampede in virtually any direction, as long as it is away from one of the big meat-eaters. Any creature directly in the path of such a stampede will be carried along or killed—the latter if smaller, slower, and weaker.

Habitat/Society: Herbivorous dinosaurs are dependent on a plentiful supply of plants for food, and carnivorous dinosaurs are dependent on a plentiful supply of herbivorous dinosaurs for food, so for the most part both types of dinosaurs live in such regions. A jungle or swamp, of course, would be ideal, but there is no reason why a dinosaur could not happily dwell in a sylvan forest or grassy plain. Deserts, high mountains, and frozen wastes are out, but dinosaurs could be found virtually anywhere else.

Most dinosaurs are solitary in their habits, but many herbivores, especially the ornithopods and ceratopians, tend to travel in herds. Some of the smaller carnosaurs hunt in packs.

For the most part, dinosaur family life is like that of other reptiles. Dinosaurs lay eggs, and then abandon them to hatch on

their own. Once hatched, the baby dinosaur immediately sets out to find something to eat, an instinct that drives it for its entire life. An individual might range over thousands of miles, moving seasonally to find food, or it might settle down and spend its whole life in an area of only a few hundred square yards. Some of these dinosaurs are territorial, attacking outsiders on sight.

Ecology: Placing dinosaurs into a campaign requires no more planning—and no less—than that required for including any other type of monster. Scientists do not clearly understand why dinosaurs disappeared on some worlds, but if those events had not occurred, these giant reptiles would still be roaming about in search of food.

Dinosaur Family Tree: Faced with only an alphabetical listing, it can be difficult to determine the interrelationships between the various species described here. The following paragraphs place the creatures listed here into family groupings.

The dinosaurs proper include the ornithischians and saurischians, distinguished from each other by the underlying shape of their hip bones. Other relatives in the following pages include the pterosaurs, or flying reptiles.

A few fishes and turtles have also found their way into these pages, on account of their ferocity, size, and primitive state of development.

Fishes: Dinichthys

Reptiles: These include the synapsids, chelonia (turtles and tortoises), ichthyosaurs, placodonts, plesiosaurs, and lacertilians (lizards), as well as the archosauromorphs and the later "true dinosaurs"—the saurischians and ornithischians, and their relatives the thecodontians and pterosaurs.

Synapsids: These forerunners of the mammal-like reptiles include the pelycosaurs and therapsids.

Pelycosaurs: Dimetrodon

Chelonia (turtles and tortoises): Archelon

Ichthyosaurs: Temnodontosaurus

Placodonts: Nothosaurus

Plesiosaurs: Elasmosaurus, plesiosaurus

Lacertilians (lizards): Mosasaurus

Archosauromorphs: Tanystropheus

Thecodontians: These include the earliest "ruling reptiles," such as the ornithosuchians.

Ornithosuchians: Euparkeria

Pterosaurs: Pteranodon, pterosaur

Saurischians: These include the coelurosaurs (ancestors of the birds), carnosaurs, prosauropods, and sauropods.

Coelurosaurs: Compsognathus, deinonychus, podokesaurus, struthiomimus

Carnosaurs: Allosaurus (antrodemus), ceratosaurus, dilophosaurus, megalosaurus, teratosaurus, tyrannosaurus

Prosauropods: Anchisaurus, massospondylus, plateosaurus

Sauropods: Brachiosaurus, brontosaurus (apatosaurus), camarasaurus, cetiosaurus, diplodocus, mamenchisaurus

Ornithischians: These include the ceratopians, ornithopods, stegosaurs, and ankylosaurs.

Ceratopians: Monoclonius, pentaceratops, styracosaurus, triceratops

Ornithopods: Camptosaurus, iguanodon, lambeosaurus, trachodon (apatosaurus)

Stegosaurs: Stegosaurus, dacentrurus, kentrosaurus

Ankylosaurs: Ankylosaurus and paleocinthus



Allosaurus to Archelon



	Allosaurus	Anchisaurus	Ankylosaurus	Paleocinthus	Archelon
CLIMATE/TERRAIN:	Any land	Any land	Any land	Any land	Any ocean
FREQUENCY:	Uncommon	Common	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Solitary	Herd	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Carnivore	Herbivore	Herbivore	Herbivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil	Nil
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NO. APPEARING:	1-2	2-20	2-5	1-4	1-4
ARMOR CLASS:	5	7	0	-3	3
MOVEMENT:	15	12	6	3	3, Sw 15
HIT DICE:	15	2	9	9	7
THACO:	8	16	12	12	13
NO. OF ATTACKS:	3	1	1	1	1
DAMAGE/ATTACK:	1-4/1-4/6-24	1-4	3-18	2-12	3-12
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Climbing	Nil	See below	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	G (40' long)	M (7' long)	H (15' long)	H (20' long)	L (12' dia.)
MORALE:	Steady (12)	Steady (11)	Elite (13)	Elite (13)	Steady (11)
XP VALUE:	9,000	2,000	975	975	420

Allosaurus (Antrodemus)

One of the most vicious of predators, this monster can run across hard ground at great speed. In size, the allosaurus is between its two relatives, the smaller megalosaurus and the larger tyrannosaurus rex.

The allosaurus has a massive skull, formed of bony plates that give it strength. The design of these plates is such that the head is still light enough to snap quickly at its prey.

Besides feeding on the occasional brontosaurus and diplodocus, this "flesh lizard" is known to eat carrion.

Few other creatures are foolish enough to fight the allosaurus for a share of its meal.

Anchisaurus

This bipedal herbivore feeds upright from time to time, but spends most of its time on all fours. If there is vegetation large enough nearby, it will climb to escape small predators. Its teeth are sharp enough to deliver retaliatory bites upon opponents, but the anchisaurus will not start a fight.

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 will lash its tail, delivering blows of considerable force.

Paleocinthus

In the same family as the ankylosaurus, the paleocinthus is a veritable walking dreadnought, for its heavy plated skin, sharp side spines, and spiked tail make it nearly invulnerable to attack. A predator trying to bite one is likely to suffer 3d4 points of damage upon *itself* if it scores a hit! Of course, the paleocinthus will lash its thorny tail to drive off its attacker. This plant eater might become aggressive if intruded upon.

Archelon (Ischyras)

This large marine turtle is not truly a dinosaur, but a reptile. Its shell is like that of a leatherback turtle—thick and rubbery rather than being formed of solid plates. With its powerful front flippers, the archelon is a fast swimmer; it seldom ventures onto dry land.

Brachiosaurus to Camptosaurus

	Brachiosaurus	Brontosaurus	Camarasaurus	Camptosaurus
CLIMATE/TERRAIN:	Any swamp	Any swamp	Any swamp	Any land
FREQUENCY:	Uncommon	Common	Common	Common
ORGANIZATION:	Solitary	Solitary	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil
NO. APPEARING:	1-6	1-6	2-8	2-16
ARMOR CLASS:	5	5	6	7
MOVEMENT:	6	6	6	9 (stampede 18)
HIT DICE:	36	30	20	1-3
THAC0:	5	5	5	1-2 HD: 19 3 HD: 17
NO. OF ATTACKS:	1	2	1	0
DAMAGE/ATTACK:	5-20	3-18/1-6	3-12	0
SPECIAL ATTACKS:	See below	See below	See below	Stampede
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G (75' long)	G (70' long)	G (50' long)	H (20' long)
MORALE:	Steady (12)	Steady (12)	Average (10)	Average (9)
XP VALUE:	28,000	22,000	10,000	15-65

Brachiosaurus

The heaviest of all dinosaurs, this monster dwells in warm swamps and lakes. The brachiosaurus's long front feet are deadly—if it steps on something small, the giant beast inflicts 8d10 points of damage.

The brachiosaurus is the largest dinosaur in the family of sauropods. This great creature is the largest land animal known, for the length of 75 feet given above is an *average*—there are unverified reports that some relatives of the brachiosaurus are as large as 130 feet long. The brachiosaurus can easily reach the tops of trees with its 40-foot height, half of that being its long neck.

It weighs in at an ungainly 90 tons, three times as much as its relative, the brontosaurus. (A whale, the largest marine animal, is typically 100 feet long and 150 tons.) To support its great bulk, the brachiosaurus spends literally all of its waking hours eating. With its tiny brain, it is unlikely to notice interlopers in its range—but then who would be foolish enough to attack a brachiosaurus?

Brontosaurus (apatosaurus)

The "thunder lizard" is a 40-ton plant-eater found near marshes and lakes. The creature spends much of its time in shallow water to support its bulk (and because food is plentiful there), but never moves to deep water because the increase in pressure makes it impossible for the tremendous dinosaur to breathe.

Apatosaurus ignores small things, but it is prone to step on anything in its way (causing 4d10 points of damage).

The body of the brontosaurus is 65 feet long, but the tiny head is less than two feet of that—a man with the same dimensions would stand six feet tall, but have a head only two inches long! The brontosaurus tips the scale at a mere 30 tons, rather light for a sauropod.

The front legs of the brontosaurus are shorter than those in the rear, like all sauropods except the brachiosaurus. This configuration enables sauropods to get up on their back feet to reach the topmost leaves of a tree. The brontosaurus could also use this ability to fight against its principal enemy, the allosaurus. The thunder lizard could tilt itself up on its long back legs, then come crashing down onto its enemy to inflict 5d10 points of damage.

The brontosaurus's tail can be whipped, causing 1d6 points of damage to any foe close enough.

Camarasaurus

Yet another sauropod, this swamp-dwelling herbivore is small for its type. Its fearful nature causes it to live in herds with its fellows, but the creature still panics more easily than does a brontosaurus. Stepping or trampling damage is 3d10 points.

Despite being a sauropod, the camarasaurus tends to eat ferns and leaves of lower branches, so it does not compete for food with its larger cousins. Herds of camarasauri tend to migrate seasonally, so can be found almost anywhere, depending on the time of the year.

To help digest its food, the camarasaurus swallows rocks, which help grind vegetable matter in its large stomach, like a bird's gizzard. Presumably, valuable gems might be found in a camarasaurus's belly, but searching for one would be like looking for a needle in a haystack.

Camptosaurus

This slow, exceptionally dumb iguanodont is easy prey for any hungry predator, typically too stupid to run until one of its number is killed. Anyone caught in a stampede of these creatures must roll a successful saving throw vs. death ray or be crushed to death. A herd consists of small, medium, and large individuals.

Ceratosaurus to Deinonychus



	Ceratosaurus	Cetiosaurus	Compsognathus	Deinonychus
CLIMATE/TERRAIN:	Any land	Any swamp	Any land	Any land
FREQUENCY:	Uncommon	Uncommon	Common	Rare
ORGANIZATION:	Pack	Solitary	Pack	Pack
ACTIVITY CYCLE:	Day	Day	Night	Day
DIET:	Carnivore	Herbivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil
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NO. APPEARING:	1-4	1-4	1-12	1-6
ARMOR CLASS:	5	6	5	4
MOVEMENT:	15	6	10	21 (+1 jump)
HIT DICE:	8	24	1-1	4+1
THACO:	13	5	20	17
NO. OF ATTACKS:	3	1	1	3
DAMAGE/ATTACK:	1-6/1-6/4-16	3-18	1-3	1-2/1-2/2-8
SPECIAL ATTACKS:	Nil	Nil	Surprise	Gutting talons
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	H (17' long)	G (60' long)	T (1 ¹ / ₂ ' tall)	L (12' long)
MORALE:	Average (10)	Steady (12)	Average (8)	Steady (11)
XP VALUE:	650	14,000	35	175

Ceratosaurus

The ceratosaurus, or "horn lizard," is a carnosaur—related to the allosaurus and tyrannosaurus rex, but smaller in size. Both heavy and fast, the ceratosaurus can move on all fours or on its two hind legs.

This carnivore is unusual in that it has a horn on its nose, but it does not use the horn for attacking—in fact, only males have this horn. (Those who have trouble telling dinosaurs apart have no trouble with the ceratosaurus.) The back of this creature also distinguishes it from other carnosaur, for a thin line of bony plates runs from the top of the ceratosaurus's head down to the end of his tail, making the dinosaur's back look like a giant saw blade.

Also unlike the larger carnosaur, the ceratosaurus hunts in packs, and is thus able to bring down creatures much larger than itself.

Cetiosaurus

These huge plant-eaters dwell in lakes and marshes. Their heads are somewhat larger than other sauropods, such as the brachiosaurus, brontosaurus, and diplodocus. If they step on something small—such as a human—the cetiosaurus's 10 tons of bulk inflicts 4d10 points of damage.

Like its relatives, the cetiosaurus must eat vast quantities of plants to keep its weight up. The main reason that sauropods have such large bodies is that they are filled with stomach and intestines to process their dietary intake.

Compsognathus

Compsognathus is a very small carnivorous dinosaur, about the size of a chicken. (In fact, compsognathus is related to the earliest known birds—if it had wings and feathers, it might *be* a chicken.) These creatures often hunt in groups. Their small size allows them to hide, even in packs, and surprise prey—others suffer -3 penalties to their surprise roll. Attacks at night might occur on sleeping prey, as the compsognathus tends to be nocturnal.

When hunting alone, the compsognathus usually eats lizards and insects.

Deinonychus

This fast carnivore uses speed, its long, grasping forearms, its large teeth, and its hind legs with ripping talons in terrible combination. It hunts by running at prey, leaping, and delivering gutting rakes with its rear legs as it claws and bites. The jumping rear talon attack is gains a +2 bonus to the attack roll and delivers 2d6 points of damage. When attacking a larger creature, the deinonychus often jumps up on top of it, holding on with its front claws while continuing its horrible raking attacks.

The deinonychus has a relatively large brain for a dinosaur, so these pack attacks are often successful.

Despite being 12 feet long, this dinosaur is only about six 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 on the back legs.

Dilophosaurus to Diplodocus

	Dilophosaurus	Dimetrodon	Dinichthys	Temnodontosaurus	Diplodocus
CLIMATE/TERRAIN:	Any land	Any land	Any ocean	Any ocean	Any swamp
FREQUENCY:	Rare	Uncommon	Common	Rare	Common
ORGANIZATION:	Solitary, pack	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Herbivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil	Nil
NO. APPEARING:	1-3	1-2	1-4	1 (10% for 2)	1-6
ARMOR CLASS:	5	4	7	4	6
MOVEMENT:	18 (+1 jump)	12/6	21	24	6
HIT DICE:	8+2	3 to 5	10	10	24
THACO:	13	3-4 HD: 17 5 HD: 15	11	11	5
NO. OF ATTACKS:	3	1	1	1 (and 1)	1
DAMAGE/ATTACK:	2-12/2-12/1-6	6-15	5-20	5-20 (and 2-12)	3-18
SPECIAL ATTACKS:	Nil	Nil	Swallow	Nil	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	H (20' long)	L (9' long)	H (25' + long)	G (30' long)	G (80' long)
MORALE:	Average (10)	Steady (11)	Steady (11)	Steady (12)	Steady (12)
XP VALUE:	1,400	65-175	4,000	2,000	16,000

Dilophosaurus

The weak skull of this monster prevents strong jaw muscle attachments, so it uses its taloned hind feet, especially its spurs, to inflict horrible wounds on its prey, while its snaky neck strikes to deliver biting damage. It prefers open areas to jungle, and seldom ventures into areas thick with trees. Dilophosaurus often hunts with one or more of its kind, seeking a large dinosaur to kill for a feast.

One other unusual feature of this carnosaur is its pair of head crests, which only males of the species have.

Dimetrodon

The sail-backed dimetrodon is a fierce predator and an example of the mammal-like reptiles. Its large fin works like a solar heater, allowing the dimetrodon to heat up to active temperature hours before its prey. Its ability to swim is questionable but likely. The dimetrodon's alligator-like jaws give it a powerful bite (3d4+3 points of damage), more than making up for its lack of claw attacks.

Dinichthys

Dinichthys's name—"terrible fish"—reveals that this fearsome creature is not actually a dinosaur but a huge, primitive fish. Its great mouth can swallow man-sized prey on a natural attack roll of 20.

Temnodontosaurus

This monster is a large ichthyosaur or "fish lizard." Although it is not a dinosaur, it thrives in the same marine habitats as do mosasaurs, for example—its young are born live at sea, and the temnodontosaurus must come to the surface to breathe.

Its speed and ferocity allow it to compete fearlessly for choice prey with any creature. When in a feeding frenzy, a temnodontosaurus strikes with its powerful tail, inflicting damage on any creature behind it that is struck by this lashing.

Diplodocus

This dinosaur is another sauropod, like the brachiosaurus, that eats water plants. Despite being longer than its relatives, the diplodocus weighs only about ten tons.

Like the other sauropods, the diplodocus can rear up on its back legs. If it comes down on anything smaller than itself, the creature causes 3d10 points of damage.

Elasmosaurus to Iguanodon



	Elasmosaurus	Euparkeria	Gorgosaurus	Iguanodon
CLIMATE/TERRAIN:	Any ocean	Any land	Any land	Any land
FREQUENCY:	Uncommon	Common	Uncommon	Common
ORGANIZATION:	Solitary	Pack	Solitary	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Herbivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil
NO. APPEARING:	1-2	2-8	1-2	3-18
ARMOR CLASS:	7	5	5	4
MOVEMENT:	15	15	15	15
HIT DICE:	15	1+1	13	6
THACO:	5	19	7	15
NO. OF ATTACKS:	1	1	3	3
DAMAGE/ATTACK:	4-24	2-5	1-3/1-3/7-28	1-3/1-3/2-8
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G (50' long)	S (3' tall)	G (30' long)	G (30' long)
MORALE:	Steady (12)	Average (8)	Steady (11)	Steady (11)
XP VALUE:	7,000	35	5,000	270

Elasmosaurus

If not for its long neck and unusual way of hunting, the average adventurer might not notice that the elasmosaurus is a reptile rather than a fish. The neck of this oddly shaped beast is fully half of its length, and its ungainly spine numbers 71 vertebrae. If the elasmosaurus wanted to, it could curve its neck around behind itself, and then continue twisting until it looked forward again.

This reptile hunts by swimming near the surface of the water, with its head below water but its neck held above.

When the elasmosaurus spots its prey, it snaps its head down suddenly upon it.

Like the ichthyosaur, the elasmosaurus has no gills, and must breathe air by swimming to the surface or stretching its head up above the water. The elasmosaurus must crawl entirely out of the water to lay its eggs on some sandy beach, and of course the creature is most vulnerable in this state.

The elasmosaurus is carnivorous and highly aggressive.

Euparkeria

A small dinosaur, probably ancestor to the larger carnosaurs, such as tyrannosaurus rex and allosaurus, the carnivorous euparkeria is about the size of a small dog.

The euparkeria is found in groups of 2d4, which attack 1-2 figures of small size or a single man-sized figure if the odds seem to be with the pack. If sufficiently hungry, a pack will stalk and attack even a large group of prey, especially if one of the intended victims is wounded.

While the euparkeria normally walks on all fours, if threatened it is able to stand up on its hind legs and run a short distance.

Gorgosaurus

This horrid creature is probably another ancestor of tyrannosaurus rex. The gorgosaurus is a fleet, carnivorous dinosaur of very aggressive instincts.

Iguanodon

The iguanodon is a more primitive dinosaur that walks on all fours, but it can stretch up to reach vegetation that looks particularly appealing. The creature looks much like a small sauropod, about 15 feet tall and 30 feet long, weighing in at only five tons.

Typically traveling in herds, the iguanodon runs from carnivores, but if cornered it can employ its thumb spikes and lashing tail to defend itself.

Lambeosaurus to Megalosaurus

	Lambeosaurus	Mamenchisaurus	Massospondylus	Megalosaurus
CLIMATE/TERRAIN:	Any land	Any swamp	Any land	Any land
FREQUENCY:	Common	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Herd	Solitary	Herd	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil
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NO. APPEARING:	2-16	1-6	4-16	1-2
ARMOR CLASS:	6	7	5	5
MOVEMENT:	12	6	15	12
HIT DICE:	12	18	7	12
THAC0:	9	5	13	9
NO. OF ATTACKS:	1	1	1	3
DAMAGE/ATTACK:	2-12	2-16	3-12	1-3/1-3/3-18
SPECIAL ATTACKS:	Nil	See below	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	H (20' long)	G (70' long)	H (18' +)	H (30' long)
MORALE:	Steady (11)	Steady (12)	Average (10)	Steady (11)
XP VALUE:	2,000	10,000	420	2,000

Lambeosaurus

This unusual looking dinosaur is a hadrosaur, or "duckbilled dinosaur," all of whom have differently shaped crests on their heads. Other crested dinosaurs include corythosaurus, parasaurolophus, prosaurolophus, and saurolophus. The lambeosaurus is the most peculiar of all of these, for it has two crests, a hollow one that sticks straight up from its snout and a solid one pointing back from the top of its head.

This herbivorous dinosaur is able to see, hear, and smell exceptionally well, and is thus able to detect enemies frequently and flee to safety—either outdistancing its predator or hiding in a swampy area. The lambeosaurus usually travels on all fours, but when it has to run it is perfectly capable of rearing itself up on its longer hind legs.

The lambeosaurus is one of the most common of all dinosaurs, because it can chew up almost any plant that it can get into its mouth; the lambeosaurus has powerful teeth on the sides of its mouth, but none at all in front.

Some giant specimens of this dinosaur grow as long as 50 feet.

Mamenchisaurus

The mamenchisaurus is another sauropod, like the brontosaurus and diplodocus, but much longer and much lighter. This swamp dwelling herbivore uses its 35-foot-long neck—fully half of its ungainly length—to browse the foliage at the very top of nearly any tree it chooses, simply by standing up on its back legs and reaching for it.

Sages who study such things claim that the mamenchisaurus has the longest neck of any naturally occurring creature, but it pays for this extra length. The 19 neck vertebrae of the mamenchisaurus are held together by bony struts, so the immense creature cannot bend its neck except at the head and slightly at the shoulders.

The mamenchisaurus strikes only in defense, but if it accidentally steps on some small creature (such as a human), it inflicts 3d8 points of damage.

Massospondylus

Another common dinosaur, this seemingly peaceful herbivore is well equipped with long, sharp teeth for defensive biting. If attacked—a common occurrence, for the beast is a favorite of such carnivores as tyrannosaurus, deinonychus, and allosaurus—the massospondylus delivers swift bites and then runs away.

While this dinosaur's front claws look like formidable weapons, with five long fingers and a sharp spike on the thumb, the massospondylus uses these hands only to gather vegetable material for food. Like the camarasaurus, the massospondylus swallows stones to help grind the food that it eats.

The massospondylus is stupid, and any approach by strange creatures might be interpreted as an attack.

Megalosaurus

The megalosaurus is another carnivore, like the allosaurus and tyrannosaurus, but is smaller—30 feet long, ten feet tall, and weighing only one ton. While it is as able as its larger cousins of functioning bipedally, the megalosaurus often travels on all fours.

The megalosaurus eats sauropods, like the mamenchisaurus above, principally using its large jaws and teeth to bring down any unsuspecting victim. The claws of the megalosaurus, while sharp, are capable of causing only incidental damage to such giants as the diplodocus and brachiosaurus.

Monoclonius to Pentaceratops



	Monoclonius	Mosasaurus	Nothosaurus	Ornitholestes	Pentaceratops
CLIMATE/TERRAIN:	Any land	Any water	Any water	Any plain	Any land
FREQUENCY:	Common	Uncommon	Uncommon	Rare	Common
ORGANIZATION:	Herd	Solitary	Solitary	Pack	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Herbivore	Carnivore	Carnivore	Carnivore	Herbivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil	Nil
NO. APPEARING:	2-12	1-3	1	2-12	2-12
ARMOR CLASS:	3/4	7	6	4	2/6
MOVEMENT:	6	3, Sw 15	3, Sw 18	24	9
HIT DICE:	8	12	6	2	12
THACO:	13	9	15	19	9
NO. OF ATTACKS:	1	1	1 (and 2)	1	3
DAMAGE/ATTACK:	2-16	4-32	5-20 (1-6/1-6)	2-8	1-6/1-10/1-10
SPECIAL ATTACKS:	Trample Nil	Nil	Nil	Trample	
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	H (18' long)	G (50' long)	L (10' + long)	M (6 ¹ / ₂ ' tall)	H (20' long)
MORALE:	Steady (11)	Steady (11)	Average (10)	Average (10)	Steady (12)
XP VALUE:	650	4,000	650	35	2,000

Monoclonius

This dinosaur, also known by the name "centrosaurus," somewhat resembles a single-horned rhinoceros. Its head and neck are protected by a bony shield (AC 3), while its skin is very thick—although plated like that of the ankylosaurus.

The monoclonius is herbivorous, and can eat almost any plant because of its strong jaws and teeth. The head of the monoclonius is attached to the neck much like a human arm is attached to the shoulder, so the creature can swing its head in almost any direction at a moment's notice. The main attack of this dinosaur is thus its horn, but herds can trample smaller creatures in a charge, with each monoclonius inflicting 2d8 points of damage.

Mosasaurus

The mosasaurus is a marine lizard, with species such as platecarpus and plotosaurus. This reptile breathes air like a crocodile. It travels very slowly on land, but its flippers move it with ease and grace through the water. The mosasaurus preys on all forms of marine animals—its powerful jaws can crack shell or bone easily.

Much of the length of the mosasaurus is due to its large number of vertebrae, numbering over 100 in some species.

Nothosaurus

The nothosaurus is a particularly aggressive marine dinosaur—another ichthyosaur. It dwells mostly in tropical seas, always seeking prey in the water when not sunning itself on rocks in between hunts. It lumbers on its flippers when on land but swims rapidly. When in a frenzy it can lash at its victim with huge fore flippers, but its usual attack is a darting bite, as its long neck moves its head at great speed.

Ornitholestes

This exceptionally fast carnivore roams the plains hunting small prey, from insects and eggs to creatures its own size. Although quite light in weight, it is difficult to strike an ornitholestes because of its speed. Packs of ornitholestes have been known to attack larger creatures if the dinosaurs significantly outnumber their victims and they are sufficiently hungry.

Pentaceratops

This is another of the quadrupedal dinosaurs of the ornithischian order; it is a relative of monoclonius, styracosaurus, and triceratops. The name pentaceratops means "five-horned face," but the aggressive herbivore really has only three true horns—the two apparent horns on the sides of its face are only cheek bones. Its shield (sometimes reaching over much of the back) and horns give its head AC 2, while the unprotected parts of its body are AC 6. If it charges it can trample smaller creatures, inflicting 2d10 points of damage.

Plateosaurus to Pterosaurus

	Plateosaurus	Plesiosaurus	Podokesaurus	Pteranodon	Pterosaurus
CLIMATE/TERRAIN:	Any land	Any ocean	Any land	Any	Any
FREQUENCY:	Common	Common	Uncommon	Common	Rare
ORGANIZATION:	Herd	Solitary	Pack	Flock	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Herbivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil	Nil
NO. APPEARING:	5-20	1-3	3-12	3-18	1-8
ARMOR CLASS:	5	7	4	7	5
MOVEMENT:	12	15	21	3, Fl 15	3, Fl 12 (D)
HIT DICE:	8	20	2+2	3+3	6+6
THACO:	13	5	19	17	13
NO. OF ATTACKS:	Nil	1	3	1	1
DAMAGE/ATTACK:	Nil	3-12	1/1/2-5	2-8	3-12
SPECIAL ATTACKS:	Nil	See below	Nil	Nil	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	H (20' + long)	L (8' + long)	L (10' long)	G (30' wingspan)	G (50' wingspan)
MORALE:	Average (10)	Average (10)	Average (10)	Average (9)	Average (10)
XP VALUE:	650	120	35	65	420

Plateosaurus

The plateosaurus is related to the massospondylus and the smaller anchisaurus. Like these relatives, the plateosaurus usually moves about on all fours. When it wants to watch for enemies or to reach the leafy crowns of ferns, palms, or other trees, it travels slowly in a bipedal manner, using its tail as a balance. These plant-eaters are fairly heavy (about eight to ten tons on the average) and panicky.

Plesiosaurus

The plesiosaurus strongly resembles a snake wearing a turtle's body (sans shell). It tends to be very aggressive, attacking anything it notices. While not as long overall as its relative, the elasmosaurus, the plesiosaurus has a neck that is about one-third of its total length. The creature is strong and fast, and highly maneuverable in the water—it can "turn on a silver piece" to lunge at its prey. In a marine battle it can strike with its powerful fore flippers, inflicting 2d6 points of damage with each.

Podokesaurus

This swift carnivore, a relative of the compsognathus, hunts in packs across grassy plains and in forests. It flees larger predators, but ruthlessly pursues any creature it perceives as potential prey. Although ten feet long from snout to tail, a podokesaur is thin and light, weighing only about 50 pounds. Thus these creatures are very fast and usually attack first. Their speed also accounts for their fine Armor Class.

Podokesaurus doesn't worry excessively if appropriate prey cannot be found—this dinosaur will as soon strike one of its fellows if driven by hunger.

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 four feet long. The creature weighs only 40 to 50 pounds, but it can carry off prey four times its own weight.

Pterosaurus

This ghastly looking creature has a ten-foot-long snake-like neck and long jaws—truly a nightmare to behold. Even though its lower jaw has no teeth, it can inflict great wounds when swooping upon prey. The size of this dinosaur's shadow approaches that of the roc, which has a slightly larger wingspan of 60 feet.

The pterosaurus swoops down on prey from high in the sky, thus causing a -3 penalty to opponents' surprise roll. If the pterosaurus surprises an opponent, it has swooped down at double speed to attack (with a +4 bonus to its attack roll), and any damage thus inflicted is doubled. Although a pterosaurus weighs only about 75 pounds, it can carry prey of three or four times that weight.

The pterosaurus is the dinosaur soulmate of the vulture; the giant flyer will eat carrion if nothing else suitable presents itself.

Stegosaurus to Tanystropheus



	Stegosaurus	Dacentrurus	Kentrosaurus	Struthiomimus	Styracosaurus	Tanystropheus
CLIMATE/TERRAIN:	Any land	Any land	Any land	Any land	Any land	Any swamp
FREQUENCY:	Common	Uncommon	Uncommon	Uncommon	Common	Rare
ORGANIZATION:	Herd	Herd	Solitary	Solitary	Herd	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Omnivore	Herbivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Animal (1)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil	Nil	Nil
NO. APPEARING:	2-8	2-8	1-6	1-6	2-8	1
ARMOR CLASS:	2/5	3/6	2/6	6	2/4	5
MOVEMENT:	6	9	9	18	6	6, Sw 18
HIT DICE:	18	10	11	6+3	10	6+6
THACO:	5	11	9	13	11	13
NO. OF ATTACKS:	1	1	1	3	1	1
DAMAGE/ATTACK:	5-20	2-16	4-16	1-2/1-2/2-8	2-16	5-12
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil	See below	Surprise
SPECIAL DEFENSES:	Nil	See below	See below	Nil	See below	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	H (25' long, 8' + high)	H (15' long, 6' tall)	H (16' long)	H (16' + long, 6' + tall)	H (18' long)	G (31'-40' long)
MORALE:	Elite (13)	Steady (12)	Steady (12)	Average (10)	Steady (12)	Average (10)
XP VALUE:	10,000	1,400	2,000	420	1,400	65 0

Stegosaurus

Another of the ornithischians, the stegosaurus, or "plated lizard," is a large, very stupid herbivorous dinosaur with aggressive defenses. It thrives nearly anywhere and is often found in plains or jungles. Its great plates allow the creature to defend 90% of the time at AC 2. Its spiked tail, with four or more bony spikes of one to over two feet in length, has its own brain. The stegosaurus turns its rear continually toward an enemy, while tucking its head low. If anything near it seems threatening, it reacts in this manner.

Dacentrurus

This creature looks like a stegosaurus with long, sharp spikes instead of plates along its back and tail. It is an aggressive defender, dwelling mainly in areas of heavy vegetation. When attacked, its active defense allows it a 75% probability of being AC 3. Attackers are also 25% likely to have to suffer an attack resulting in 1d8 points damage when striking at this dinosaur's neck, back, or tail. The dacentrurus continually turns itself so that its lashing tail can strike opponents.

Kentrosaurus

This dinosaur appears to be a cross between a stegosaurus and a dacentrurus. The spine area is protected by bony back plates from neck to hip sockets. Behind this, sharp, backward-pointing spikes run to the tail tip, which it keeps turned toward enemies. Creatures attacking its rear third have a 25% chance of suffering an attack resulting in 1d8 points damage. It is 80% likely that it defends at AC 2. Kentrosaurus is also a jungle dweller.

Struthiomimus

The struthiomimus is omnivorous. It has to be very hungry to attack men, but smaller humanoids and demihumans look delicious any time. It prefers areas of tall grass as its habitat.

Styracosaurus

An aggressive plant-eater, styracosaurus charges at anything threatening. The bony plate gives the head area an AC of 2, and there is a 50% chance that anything attempting to bite its rear portions is stabbed by one or more of the sharp frills of the head plate, each frill inflicting 1d6 points of damage, 1-3 frills possibly striking. If styracosaurus charges, it tramples smaller creatures, inflicting 2d8 points of damage.

Tanystropheus

Resembling a snake with thin, projecting legs, the rear set webbed for swimming, about half the length of tanystropheus is neck and head. The relatively small head and jaws are long, the latter filled with many sharp teeth. This carnivore lurks along river banks and swamp edges, prowling through the waters. Tanystropheus usually surprises opponents: others suffer a -6 penalty to their surprise roll. When attacking with surprise, tanystropheus strikes with a +2 bonus to hit. If the victim is under 500 pounds in weight, the monster drags it into the water to further attack and devour it.

Teratosaurus to Tyrannosaurus Rex

	Teratosaurus	Trachodon	Triceratops	Tyrannosaurus Rex
CLIMATE/TERRAIN:	Any land	Any land	Any land	Any land
FREQUENCY:	Uncommon	Common	Common	Uncommon
ORGANIZATION:	Solitary	Herd	Herd	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Herbivore	Herbivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil
<hr/>				
NO. APPEARING:	1-3	2-12	2-8	1-2
ARMOR CLASS:	5	5	2/6	5
MOVEMENT:	18	12	9	15
HIT DICE:	10	12	16	18
THACO:	11	9	5	5
NO. OF ATTACKS:	3	1	3	3
DAMAGE/ATTACK:	1-3/1-3/3-18	1-4	1-8/1-1 2/1-12	1-6/1-6/5-40
SPECIAL ATTACKS:	Nil	Nil	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	H (20' long, 9' tall)	G (30' + long)	H (24' + long)	G (50' long, 20' high)
MORALE:	Steady (11)	Steady (11)	Elite (13)	Steady (12)
XP VALUE:	1,400	2,000	10,000	12,000

Teratosaurus

A fierce carnivore found mainly on the plains, the teratosaurus runs nimbly after any creature that appears to be edible. This creature hunts only on dry land—plains or forest.

The teratosaurus is another carnosaur, related to megalosaurus, allosaurus, ceratosaurus, and tyrannosaurus rex, but the teratosaurus is more primitive and somewhat heavier.

Trachodon (Anatosaurus)

This duckbilled dinosaur is the archetype of its kind—the name anatosaurus means “duck lizard.” A peaceful, four-ton plant eater, the anatosaurus runs from attack; its only defense is its lashing tail.

Enemies include any of the carnosaurs, but especially tyrannosaurus rex.

Other hadrosaurus, related to anatosaurus, include the lambeosaurus.

Triceratops

The largest of the ceratopians, 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 six-foot-long head, from which project two great horns (each over three feet long), while a somewhat shorter horn juts from its nose. Its body is not armored, and thus is only AC 6. The triceratops tips the scales at over ten tons, compared to the six to eight tons of an elephant that stands 13 feet high at the shoulder.

Any creature that infringes on the territory of these reptiles is likely to be charged and speared. Smaller creatures are simply trampled, suffering 2d12 points of damage.

The triceratops also uses its horns to fight for dominance within the herd, so it is not unusual to find specimens with past injuries on their heads.

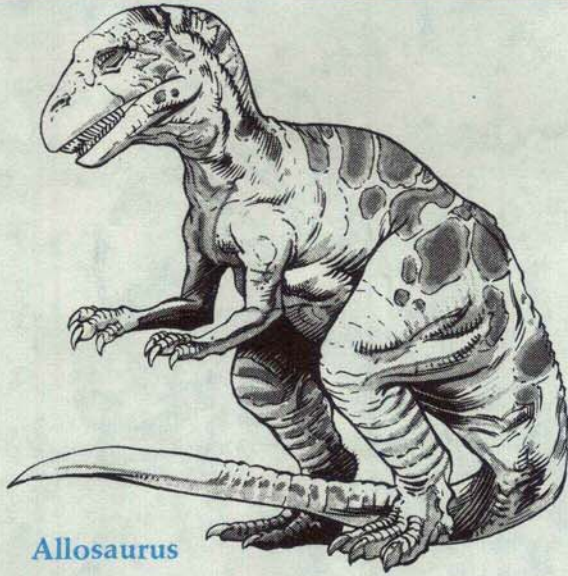
Tyrannosaurus Rex

There can be no question that this ravenous creature is the most fearsome and terrible of all carnivorous dinosaurs. Despite its huge size and eight-ton weight, the monster is swift afoot. Its huge head is nearly six feet long, and its teeth are from three to six inches in length.

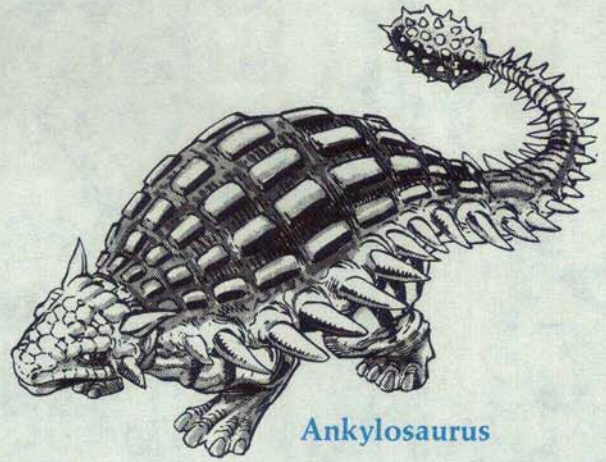
Tyrannosaurus rex, the “tyrant lizard king,” is a plains dweller, and so stupidly fierce that it will attack a small triceratops, kill it, and swallow its head in one gulp—thus killing itself in a matter of hours as the horns of the victim pierce the stomach of the victor.

This dinosaur’s favorite food is any of the hadrosaurus, such as lambeosaurus and anatosaurus. Of course, this monster pursues and eats nearly anything, engulfing man-sized creatures whole on a natural attack roll of 18 or better. Tyrannosaurus also eats carrion, chasing away any smaller creatures to steal a meal found with its keen sense of smell.

Dinosaurs



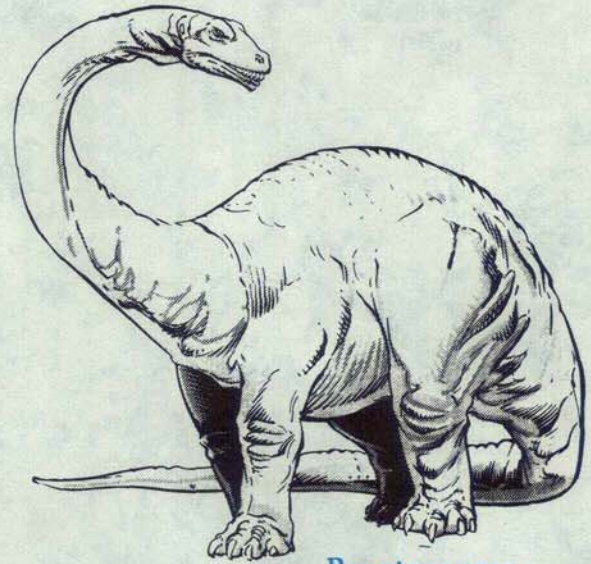
Allosaurus



Ankylosaurus



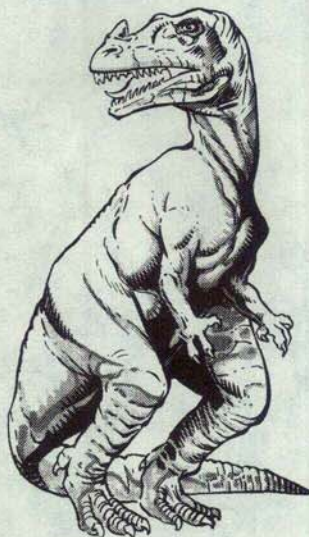
Archelon icythasis



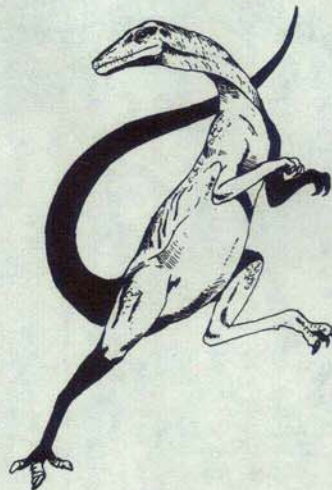
Brontosaurus



Camptosaurus



Ceratosaurus



Compsognathus



Deinonychus

Dinosaurs



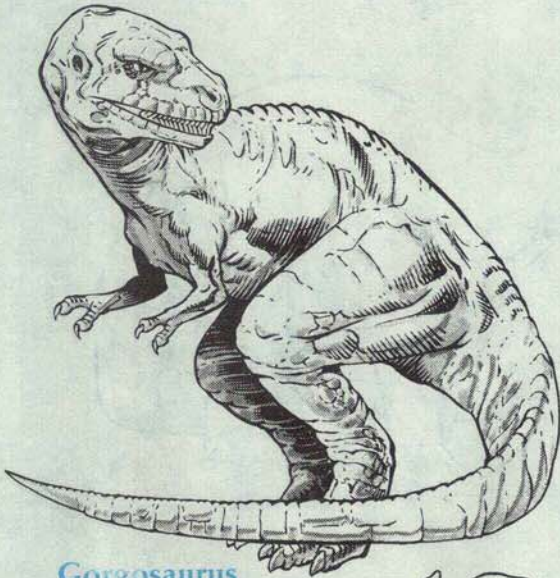
Dimetrodon



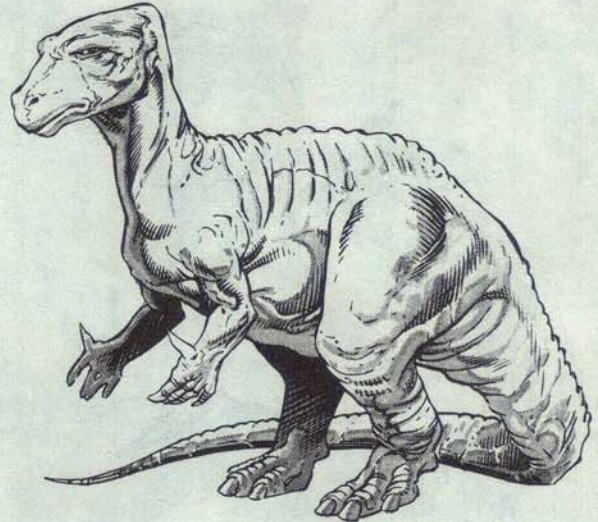
Tenuodontosaurus



Euparkeria



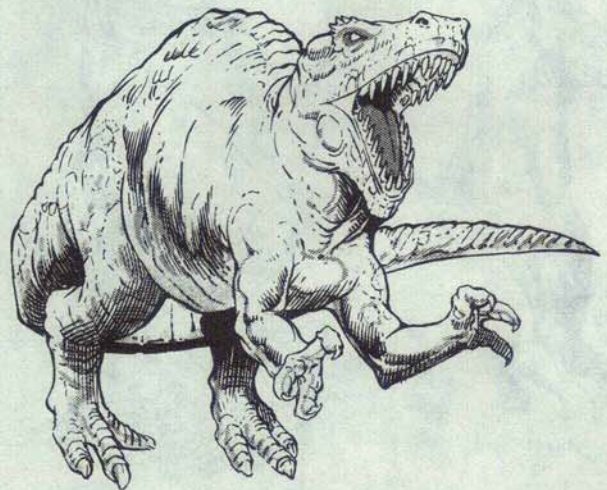
Gorgosaurus



Iguanodon



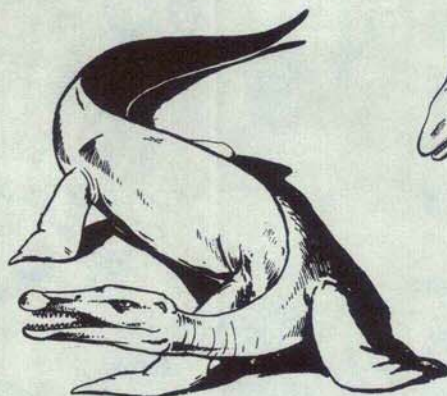
Lambeosaurus



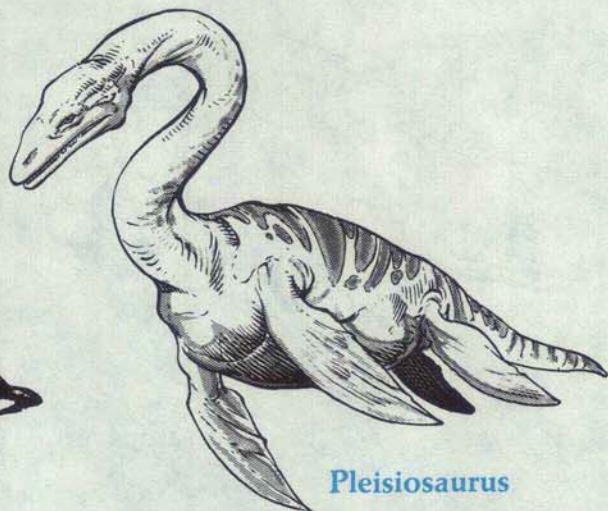
Megalosaurus



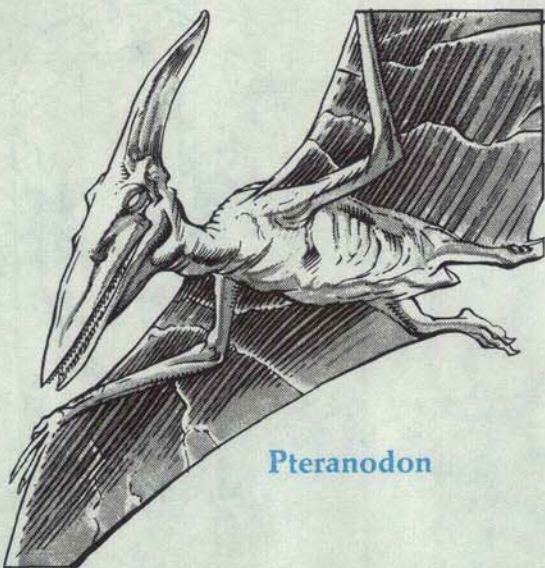
Monoclonius



Nothosaurus



Pleisiosaurus



Pteranodon



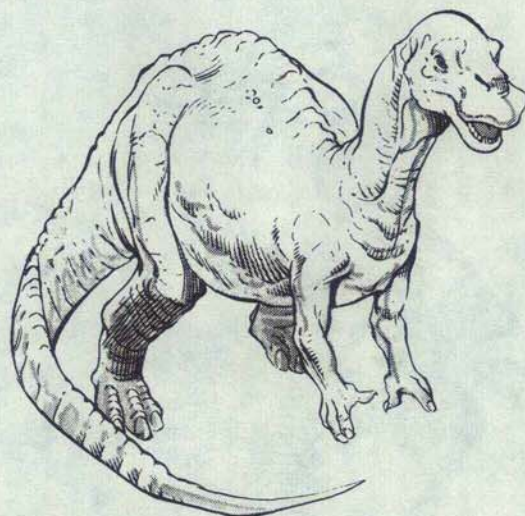
Stegosaurus



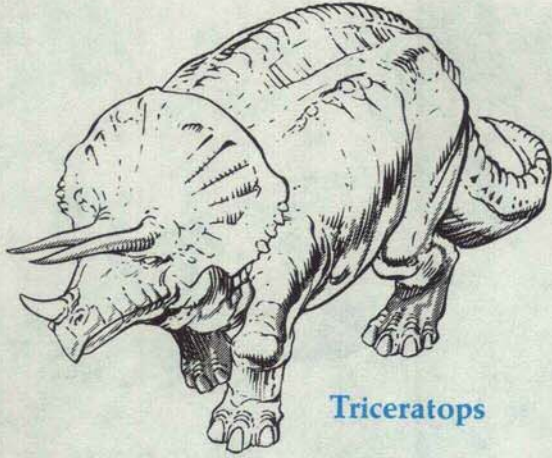
Styracosaurus



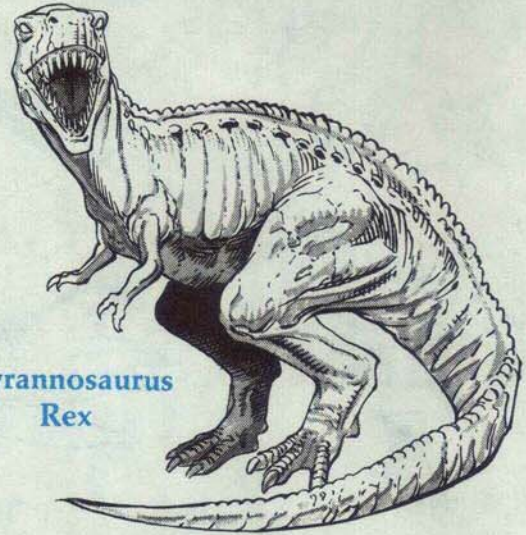
Tanystropheus



Trachodon



Triceratops



Tyrannosaurus
Rex



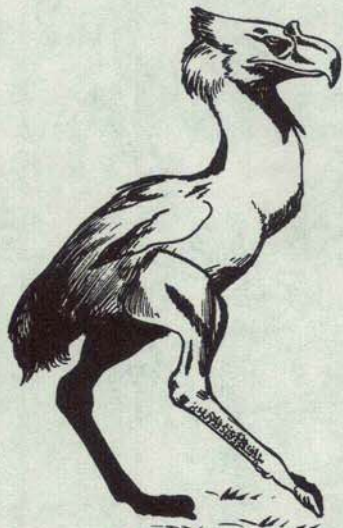
Axebeak



Balucitherium



Megalotherium



Phorohacos



Titanotherium



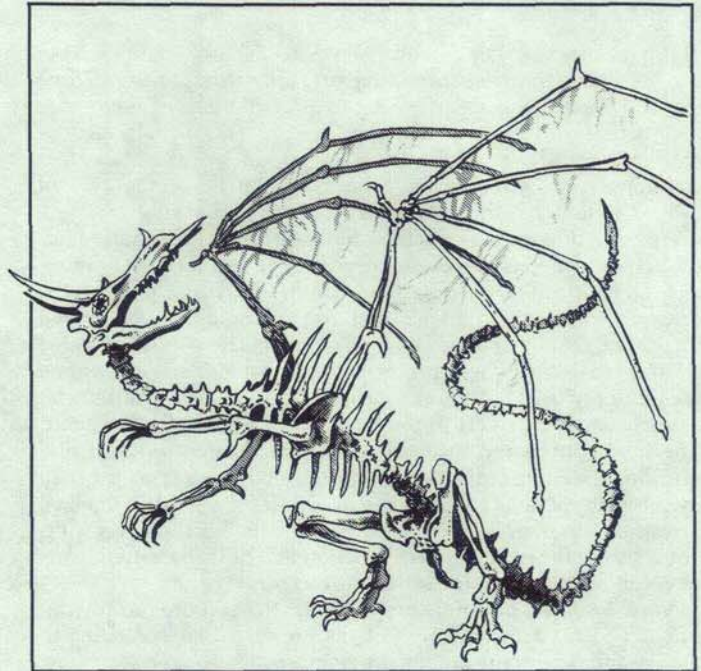
Wooley Rhino

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
THACO: 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: See below
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 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*, *insanity*, and *death* spells or *symbols*. They cannot be poisoned, paralyzed, or turned by priests. They have the same magic resistance as their original forms; only magical attacks from wizards of 6th level or higher, or from monsters of 6 or more Hit Dice have a chance of affecting dracoliches.

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 -1, the AC of the dracolich is -3). Attacks on a dracolich, due to its magical nature, do not gain any attack or damage roll bonuses.

Initially, a dracolich has the same morale rating as its original form. However, after a dracolich is successful in its first battle, its morale rating permanently becomes Fearless (19 base); this assumes that the opponent or opponents involved in the battle had a Hit Dice total of at least 100% of the Hit Dice of the dracolich (for instance, a 16-HD dracolich must defeat an opponent or opponents of at least 16 total HD to receive the morale increase). Once a dracolich receives the morale increase, it becomes immune to magical fear as well.

The dracolich has a slightly stronger ability to cause fear in opponents than it did in its original form; opponents must roll their saving throws vs. spell with a -1 penalty (in addition to any other relevant modifiers) to resist the dracolich's fear aura. The gaze of the dracolich's glowing eyes can also paralyze creatures within 40 yards if they fail their saving throws (creatures of 6th level [or 6 Hit Dice] or higher gain a +3 bonus to their saving throws). If a creature successfully saves against the gaze of a dracolich, it is permanently immune to the gaze 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 chilling damage. A victim struck by a dracolich who fails a saving throw vs. paralyzation 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*) once every three days on any variety of undead within 60 yards. The undead's saving throws against this power suffer a -3 penalty; if the *undead control* is successful, it lasts for one turn only. 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 turn, 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.

Dracolich

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 by successfully saving vs. spell as an 11th-level wizard. 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 damage and is helpless with convulsions for 1-2 rounds.
41-50	Potion does not work. The dragon dies. A full <i>wish</i> or similar spell is needed to restore the dragon to life; a <i>wish</i> 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 a saving throw vs. spell for the spirit to successfully possess it; if it saves, it will never accept the spirit. The following modifiers apply to the roll:

- 10 if the corpse is the spirit's own former body (which can be dead for any length of time).
- 4 if the corpse is of the same alignment as the dragon.
- 4 if the corpse is that of a true dragon (any type).
- 3 if the corpse is that of a fire Drake, ice lizard, wyvern, or fire lizard.
- 1 if the corpse is that of a dracolisk, dragonne, dinosaur, snake, or other 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 priestly turning 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 possessions). 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.

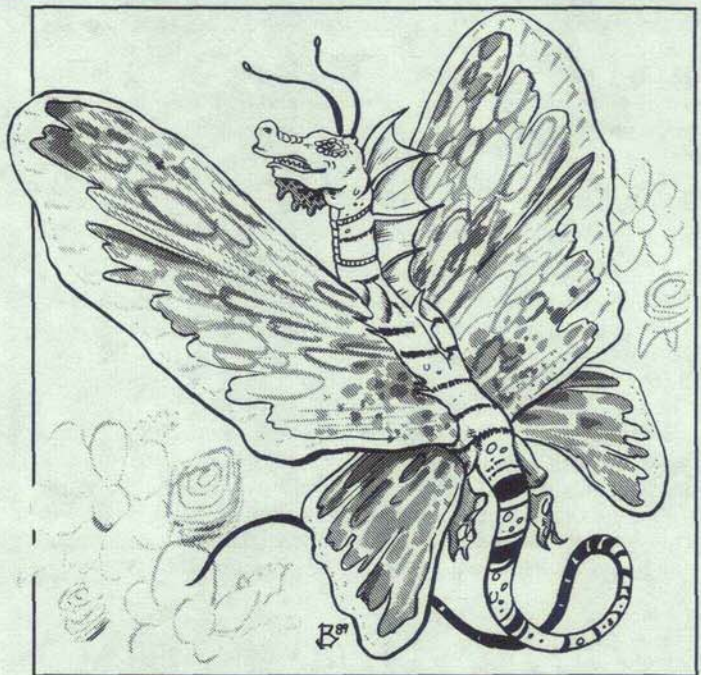
Dracoliches are generally found in the same habitats as the dragons from which they were created; dracoliches created from green dragons, for instance, are likely to be found in subtropical and temperate forests. Though they do not live with their wizards, their lairs are never more than a few miles 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, Faerie

CLIMATE/TERRAIN:	Temperate, tropical, and subtropical forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	S, T, U
ALIGNMENT:	Chaotic good

NO. APPEARING:	1-6
ARMOR CLASS:	5 (1 when invisible)
MOVEMENT:	6, Fl 24 (A)
HIT DICE:	See below
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Breath weapon, spells
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	See below
SIZE:	T (1-1½' long)
MORALE:	Steady (11)
XP VALUE:	3,000



Age Category	Hit Points	Color	Magic Resis.	Wizard Level	Priest Level
1 Hatchling	1-2	Red	10%	1	1
2 Very Young	3-4	Red-orange	16%	2	3
3 Young	5-6	Orange	24%	3	4
4 Juvenile	7-8	Orange-yellow	32%	4	6
5 Young Adult	9-10	Yellow	40%	5	7
6 Adult	11-12	Yellow-green	48%	6	8
7 Mature Adult	13-14	Green	56%	7	9
8 Old	15-16	Blue-green	64%	8	10
9 Very Old	17-18	Blue	72%	10	11
10 Venerable	19-20	Blue-violet	80%	12	12
11 Wyrm	21-22	Violet	88%	14	13
12 Great Wyrm	23-24	Black	96%	16	14

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 two miles. They speak their own language, along with the languages of sprites, pixies, elves, and the birds and animals in their area.

Combat: Faerie dragons can become invisible at will, and they are able to attack, use spells, and employ their breath weapons while invisible. They attack as 4-HD monsters, biting for 1-2 points of damage. Most (65%) faerie dragons employ wizard spells as a wizard of the level indicated on the accompanying chart; 35% employ priest spells of the Animal, Plant, Elemental, and Weather Spheres. All spells are chosen for their mischief potential. The two most common spells of faerie dragons are *water breathing* and *legend lore*; other favored spells 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 two-foot-diameter cloud of euphoria gas.

A victim failing a saving throw vs. breath weapon 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 worsened by 2. Even though he is unable to attack, the victim can keep his mind on the situation if he succeeds in an Intelligence check (by rolling his Intelligence score or less on 1d20) each round; if he fails an Intelligence check, 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 a spirited defense, ably supported by their 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, as 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 particularly fond of fruit pastries and have been known to go to great lengths to get a fresh apple pie.

Oriental Dragons

Oriental dragons, especially of adult age and older, tend to be solitary creatures. When multiple dragons are encountered, they are usually a mated pair and young. Mated pairs are never found together when older than mature adults, and their offspring are always young adults or younger. To determine the age of the offspring, roll 1d6: 1 = egg, 2 = hatchling, 3 = very young, 4 = young, 5 = juvenile, 6 = young adult.

The Celestial Bureaucracy

Most oriental dragons are officials in the Celestial Bureaucracy, a governing body of powerful spirits headed by the Celestial Emperor. Each subspecies of oriental dragon is charged by the Celestial Bureaucracy to direct a particular governmental function; Chiang lung, for instance, are charged with guarding rivers and lakes and dispensing rain.

Every year, the oriental dragon officers journey to the Celestial Palace to file their reports of the previous year's activities and events. Rewards and punishments are distributed based on the evaluation of the reports. A corrupt or inefficient dragon may be removed and replaced by a new appointee; an industrious dragon may be promoted to a position of higher responsibility.

Hit Die and Combat Modifiers

Oriental dragons' Hit Dice and combat modifiers vary according to age category. Consult the individual dragon entries for their base Hit Die information and the table below for the modifiers. An oriental dragon saves as a fighter equal in level to the dragon's Hit Dice. Its combat modifier applies to both attack and damage rolls for each physical attack; it does not apply to breath weapon or other special attacks. (For example, a li lung has 13 Hit Dice as a base. A very young li lung subtracts 4 dice, which gives it a total of 9 Hit Dice. It saves as a 9th-level fighter and has a +1 bonus applied to its physical attacks.

Oriental Dragon Attacks and Defenses

Like other dragons, oriental dragons have a claw/claw/bite attack. Though claws can attack creatures to the dragons' front and sides, only certain oriental dragons have necks long enough to enable them to attack opponents to their sides as well as to their front. Young adult and older oriental dragons able to fly can attempt snatch attacks like other dragons (including a 50% chance that the snatched victim's arms are pinned, automatic claw damage each round if the victim is squeezed, and a transfer to the dragon's mouth if an attack roll is successful, which then inflicts automatic bite damage each round). As indicated in the individual listings, only certain oriental dragons can attack with kicks, wing buffets, or tail slaps.

An oriental dragon's Armor Class improves as it ages, as does its ability to resist magic. Old and older oriental dragons are immune to normal missiles because of their tough hides. As with other dragons, the skin of an oriental dragon can be made into dragon armor that grants its wearer an Armor Class of 4 worse

than the Armor Class of the dragon it was taken from (though the Armor Class can be no worse than 8).

Like other dragons, young adult and older oriental dragons radiate an aura that may cause opponents to panic. Humans and demihumans with fewer than 1 Hit Die and non-aggressive creatures with fewer Hit Dice than the dragon automatically flee in panic for 4d6 minutes at the sight of the dragon. Other opponents may be panicked and forced to fight with a -2 penalty to both their attack and damage rolls if they are within the radius of an oriental dragon's fear aura and fail their saving throws vs. petrification. Victims adjust their saving throws by the modifier indicated on the following table; the table also lists the fear aura radius for each oriental dragon age category.

Diving oriental dragons can strike with their claws with a +1 bonus to the attack roll. When engaging other flying opponents, oriental dragons can either claw or bite, but not both.

Certain subspecies have the ability of *scaly command* that gives them control over varying numbers of scaly creatures with animal intelligence or less (primarily reptiles and fishes) living in the water within a half-mile radius. This control lasts for 2d6 turns and cannot be dispelled. No saving throws are allowed. Creatures under the *scaly command* of one dragon cannot fall under the control of another. Additionally, scaly creatures will never voluntarily attack an oriental dragon with the *scaly command* ability.

Other subspecies have the ability to surround themselves in an aura of *water fire* whenever they are under or touching water. *Water fire* appears as ghostly, flickering multi-colored flames and causes a variable amount of damage to anyone who touches it. All oriental dragons are themselves immune to *water fire*. It may be dispelled by the creator at any time; otherwise, it disappears for 2d6 turns if contacted by real or magical fire, and cannot be recreated until the end of that period.

Special Abilities

Oriental dragons do not have the spellcasting abilities of other dragons, and not all of them have breath weapons. They do, however, have several special abilities of their own. All, for instance, have continual ESP (as the spell) at a range in feet equal to five times their age level. Oriental dragons do not require sleep. All can become invisible and visible at will, though they always become visible when attacking. All except yu lung can polymorph into human form and back at will.

Oriental dragons can detect invisible objects and creatures (including those hidden in darkness or fog) within a ten-foot radius per age category. They also have 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 of its lair or the surrounding area to use this ability.

Most oriental dragons can fly because of the powers of a magical gem or pearl that is imbedded within the brain. This object functions only for the dragon and cannot be extracted so as to confer flight on any other creature.

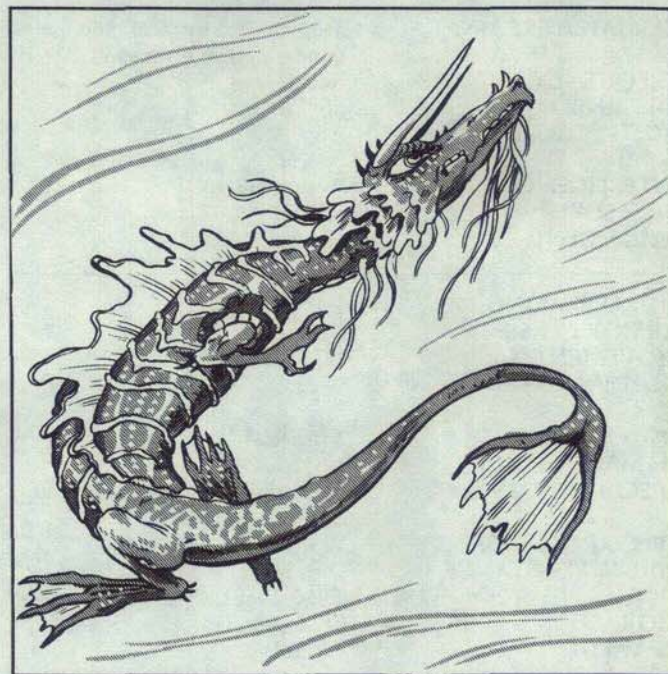
Age Category	Actual Age	Hit Die Modifier	Combat Modifier	Fear Radius	Fear Save Modifier
1 Hatchling	0-5 yrs	-6	0	—	—
2 Very Young	6-15	-4	+1	—	—
3 Young	16-25	-2	+2	—	—
4 Juvenile	26-50	-1	+3	—	—
5 Young Adult	51-100	0	+4	10 yards	+4
6 Adult	101-200	+1	+5	15 yards	+3
7 Mature Adult	201-400	+2	+6	20 yards	+2
8 Old	401-600	+3	+7	25 yards	+1
9 Very Old	601-800	+4	+8	30 yards	0
10 Venerable	801-1,000	+5	+9	35 yards	-1
11 Wyrn	1,001-1,200	+6	+10	40 yards	-2
12 Great Wyrn	1,201+	+7	+11	45 yards	-3

Chiang Lung (River Dragon)



CLIMATE/TERRAIN:	Tropical, subtropical, and temperate lakes and rivers
FREQUENCY:	Rare
ORGANIZATION:	Solitary or pair
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High to genius (11-18)
TREASURE:	Special
ALIGNMENT:	Lawful neutral (good)

NO. APPEARING:	1-2
ARMOR CLASS:	0 (base)
MOVEMENT:	12, Fl 18 (E), Sw 24
HIT DICE:	15 (base)
THACO:	5
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-8/1-8/3-36
SPECIAL ATTACKS:	Snatch, tail slap, and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (50' base)
MORALE:	Fanatic (18)
XP VALUE:	Variable



Age Category	Body Lgt. (')	Tail Lgt. (')	AC	MR	Treas. Type	X.P. Value
1 Hatchling	4-13	3-10	3	—	—	2,000
2 Very Young	13-25	10-22	2	—	—	4,000
3 Young	25-39	22-35	1	—	—	6,000
4 Juvenile	39-51	35-47	0	—	1/2 F	8,000
5 Young Adult	51-63	47-57	-1	35%	F	11,000
6 Adult	63-76	57-67	-2	40%	F	12,000
7 Mature Adult	76-90	67-87	-3	45%	F	13,000
8 Old	90-103	87-97	-4	50%	Fx2	14,000
9 Very Old	103-116	97-108	-5	55%	Fx2	15,000
10 Venerable	116-130	108-119	-6	60%	Fx2	16,000
11 Wyrm	130-144	119-130	-7	65%	Fx3	17,000
12 Great Wyrm	144-158	130-142	-8	70%	Fx3	18,000

Chiang lung resemble giant serpents; it is difficult to determine where their bodies end and their tails begin. Though wingless, they are able to fly through the power of magical blue pearls imbedded in their brains. Their bodies are various shades of blue and green; their bellies are brilliant yellow. Multi-colored beards sprout beneath the chins of young adult and older chiang lung, and pairs of long, white horns grow from their heads. Chiang lung are often encountered in human form, which they seem to prefer over their natural bodies.

Chiang lung speak their own tongue, the languages of shen lung, fishes, and the Celestial Court, and all human languages.

Combat: Chiang lung prefer to avoid combat, but they fight fiercely to protect their domain. In combat, they charge for a claw/claw/bite attack, maneuvering into position for a tail slap at the earliest opportunity (only adult or older chiang lung can attack with a tail slap, inflicting damage equal to two claw attacks and affecting as many opponents as the dragon's age category; those within the sweep of the dragon's tail must roll successful saving throws vs. petrification or be stunned for 1d4 + 1 rounds).

If in human form, a chiang lung is automatically armed with a sword +5; this blade is so massive that others must make a successful *bend bars/lift gates* roll to use it.

Special Abilities: From birth, chiang lung can breathe both water and air and can polymorph three times per day to any form desired. They can expel storm clouds at will, enabling them to cause rain whenever and wherever they choose. They can also lower water in a one-square-mile radius per age level at will. Any person in physical contact with a chiang lung can breathe and move underwater as if he were on dry land.

As they age, chiang lung gain the following additional abilities (older chiang lung have all the abilities listed in the younger categories):

Age	Abilities
Young	<i>Bless and curse</i> , each once per round
Juvenile	<i>Omen and fate</i> , each once per round
Adult	<i>Dispel evil</i> , <i>control weather</i> , and <i>remove curse</i> , each once per round

Mature adult *Major creation and reward*, each once per day
Great wyrm *Tsunami* once per day*

*Only when so ordered by the Celestial Bureaucracy; disobedience is punishable by death.

Habitat/Society: The Celestial Bureaucracy assigns a chiang lung to every river and lake. Their lairs are magical palaces located beneath the water's surface; regardless of the size of the river or lake, the palace is always opulent and immense. Unless freely given by the chiang lung, items taken from the palace become worthless upon reaching the surface. Chiang lung sometimes entertain virtuous scholars and men of learning and art on lavishly decorated boats, posing as wealthy nobles or government officials.

The daughters of chiang lung are often attracted to handsome human males, occasionally resulting in secret love affairs and marriage. Such liaisons usually end sadly when the daughters return home, never to see their husbands or lovers again. Children born of such a marriage are spirit folk.

Ecology: Chiang lung can eat any type of mineral or gem, but they also have a taste for fish and sheep. They are always attended by lesser nature spirits (who also assume human form) in their palaces and have 1d6 shen lung acting as bodyguards and aides. There is a 75% chance of having 2d4 offspring in their palaces. When encountered outside their lair, there is a 75% chance they are accompanied by 1d4 lesser nature spirits and a 40% chance that 1-2 shen lung are present.

Li Lung (Earth Dragon)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	Special
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	2 (base)
MOVEMENT:	12, Fl 30 (E), Sw 9, Br 9
HIT DICE:	13 (base)
THAC0:	7
NO. OF ATTACKS:	3+ special
DAMAGE/ATTACK:	2-8/2-8/2-20
SPECIAL ATTACKS:	Snatch, wing buffet, kick, and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (30' base)
MORALE:	Champion (16)
XP VALUE:	Variable



Age Category	Body Lgt. (')	AC	MR	Treas. Type	X.P. Value
1 Hatchling	4-11	5	—	—	975
2 Very Young	11-20	4	—	—	2,000
3 Young	20-29	3	—	—	4,000
4 Juvenile	29-38	2	—	1/2 H	5,000
5 Young Adult	38-48	1	10%	H	8,000
6 Adult	48-58	0	15%	H	10,000
7 Mature Adult	58-69	-1	20%	H	11,000
8 Old	69-79	-2	25%	Hx2	12,000
9 Very Old	79-89	-3	30%	Hx2	13,000
10 Venerable	89-100	-4	35%	Hx2	14,000
11 Wyrn	100-110	-5	40%	Hx3	15,000
12 Great Wyrn	110-120	-6	45%	Hx3	16,000

A li lung has a lion's body and tail and a human face. Small black pupils are centered in its golden eyes, and colorful quills resembling the feathers of a peacock extend from its leathery wings. As a hatchling, the li lung's body is covered with light green scales, but as it grows, the scales begin to darken and change into coarse fur. By the time the li lung grows into a juvenile, the scales are completely gone and the fur has the texture of thick wire. The fur continues to darken as it ages, turning nearly black by the time a li lung reaches the great wyrn stage.

Li lung speak their own tongue, the language of the Celestial Court, and all human languages.

Combat: Li lung prefer to avoid combat, hiding in the shadows or burying themselves in rubble until all intruders leave. If cornered or attacked, li lung first use their earthquake ability in an attempt to bury their opponents. If this fails, they engage in vicious melee combat, using claw/claw/bite attacks on opponents in front, kicking attacks on opponents in back (kicks inflict claw damage; victims must roll their Dexterity or less on 1d20 or be kicked back 1d6 feet +1 foot per age category of the dragon and must also roll a successful saving throw vs. petrification, adjusted by the dragon's combat modifier, or fall), and wing buffets on opponents at the sides (only dragons that are young adult or older get this attack; damage is equal to a claw attack, and victims must roll their Dexterity or less on 1d20 or be knocked prone.) Li lung roar continually while engaged in melee. Their raspy roars sound like metal scraping against stone and are so loud that those within 60 feet can hear nothing else.

An airborne li lung can change direction quickly by executing a wingover maneuver, allowing it to make a turn of 120 to 240 degrees regardless of its speed or size. A li lung cannot gain altitude during the round when it performs a wingover, but it can dive.

Special Abilities: Li lung can create earthquakes once per day (as the spell but with no chance of it being dispelled) with a width and length (in yards) equal to 10 times their age level (for example, a young adult li lung can create an earthquake affecting an area 50 yards by 50 yards). Li lung are never harmed by an earthquake, regardless of whether it was created naturally or by a li lung; if an earthquake brings down a cavern in which a li lung is living, it is only affected by the inconvenience of having to dig itself out of the rubble.

As they age, li lung gain the following additional abilities (each useable three times per day):

Age	Abilities
Juvenile	Stone shape
Adult	Wall of stone
Mature adult	Move earth

The powerful claws of the li lung enable it to burrow through the earth at a movement rate of 9 and through solid stone at a movement rate of 1. Though li lung can swim, they cannot breathe water.

Habitat/Society: Li lung lair in caverns at the end of winding labyrinths deep inside the earth, the farther away from civilization, the better. They seldom leave their lairs unless ordered to do so by the Celestial Bureaucracy, usually to punish heretical communities with their earthquake abilities, but sometimes to reward needy communities by revealing treasure mines or underground springs.

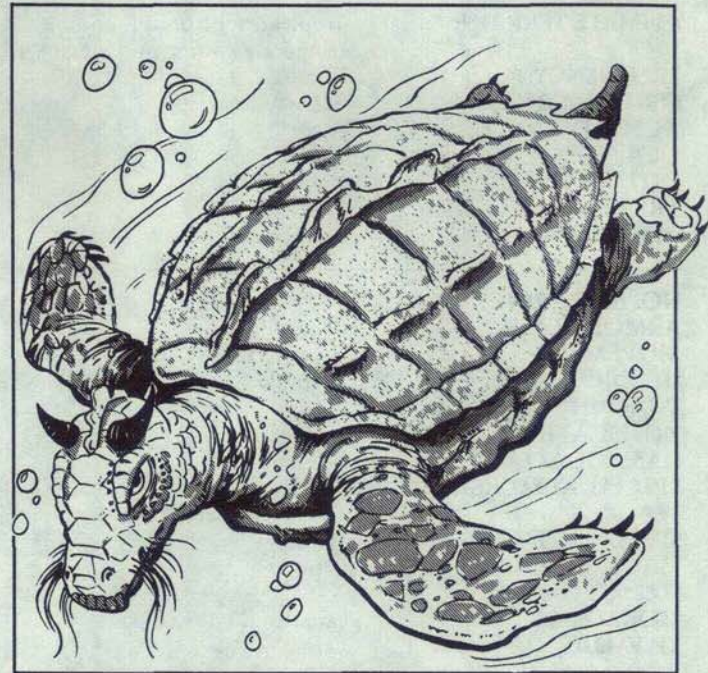
Ecology: Li lung mainly subsist on earth and stone, though they are fond of gold, silver, and other precious metals. Li lung rarely associate with other dragons and cooperate with them only on direct orders from the Celestial Bureaucracy.

Lung Wang (Sea Dragon)



CLIMATE/TERRAIN:	Tropical, subtropical, and temperate ocean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	Special
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	-2 (base)
MOVEMENT:	3, Sw 12
HIT DICE:	15 (base)
THACO:	5
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-12/1-12/3-36
SPECIAL ATTACKS:	Breath weapon and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (40' base)
MORALE:	Fanatic (18 base)
XP VALUE:	Variable



Age Category	Body Diameter (')	AC	Breath Weapon	MR	Treas. Type	X.P. Value
1 Hatchling	6-13	1	1d8 + 1	—	—	2,000
2 Very Young	13-22	0	2d8 + 2	—	—	5,000
3 Young	22-32	-1	3d8 + 3	—	—	7,000
4 Juvenile	32-43	-2	4d8 + 4	—	H	8,000
5 Young Adult	43-55	-3	5d8 + 5	15%	Hx2	11,000
6 Adult	55-66	-4	6d8 + 6	20%	Hx2	12,000
7 Mature Adult	66-78	-5	7d8 + 7	25%	Hx2	13,000
8 Old	78-80	-6	8d8 + 8	30%	HRx2	14,000
9 Very Old	80-93	-7	9d8 + 9	35%	HRx2	15,000
10 Venerable	93-106	-8	10d8 + 10	40%	HRx2	16,000
11 Wyrmling	106-123	-9	11d8 + 11	45%	HRx3	17,000
12 Great Wyrmling	123-135	-10	12d8 + 12	50%	HRx3	18,000

A relative of the dragon turtle, a lung wang has a turtle's body, a crested neck, and a head like a shen lung, complete with long, golden whiskers. Its shell is made of thick green scales with silver flecks. Smaller scales, lighter green with golden flecks, cover its neck and head. Its hind legs are little more than stumpy flippers, but its front legs are formidable weapons—each is 80% the length of its shell, ending in two razor-sharped talons.

Lung wang speak their own tongue, the languages of shen lung, fishes, and the Celestial Court, and all human languages.

Combat: Though unable to fly and physically unable to attack with kicks, tail slaps, or wing buffets, lung wang are nevertheless awesome opponents and are especially menacing to passing ships.

If an unauthorized vessel enters the waters of a lung wang, it surfaces beneath the vessel and attempts to capsize it. The chance of capsizing a ship is equal to the percentage ratio of the ship's size to the lung wang's size (divide the lung wang's size by the ship's size and multiply the result by 100; for instance, if a 20-foot lung wang attempts to capsize an 80-foot ship, it has a 25% chance of success). This chance never exceeds 95%; therefore, a lung wang always has a 95% chance of capsizing a ship the same size as itself or smaller.

Once a ship is capsized, the lung wang attacks with its breath weapon and attempts claw/claw/bite attacks on all victims it can reach. If the victims are sufficiently deferential to the lung wang and offer it a sizeable treasure (usually the ship's entire hoard), the lung wang may show mercy; otherwise, it will attempt to slaughter all of the ship's passengers as punishment for entering its waters uninvited. Lung wang are equally merciless to underwater intruders, attacking them in a similar fashion.

Breath Weapon and Special Abilities: A lung wang's breath weapon is a cone of steam 100 feet long, five feet wide at the dragon's mouth, and 50

feet wide at the base. Damage caused by the breath weapon varies with the dragon's age (see table). Victims caught in the blast get to roll a saving throw vs. breath weapon for half damage. The breath weapon is as effective underwater as it is in the open air and can be used three times per day.

From birth, lung wang can breathe both water and air. They have the *scaly command* power over 4d10 creatures times the age category of the dragon (a young lung wang, for instance, has the *scaly command* power over 4d10 x 3 creatures). Lung wang are also immune to all heat and fire attacks, magical and otherwise.

As they age, lung wang gain the following additional abilities (each usable once per day):

Age	Ability
Adult	<i>Wall of fog</i> (obscures vision in a radius equal to 50 feet multiplied by the dragon's age category)
Old	<i>Suggestion</i>

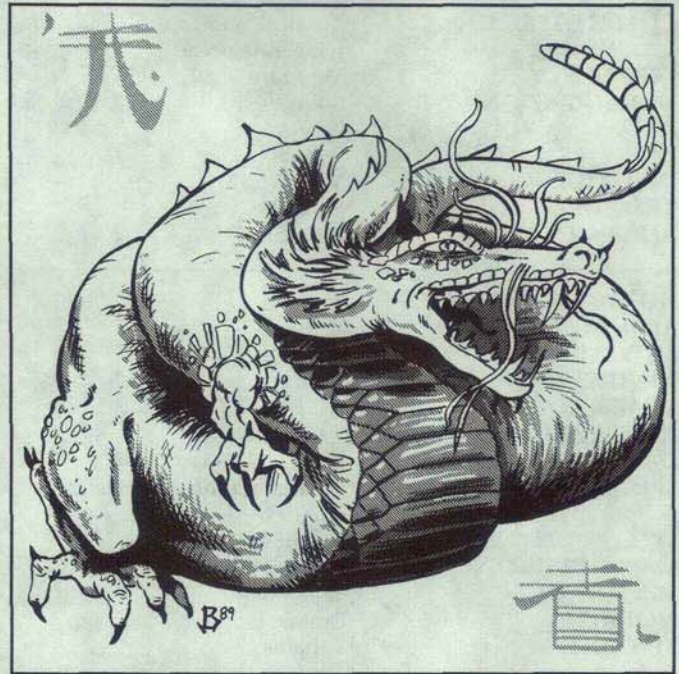
Habitat/Society: As rulers of the sea, lung wang demand tribute from every passing ship. Regular travelers often work out an arrangement, dumping a pre-determined amount of treasure overboard at a given spot to placate the lung wang.

Ecology: Unlike other oriental dragons, lung wang are basically herbivorous and prefer to eat algae and seaweed. They will, however, eat fish and minerals and have been known to consume entire ships. Lung wang maintain cordial relationships with other oriental dragons, particularly shen lung. They are friendly with sharks, whales, and other ocean denizens on whom they rely for information. They do not get along with tun mi lung (typhoon dragons).

Pan Lung (Coiled Dragon)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate swamp and jungle
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Special
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-4
ARMOR CLASS:	0 (base)
MOVEMENT:	12, Fl 18 (E), Sw 12
HIT DICE:	12 (base)
THACO:	9
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/2-16
SPECIAL ATTACKS:	Snatch, tail slap, constriction and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (54' base)
MORALE:	Fanatic (17)
XP VALUE:	Variable



Age Category	Body Lgt. (')	Tail Lgt. (')	AC	MR	Treas. Type	X.P. Value
1 Hatchling	6-18	4-14	3	—	—	1,400
2 Very Young	18-29	14-26	2	—	—	1,000
3 Young	29-41	26-38	1	—	—	1,000
4 Juvenile	41-53	38-49	0	—	1/4 H	1,000
5 Young Adult	53-65	49-61	-1	25%	1/2 H	10,000
6 Adult	65-77	61-73	-2	30%	1/2 H	11,000
7 Mature Adult	77-90	73-84	-3	35%	1/2 H	12,000
8 Old	90-102	84-95	-4	40%	H	13,000
9 Very Old	102-114	95-106	-5	45%	H	14,000
10 Venerable	114-126	106-118	-6	50%	H	15,000
11 Wyrmling	126-139	118-129	-7	55%	Hx2	16,000
12 Great Wyrmling	139-142	129-141	-8	60%	Hx2	17,000

Pan lung are a thinner and longer variety of shen lung. A hatchling has gray scales at birth, which change color as the dragon grows. Pan lung can be found in a number of brilliant hues, with various shades of red, orange, and green among the most common. A multi-colored mane surrounds its neck, and dark whiskers grow from its snout. Pan lung scales are naturally oily, which makes them gleam in the sunlight. Though wingless, pan lung have magical blood-red pearls imbedded in their brains that give them the ability to fly.

Pan lung speak their own tongue, which they share with the shen lung. They also speak the languages of fishes, reptiles, and the Celestial Court, and all human languages.

Combat: Pan lung prefer to appraise their adversaries before attacking, usually by casting *ventriloquism* or *phantasmal force* spells to distract them or by ordering minions to engage them in combat. Once the pan lung have evaluated their enemies' performance, they attack savagely, using claw/claw/bite attacks along with tail slaps (only adult or older pan lung can attack with a tail slap, inflicting damage equal to two claw attacks and affecting as many opponents as the dragon's age category; those within the sweep of the dragon's tail must roll successful saving throws vs. petrification or be stunned for 1d4 +1 rounds).

Instead of a tail slap, a pan lung that is adult or older can encoil a victim in its tail, automatically inflicting 2d6 points of constriction damage per round (there is a 50% chance that an encoiled victim's arms are pinned, making him unable to attack the dragon).

Special Abilities: From birth, pan lung can breathe both air and water and can cast *charm monster* spells three times per day. Additionally, they have the *scaly command* power over 1d10 creatures per age category of the dragon (a young pan lung, for instance, has the *scaly command* power over

3d10 creatures). They also can produce *water fire* that inflicts 1d6 points of damage from pan lung of age hatchling through young adult, 2d6 points of damage from pan lung of age adult through very old, and 3d6 points of damage from pan lung of age venerable through great wyrmling.

As they age, pan lung gain the following additional abilities (each usable three times per day):

Age	Abilities
Young	<i>Bless or curse</i>
Young adult	<i>Ventriloquism</i>
Mature adult	<i>Phantasmal force</i>

Habitat/Society: A pan lung makes its lair in the crypt or temple it has been assigned to guard by the Celestial Bureaucracy. Guardianship is passed through successive generations; it is not unusual for a family to maintain the same lair for tens of thousands of years.

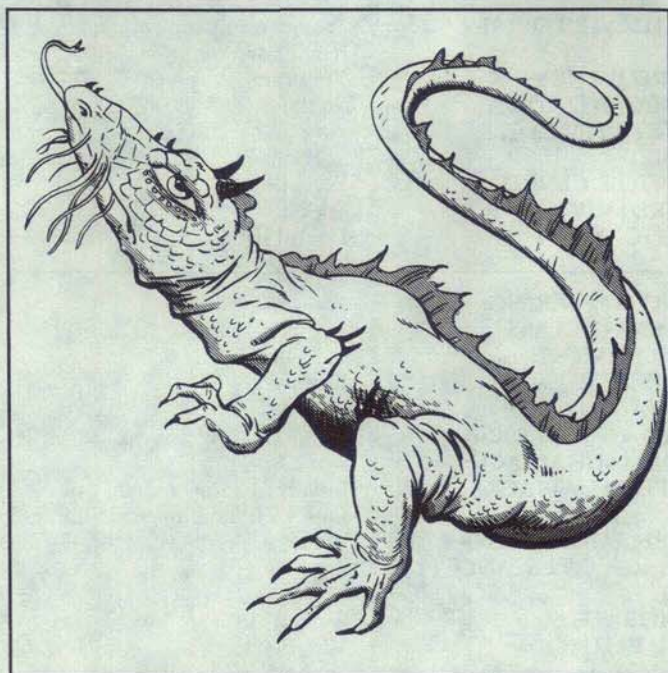
The gods often punish unfaithful human husbands and wives by making them minions of a pan lung. Pan lung minions do not age, and are typically condemned to serve for a term in years equal to the number of tears they have caused their mate to shed. A pan lung's minions obey it implicitly, fighting to the death if so ordered. There is a 25% chance a pan lung will have slaves (equal to half the number of creatures it can control by *scaly command*).

Ecology: Pan lung prefer to eat fruits and vegetables, often maintaining elaborate gardens that are cultivated by their minions. Generally, they are indifferent to the affairs of other oriental dragons and cooperate with them only if so ordered by the Celestial Bureaucracy. They particularly resent the power and position of the 'tien lung (celestial dragons), and they have been known to attack them in a jealous frenzy.

Shen Lung (Spirit Dragon)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate lakes and rivers
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Special
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-4
ARMOR CLASS:	-1 (base)
MOVEMENT:	12, Fl 18 (E), Sw 9
HIT DICE:	14 (base)
THACO:	7
NO. OF ATTACKS:	4 + special
DAMAGE/ATTACK:	1-8/1-8/2-24/1-10
SPECIAL ATTACKS:	Snatch, tail slap, kick, and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (48' base)
MORALE:	Fanatic (17)
XP VALUE:	Variable



Age Category	Body Lgt. (')	Tail Lgt. (')	AC	MR	Treas. Type	X.P. Value
1 Hatchling	3-12	2-9	2	—	—	1,400
2 Very Young	12-23	9-19	1	—	—	3,000
3 Young	23-34	19-32	0	—	—	6,000
4 Juvenile	34-47	32-45	-1	—	1/2 H	7,000
5 Young Adult	47-60	45-56	-2	20%	H	10,000
6 Adult	60-73	56-67	-3	25%	H	11,000
7 Mature Adult	73-86	67-79	-4	30%	H	12,000
8 Old	86-99	79-91	-5	35%	Hx2	13,000
9 Very Old	99-112	91-103	-6	40%	Hx2	14,000
10 Venerable	112-125	103-115	-7	45%	Hx2	15,000
11 Wyrm	125-138	115-127	-8	50%	Hx3	16,000
12 Great Wyrm	138-151	127-140	-9	55%	Hx3	17,000

Shen lung are slender and bright-eyed, with spiked tails, ridged backs, and two sharp horns rising from the tops of their heads. Golden whiskers grow from their snouts. The scales of hatchlings are dull shades of red, blue, green, orange, or any combination of these colors; the scales brighten into brilliant hues by the time a shen lung reaches the age of young adult. Though wingless, shen lung can fly through the power of a magical yellow pearl imbedded in their brains; the pearl is similar to that of the t'ien lung.

Shen lung speak their own tongue (which they share with pan lung), the languages of chiang lung, fishes, reptiles, and the Celestial Court, and all human languages.

Combat: Unless the opponents are openly hostile, shen lung usually parley before combat. If the opponents are resistant or their responses are unsatisfactory, shen lung engage in vicious melee, augmenting their attacks with *water fire*, assaults from the companions under their *scaly command*, and, if available, *ice storm*. Unlike other oriental dragons, shen lung can perform claw/claw/bite/tail attacks; the powerful spiked tail can easily reach opponents to the dragons' sides and front. Shen lung can also attack with tail slaps (only adult or older shen lung can attack with a tail slap, inflicting damage equal to two claw attacks and affecting as many opponents as the dragon's age category; those within the sweep of the dragon's tail must roll successful saving throws vs. petrification or be stunned for 1d4 + 1 rounds) and kicking attacks on opponents in back (kicks inflict claw damage; victims must roll their Dexterity or less on 1d20 or be kicked back 1d6 feet + 1 foot per age category of the dragon and must also roll a successful saving throw vs. petrification, adjusted by the dragon's combat modifier, or fall).

Special Abilities: From birth, shen lung can breathe both water and air. They have the *scaly command* power over 2d10 creatures times the age

level of the dragon (a young lung wang, for instance, has the *scaly command* power over 6d10 creatures). They also can produce *water fire* that inflicts 2d6 points of damage from dragons of age hatchling through young adult, 3d6 points of damage from dragons of age adult through very old, and 4d6 points of damage from dragons of age venerable through great wyrm. Shen lung are also immune to lightning and all forms of poison, but suffer double damage from all fire-based attacks, magical or otherwise. No insect, arachnid, or arthropod can approach a shen lung within a radius of 60 feet.

As they age, shen lung gain the following additional abilities:

Age	Abilities
Young	<i>Bless and curse</i> , each once per day
Young adult	<i>Ice storm</i> three times per day
Adult	<i>Control weather</i> three times per day

Habitat/Society: Shen lung are most commonly encountered in the company of the chiang lung they have been assigned by the Celestial Bureaucracy to assist and guard; 1d6 shen lung usually accompany a single chiang lung. Shen lung lair in modest but well-kept mansions of stone at the bottoms of rivers and lakes, usually not far from the palaces of their chiang lung.

Ecology: Shen lung sustain themselves on any type of precious gems, although they also enjoy fish and rodents. They are intensely loyal to their chiang lung and also maintain close relationships with nature spirits. Most are fascinated by humans, often taking human form to mingle in human villages. Humans, in turn, view shen lung as messengers of the gods and bringers of good fortune, constructing ornate shrines and staging elaborate ceremonies to gain their favor.

T'ien Lung (Celestial Dragon)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1
ARMOR CLASS:	-4 (base)
MOVEMENT:	9, Fl 48 (D), Sw 6
HIT DICE:	15 (base)
THACO:	5
NO. OF ATTACKS:	3+special
DAMAGE/ATTACK:	1-8/1-8/4-40
SPECIAL ATTACKS:	Breath weapon, snatch, tail slap, kick, and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (50' base)
MORALE:	Fanatic (18)
XP VALUE:	Variable



Age Category	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	MR	Treas. Type	X.P. Value
1 Hatchling	4-13	3-9	-1	2d10+1	—	—	4,000
2 Very Young	13-24	9-19	-2	4d10+2	—	—	6,000
3 Young	24-37	19-29	-3	6d10+3	—	—	8,000
4 Juvenile	37-49	29-39	-4	8d10+4	—	H	9,000
5 Young Adult	49-62	39-49	-5	10d10+5	30%	Hx2	12,000
6 Adult	62-75	49-60	-6	12d10+6	35%	Hx2	13,000
7 Mature Adult	75-88	60-71	-7	14d10+7	40%	Hx2	14,000
8 Old	88-101	71-82	-8	16d10+8	45%	HFx2	15,000
9 Very Old	101-114	82-93	-9	18d10+9	50%	HFx2	16,000
10 Venerable	114-127	93-104	-10	20d10+10	55%	HFx2	17,000
11 Wyrmling	127-141	104-116	-11	22d10+11	60%	HFx3	18,000
12 Great Wyrmling	141-155	116-128	-12	24d10+12	65%	HFx3	19,000

A t'ien lung's scales are dull gold at birth, but brighten to a brilliant yellow when it reaches the young adult age; orange and light green varieties have also been seen. Multi-hued manes surround their necks, and similarly colorful whiskers branch from their snouts and rise over the tops of their heads like antlers. Wispy golden beards dangle beneath their chins. From the age of young adult and up, their scales give off a sweet aroma resembling that of cherry blossoms. Though wingless, t'ien lung can fly through the power of a magical yellow pearl imbedded in their brains; the pearl is similar to that of the shen lung.

T'ien lung speak their own tongue, the languages of air elementals and the Celestial Court, and all human languages.

Combat: Whenever possible, t'ien lung attempt to warn away potential opponents with a fiery blast from their breath weapon. If their warnings go unheeded, they fight ferociously. T'ien lung prefer to fight from the air, circling their opponents and attacking with their breath weapons, then swooping for snatch and claw/claw/bite attacks when given an opening. T'ien lung can perform tail slaps (only adult or older t'ien lung can attack with tail slaps, inflicting damage equal to two claw attacks and affecting as many opponents as the dragon's age category; those within the sweep of the dragon's tail must roll successful saving throws vs. petrification or be stunned for 1d4+1 rounds) and can kick opponents behind them (kicks inflict claw damage; victims must roll their Dexterity or less on 1d20 or be kicked back 1d6 feet +1 foot per age category of the dragon and must also roll successful saving throws vs. petrification, adjusted by the dragon's combat modifier, or fall).

Breath Weapon and Special Abilities: A t'ien lung's breath weapon is a cone of fire 90 feet long, five feet wide at the dragon's mouth, and 30 feet wide at the end. Victims within the breath weapon cone must save vs.

breath weapon for half damage. A t'ien lung can use its breath weapon once every three rounds.

From birth, t'ien lung can breathe both water and air. They can cast *control weather* a number of times per day equal to twice their age level. As they age, t'ien lung gain the following additional abilities:

Age	Ability
Young	<i>Pyrotechnics</i> three times per day
Adult	<i>Suggestion</i> three times per day
Old	<i>Fire storm</i> once per day

Habitat/Society: T'ien lung live in resplendent castles in cloud banks and on high mountain peaks. Male t'ien lung never remain with their mates, and females banish their offspring as soon as they reach the age of young. Adult and older t'ien lung have a 50% chance of being accompanied by 1d4 air elementals (of 8 Hit Dice) that act as their servants and bodyguards; these elementals unquestioningly obey their masters, defending them to the death if necessary.

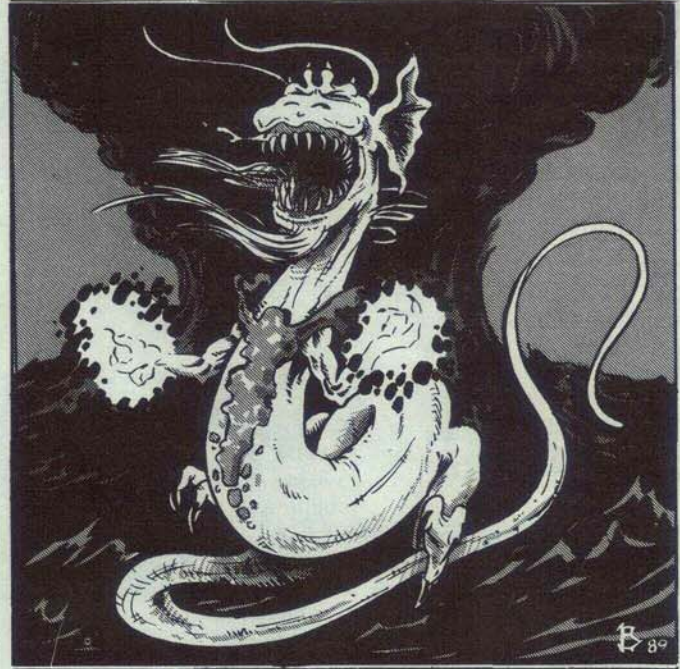
Ecology: T'ien lung enjoy eating opals and pearls and look kindly on any mortal who gives them such delicacies. Farmers who rely on the good will of t'ien lung for good weather often make sizeable offerings of these precious gems. T'ien lung are thought to be among the most favored officials of the Celestial Bureaucracy; true or not, t'ien lung do little to discourage their reputation. Pan lung in particular resent the power and position of t'ien lung and have been known to attack them in jealous frenzies. Though such battles can last for weeks, the powerful t'ien lung usually triumph in the end.

Tun Mi Lung (Typhoon Dragon)



CLIMATE/TERRAIN:	Tropical, subtropical, and temperate oceans
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	Special
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	-3 (base)
MOVEMENT:	12, Fl 48 (E), Sw 12
HIT DICE:	15 (base)
THACO:	5
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/2-20
SPECIAL ATTACKS:	Snatch, tail slaps, and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (60' base)
MORALE:	Fanatic (17)
XP VALUE:	Variable



Age Category	Body Lgt. (')	Tail Lgt. (')	AC	MR	Treas. Type	X.P. Value
1 Hatchling	9-21	7-17	0	—	—	2,000
2 Very Young	21-33	17-28	-1	—	—	4,000
3 Young	33-45	28-39	-2	—	—	6,000
4 Juvenile	45-57	39-50	-3	—	1/2 F	7,000
5 Young Adult	57-70	50-62	-4	25%	F	10,000
6 Adult	70-83	62-74	-5	30%	F	11,000
7 Mature Adult	83-96	74-86	-6	35%	F	12,000
8 Old	96-110	86-98	-7	40%	Fx2	13,000
9 Very Old	110-124	98-110	-8	45%	Fx2	14,000
10 Venerable	124-138	110-122	-9	50%	Fx2	15,000
11 Wyrm	138-152	122-134	-10	55%	Fx3	16,000
12 Great Wyrm	152-167	134-146	-11	60%	Fx3	17,000

Tun mi lung, also known as typhoon dragons, have been charged by the Celestial Emperor to dispense destructive hurricanes and typhoons, a task they greatly enjoy. Though tun mi lung are only supposed to cause storms when directed to do so by the Celestial Bureaucracy, they often ignore their orders, launching into rampages of destruction to ravage the coasts of warmer lands out of sheer maliciousness. Such is the power of the tun mi lung that the Celestial Emperor must send t'ien lung to rein them in.

The largest of the oriental dragons, tun mi lung have long, sinuous bodies covered with thick scales in a variety of colors, with blue-green, dark red, and violet among the most common. They have dark beady eyes, stringy beards dangling from their chins, and enormous jaws lined with hooked teeth as sharp as razors. Though wingless, tun mi lung can fly from the power of a magical black pearl imbedded in their brains.

Tun mi lung speak their own language, the languages of all sea creatures, the Sea Lords, and the Celestial Court, and all human languages.

Combat: If possible, tun mi lung will always attack with their *divine wind* power, supplemented with *lightning bolt* spells as needed. Otherwise, tun mi lung resort to melee combat, first casting *darkness* (if available), then ripping and snapping with claw/claw/bite attacks. Tun mi lung are physically unable to conduct effective kicking attacks, but can attack with tail slaps (only adult or older tun mi lung can attack with tail slaps, inflicting damage equal to two claw attacks and affecting as many opponents as the dragon's age category; those within the sweep of the dragon's tail must roll successful saving throws vs. petrification or be stunned for 1d4 + 1 rounds).

Special Abilities: From birth, tun mi lung can breathe both air and water and are immune to all water-based and air-based attacks. Additionally, they can summon a *divine wind* of great strength once per week. These winds automatically capsize small boats and have a 70% chance of capsiz-

ing large boats, a 70% chance of snapping tree trunks, a 70% chance of knocking man-sized victims to the ground (victims suffer 1d6 points of damage for every 10 feet blown by the wind). Flying victims are blown backward 50-100 feet, and all victims exposed to the winds suffer 1d10 points of damage per turn. The radius of the effect (in miles) equals five times the dragon's age level. The duration of the effect is 6d4 hours.

As they age, tun mi lung gain the following additional powers:

Age	Ability
Juvenile	<i>Darkness</i> with a radius equal to 50 feet times the dragon's age level, once per day
Adult	<i>Lightning bolt</i> 20 feet long that inflicts 6d6 points of damage, three times per day (increasing to six times per day for dragons of venerable age or older)

Habitat/Society: Nothing conclusive is known of tun mi lung lairs, though it is believed that they maintain lavish palaces on the ocean floor. Because they are disliked by the more peaceful and cultured creatures of the sea, their lairs presumably are located in remote areas of the ocean. Tun mi lung spend most of their time roaming up and down the sea coasts or circling in the skies above the open ocean, usually in the centers of *divine winds* of their own creation, which move with them as they travel.

Tun mi lung shun the company of other creatures, including other tun mi lung. Female tun mi lung abandon their offspring as soon as they hatch; infant mortality is high, accounting for the relative scarcity of this subspecies.

Ecology: When it comes to food, tun mi lung are the least choosy of all oriental dragons, equally fond of fish, precious gems, and capsized ships. Oblivious to the territorial claims of other dragons, tun mi lung are particularly disliked by the seafaring lung wang.

Yu Lung (Carp Dragon)

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate lakes and rivers
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (5-7)
TREASURE:	Special
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	1 (base)
MOVEMENT:	6, Sw 18
HIT DICE:	10 (base)
THACO:	11
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-8/1-8/2-12
SPECIAL ATTACKS:	Swallow whole and magical abilities
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (18' base)
MORALE:	Champion (16)
XP VALUE:	Variable



Age Category	Body Lgt. (')	Tail Lgt. (')	AC	MR	X.P. Value
1 Hatchling	1-3	1-2	4	—	420
2 Very Young	3-10	3-9	3	—	975
3 Young	10-17	9-15	2	—	2,000
4 Juvenile	17-25	15-22	1	—	3,000
5 Young Adult	25-35	22-30	0	10%	7,000

Yu lung, also known as carp dragons, live in all types of fresh water rivers and lakes. They have no positions in the Celestial Bureaucracy; instead, they metamorphose into other subspecies upon reaching the age of adult and are then relocated and charged with specific duties as determined by the Celestial Emperor. Reclusive and shy, yu lung are the smallest of the oriental dragons and the most docile.

Yu lung have dragons' heads and the bodies and tails of giant carp. Their scales are blue-gray with variously colored markings. They have two arms, long wispy beards, and bright yellow eyes resembling those of cats. They cannot fly and are able to move on land only by dragging themselves along the ground with their claws.

Yu lung speak their own language, the languages of all fresh water creatures, and the Celestial Court, and all human languages.

Combat: The timid yu lung shun combat. If provoked or threatened, yu lung attack with their claws and bite; if their opponents withdraw, yu lung seldom pursue. The yu lung's tail is too flaccid for tail slap attacks, and they are physically unable to perform kicks or snatches.

When a yu lung reaches the age of young adult, it can unhinge its jaw like a serpent and swallow a victim whole (the victim can be no larger than a small man). A swallowed victim suffers bite damage, plus 1 point of damage per round thereafter from the yu lung's digestive juices. The victim also has a 5% cumulative chance per round of suffocating. (When the yu lung loses 50% of its hit points, the victim can be freed. The swallowed victim suffers a -2 penalty to his attack rolls when attempting to cut himself free; thrusting and stabbing attacks originating from outside the yu lung have a 20% chance of striking the swallowed victim.)

Special Abilities: Unlike other oriental dragons, yu lung are unable to polymorph or turn invisible. They can breathe only water, although they are able to exist on land for up to one hour, after which they have a 5% cumulative chance per round of suffocating. At the age of very young they acquire the ability to cast *bless* and *curse*, each

once per day. Juvenile and young adult yu lung can exhale a ten-foot-diameter cloud of gas that has the same effect as a *potion of healing* (restores 2d4 + 1 hit points) on all those within its area of effect; they can breathe these clouds once per day.

Habitat/Society: Yu lung lair in small mansions made of mud and stone located deep in the murkiest waters of the lake or river they inhabit. Though neat and well-built, yu lung mansions are crude by oriental dragon standards. They are also relatively barren, as yu lung do not collect treasure.

When yu lung reach the age of adult, they metamorphose into an adult of another oriental dragon subspecies, determined randomly as follows (roll percentile dice):

Roll	Result
01-30	Shen lung
31-50	Pan lung
51-65	Chiang lung
66-80	Li lung
81-90	Lung wang
91-95	Tun mi lung
96-00	T'ien lung

This transformation, which occurs exactly at midnight on the dragon's 101st birthday, is instantaneous and accompanied by a loud crack of thunder. The newly transformed dragon is then relocated to a new domain and given an assignment by the Celestial Bureaucracy befitting its new status.

Ecology: Yu lung are scavengers, eating the organic and inorganic matter dug from the ooze at the bottom of their lake or river. They peacefully co-exist with all forms of aquatic life. Yu lung occasionally befriend humans, and these friendships are notable for their longevity; a yu lung's bond with a human persists even after its transformation into another subspecies.

CLIMATE/TERRAIN:	Hot or volcanic regions
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Individuals K, M; in lair F
ALIGNMENT:	Neutral evil

NO. APPEARING:	10-100
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	2 + 2
THACo:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Breathe fire
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5 1/2'-6')
MORALE:	Steady (11-12)
XP VALUE:	Normal: 175 Elite: 270 Priest: 650 Overlord: 420



Firenewts, also known as salamen, are distant relatives of lizard men. 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 (5 1/2' tall) 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 chain mail and carry one or two weapons—pike and sword (45%), sword 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 and AC 3 (chain mail plus Dexterity bonus). Elite warriors carry battle-axes.

For every 30 warriors encountered, there is a priest with 3 + 3 HD, AC 5, and the following spells, usable once each day: *animal friendship*, *faerie fire*, *predict weather*, *produce flame*, *heat metal*, and *pyrotechnics*. Priests carry maces.

All firenewts have a limited breath weapon. Once per turn they can breathe fire on a foe directly in front of them. This flame has a five-foot range and inflicts 1d6 points of damage; a successful saving throw reduces the damage by half.

Firenewts are highly resistant to fire-based attacks and save with +3 bonuses against these. In addition, all fire-based attacks that do affect them are reduced by 1 hit point of damage per die of the attack. Conversely, firenewts save with -3 penalties against cold-based attacks; such damage is increased by 1 hit point per die of the attack.

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).

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 firenewt overlord (4 + 4 HD, AC 3) 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.

CLIMATE/TERRAIN:	Temperate forests, hills
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Thermosynthesis
INTELLIGENCE:	Highly (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-12
ARMOR CLASS:	2
MOVEMENT:	Fl 15 (A)
HIT DICE:	2+2
THACO:	19
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Electricity
SPECIAL DEFENSES:	Immune to magic; heat/electrical absorption; invisibility
MAGIC RESISTANCE:	Nil
SIZE:	T (3" -6" diameter)
MORALE:	Steady (11-12)
XP VALUE:	2,000

Firestars, also known as moondancers, are glowing beings that roam forests and hills and generally ignore travelers.

Firestars appear to be silent, floating, fist-sized motes of light. They are frequently mistaken for will-o-wisps or torches.

Firestars can consciously control their illumination level, from bright torchlight to total darkness. During a black-out they are effectively invisible. The light fails completely when the firestar dies.

The firestars' language consists of intricate patterns of flashing lights accompanied by fluctuations in their light level. They understand some humanoid gestures, movements, and languages.

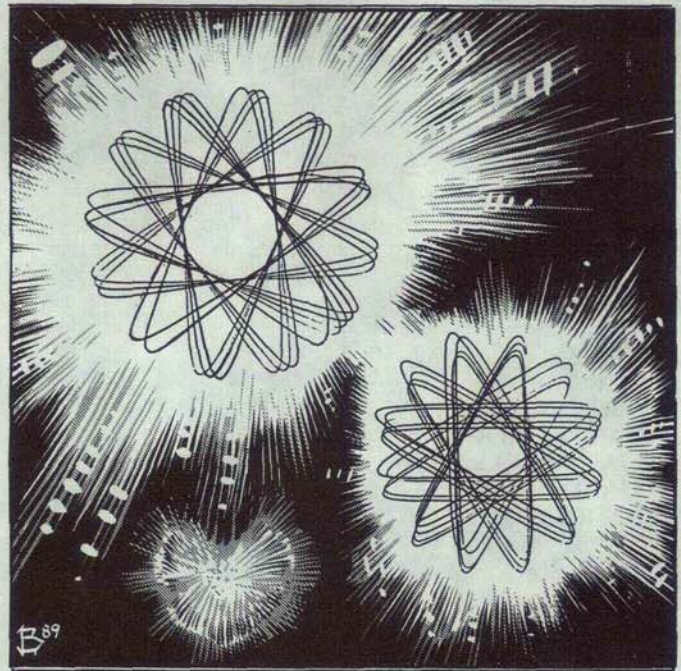
Combat: A firestar never initiates combat. If attacked, it defends itself with an electrical jolt similar to a miniature lightning bolt that inflicts 2d6 points of damage with no saving throw. These bolts have a range of 30 feet, are conducted through metal, and can be released five times each day.

A firestar can absorb energy from normal or magical flames; it gains as additional hit points the amount of damage the flames would have inflicted on another creature. For example, a 12 hit-point firestar attacked by a fireball that would normally cause 18 points of damage would gain that 18 points as additional hit points, for a new total of 30 hit points.

A firestar can attain a maximum hit point total of four times its original amount. These added hit points are lost after 1d4+1 hours, leaving the firestar with its original amount. Any extra hit points are not absorbed but rather harmlessly dissipated. Firestars can absorb the damage done by a *flametongue* sword at a rate of 1 hit point per sword strike. Firestars are immune to electrical attacks.

Firestars can drain energy from a normal campfire at a rate of 2d6 hit points per round or from torches at a rate of 1d6 hit points per round. It can extinguish a fire by absorbing all its energy at once, gaining 5d6 hit points in the process; in order to do this, the firestar must remain motionless and take no other actions. Firestars automatically attract sparks within 20 feet; these are harmlessly absorbed but may betray a blacked-out firestar's position.

Firestars are immune to most magical spells. Detection and communication spells, *magic missile*, and cold-based spells have



normal effects on the firestar. A firestar may be hit by normal weapons. Flaming weapons both injure and heal the firestar simultaneously.

If a firestar is slain, the light fades, revealing its actual body, a two-inch-long, egg-shaped body covered in a black spider web of nerves. The nerves intersect in a number of nodes and eyes.

Habitat/Society: The firestar is normally found floating among the hills or trees, dancing intricate patterns with its companions. It is a completely alien being that shows some curiosity toward its surroundings but otherwise ignores animals and adventurers alike. It is attracted by artificial lights and magic. It investigates campfires and magical lights within two miles and magic used within 200 yards.

Most encounters with firestars occur when adventurers mistake them for torches or will-o-wisps. Adventurers may attack the peaceful firestars, which then defend themselves with their powers. Injured firestars may initiate an encounter by seeking out and draining an adventurer's campfire as a means of healing themselves.

During the day, firestars rest. They land in high, inaccessible spots, retract their glowing nerves, and spend the day absorbing the sun's light and heat. They may be mistaken for an exotic or ornamented egg; adventurers may accidentally collect these "eggs" with the idea of later reselling them. When night falls, the firestar reveals its true self and seeks to escape.

Firestars are intelligent but reclusive. They only communicate with creatures that employ telepathy or *speak with monsters* spells. Firestars are also secretive about their life span and reproduction. It is suspected that firestars reproduce asexually by budding.

Ecology: The firestar's body contains several organs that are useful as spell components or ingredients in magical concoctions. It contains a distinctive organ that can be used in a *dancing lights* spell. Any of its organs may be used to prepare the magical inks for *affect normal fires*, *dancing lights*, and *detect magic* scrolls. These organs are worth 1-5 gp each.

	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
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NO. APPEARING:	1	1
ARMOR CLASS:	5	5
MOVEMENT:	9	Fl 9 (A)
HIT DICE:	6	1-4 hp
THACO:	15	See below
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	2-8/2-8	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 (13-14)	Elite (13-14)
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 three turns, 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 versions of medusae. Only 1% of males born to medusae are maedar; the remaining 99% are normal human infants who die upon first sight of their mothers. Because of the maedar's rarity and natural reclusiveness, even most sages are unaware of their existence. Maedar are rarely seen; normally they remain in the lair shared with their medusae mates.

A maedar's magical power provides meat for him and his mate. He smashes her petrified victims, then transforms the rubble to raw meat.

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 killers for years.

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 gemstones, 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 +1 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 three turns 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.

Glyptars cannot be mentally contacted or influenced by any *mind-affecting* spells. They cannot be forced to cooperate by any means. They only cooperate when they choose. Glyptars cannot be spoken with telepathically; however, they can cause their attachment to write out messages in common, medusa, or any other language understood by the maedar.

A glyptar can be destroyed only by shattering its stone, at which time the maedar's spirit leaves the Prime Material plane. It does not care whether this happens or not. A glyptar can see 90 feet on the Astral and Ethereal planes, and it can use infravision to see 90 feet in all directions.

Meazel

CLIMATE/TERRAIN:	Marshes, subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	B
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	4
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-5')
MORALE:	Steady (11-12)
XP VALUE:	120



The meazel is a vicious, malevolent creature that preys on other subterranean dwellers or anyone else in the area.

The meazel is slightly smaller than a human. Its skin varies from light gray to dark green. Eighty-five percent of meazels have irregular patches of angry red color; these are the result of a non-contagious skin disease peculiar to meazels. The patches give the creature a leprosy appearance. The eyes are jet black. The thick, waxy hair is dark green-gray. The toes are partially webbed. Males and females are nearly identical.

Combat: Meazels attack with their clawed hands, each hand inflicting 1d4 points of damage. They may use a cord to strangle a victim seven feet tall or shorter, if they can approach from the rear and surprise the victim. If they try this, a successful attack roll means the cord has wrapped around the victim's throat; the victim will die in two rounds unless the meazel relaxes its grip or the victim breaks the cord or pulls it free of his throat. Meazels only relax their grip if they are dead or forced to defend themselves from another attack.

Meazels possess the following natural thieving abilities:

PP	OL	F/RT	MS	HS	DN	CW	RL
45%	37%	35%	33%	25%	15%	88%	20%

They rarely attack openly. They prefer to hide, sneak up from the rear, and either strangle stragglers from behind or pick pockets in search of gold.

Habitat/Society: Meazels are hostile hermits. They prey mainly on orcs and kobolds, although they gladly attack anyone else who is available. Because of this, almost any subterranean dweller attack a meazel on sight. Meazels are carnivorous and prefer humanoid flesh.

Meazels are rarely encountered away from their lairs. They prefer marshes, caverns, or other cold, dark, dank places as sites to build their squalid homes. Such homes are appallingly dirty. Each meazel's possessions are gathered into a pile that also serves as the creature's bed. Rats and insects overrun the mess, polish off the leftovers, and also serve as snacks.

Only two things can make meazels willingly congregate: the need for cooperation against a foe, and the infrequent urge to mate. Meazel females give birth to 1-2 whelps. The whelps are independent at three years and mature in six years. The whelps are incapable of being tamed; even if captured at birth and raised in a kind environment, the whelps still grow malevolent (although probably more intelligent and cunning).

Meazels are greedy and strip a corpse of anything they find valuable. But they either do not understand or recognize that magical items are valuable, hence such items are never found in meazel hoards. On the other hand, they grab items that they might be unable to use, such as human armor or large weapons. The bones of past meals are stored in sacks near the meazels' lairs. The sacks also contain any gems that the creatures found among their victims' possessions. Meazels do not recognize gems and semiprecious stones as treasure, hence they throw these away.

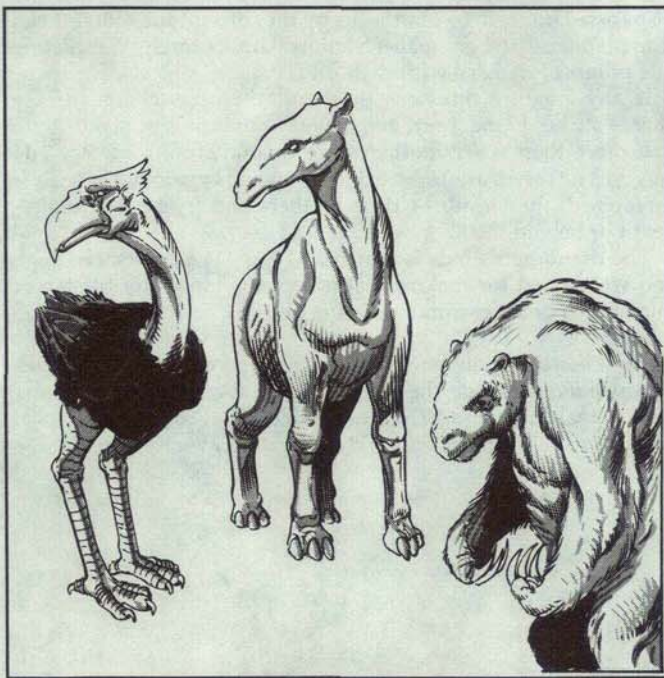
Ecology: Meazels prey on anything that roams the subterranean realms. They are unique in that hatred of them unites virtually all other subterranean travelers.

Meazels are too mean-spirited to make reliable allies. However, they occasionally can be duped into acting as unwitting pawns or recruited against a common foe.

Pleistocene Animals



	Axe.	Bal.	Meg.	Phor.	W. Rhino	Titan.
CLIMATE/TERRAIN:	Plains	Plains	Woods	Plains	Plains	Plains
FREQUENCY:	Unc.	Rare	Unc.	Unc.	Common	Unc.
ORGANIZATION:	Flock	Solitary	Solitary	Flock	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Any	Day	Day	Day
DIET:	Carn.	Herb.	Herb.	Carn.	Herb.	Herb.
INTELLIGENCE:	Animal	Semi	Animal	Animal	Animal	Animal
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Neutral	Nil	Nil	Nil	Nil
NO. APPEARING:	1-6	1-3	1-6	2-12	1-4	1-12
ARMOR CLASS:	6	5	6	6	5	6
MOVEMENT:	18	12	6	15(16)	12	12
HIT DICE:	3	14	10	7+7	10	12
THACO:	17	7	11	13	11	9
NO. OF ATTACKS:	3	2	2	3	1	1
DAMAGE/ATTACK:	1-3/1-3/2-8	5-20/5-20	2-12/2-12	1-4/1-4/1-2	2-12	2-16
SPECIAL ATTACKS:	Nil	Nil	Nil	See below	Charge & trample	Charge & trample
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	L (7')	H (25')	H (20')	L (10')	L (15')	H (16')
MORALE:	Un (5-7)	A (8-10)	A (8-10)	A (8-10)	A (8-10)	A (8-10)
XP VALUE:	65	8,000	1,400	650	1,400	2,000



Axebeak

Axebeaks are flightless, carnivorous birds that stand four feet tall at the shoulder. Axebeak markings resemble those of an ostrich. The immense head and long neck are covered in short white feathers. The body is covered in dense black feathers with a white underbelly and tail. The legs are covered in yellow scales.

The axebeak has a loud, honking voice that can be heard for 1/2 mile. During mating time, the males make a thrumming sound like a bass violin. In combat, the bird hisses when not biting.

They are fast runners and aggressive hunters that pursue prey until fed or killed. They attack by kicking (1d3 points of damage for either foot) and biting (2d4 points).

Axebeaks make crude nests of stones atop rocky outcroppings. During warm weather, there is a 25% chance that eggs or chicks are nearby. The chicks are 10%-80% grown with a proportionate number of Hit Dice. Immature axebeaks do not initiate combat, although they can defend themselves by biting for 1d4 points of damage.

Axebeak eggs and hatchlings are worth 50-80 gp. They can be raised as guards, hunters, and mounts. The long plume feathers of the wings and tail are worth two gp each.

Balucitherium

The balucitherium is a prehistoric, hornless ancestor of the rhinoceros. It is a herbivore with a thick, grey-brown hide. The adult stands 15-18 feet at the shoulder and may measure up to 25-28 feet from nose to rump. The four-foot-long head swings on a thick, six-foot-long neck. The adult may weigh up to 30,000 pounds. It has poor eyesight but keen senses of hearing and smell.

The animal is very defensive. It tends to attack any animal it detects nearby. The beast attacks by trampling a foe with its front feet. Either hoof does 5d4 points of crushing damage.

Balucitheria are normally solitary creatures. If two are encountered, they are a mated pair. A third balucitherium is their calf. Roll a percentile die and multiple that by 14 HD and 15 feet to determine the calf's hit points and size.

If magically controlled or raised from a calf, a balucitherium can be trained to serve as a beast of burden. Its immense size and strength enable the beast to carry up to 8,000 pounds.

The hide is well-suited for making leather armor. An adult hide can be worth 50-100 gp.

Megatherium

The megatherium is a giant, ground-dwelling sloth about the size of a grizzly bear. An adult may stand 20 feet tall and weigh 6,000 pounds. It is covered in long, russet hair. The beast is slow moving but more powerful than most animals that might otherwise prey on it. Because of its slow nature, the megatherium always strikes last in the round. Despite its awesome appearance, the megatherium is primarily a peaceful herbivore grazing the wooded plains.

Each forepaw has three foot-long claws. These are primarily used to tear apart trees and shrubs for food, but they can also be used as weapons. The megatherium rears on its hind legs, then attacks with swipes that cause 2d6 points of damage from each paw.

The female megatherium gives birth to 1-2 cubs every other year. Cubs grow to maturity in four years and are found in 33% of all encounters.

Phororhacos

The phororhacos is a nonflying bird with a huge head and powerful beak. It stands ten feet tall (six feet at the shoulder). It is covered with dark gray and brown feathers. An adult male will have a red crest and a tuft of brilliant orange feathers on the back of its head. The legs are light gray with black claws.

The phororhacos has a deep, braying voice. The bird will emit a fierce battle cry when fighting or challenging another male over territory.

Phororhacos gather in hunting and breeding packs. There is a 10% chance for either eggs or chicks in an encounter. The chicks have 10%-80% of full growth with a proportionate number of Hit Dice. Chicks do not attack an active foe, but they do tear into a helpless victim in imitation of the adults.

It is a fearless killer and attacks even if it is outnumbered. It initiates an attack by jumping on its victim. When it is jumping to attack, its claws inflict double damage (2d4/2d4). Each round thereafter, the phororhacos kicks and claws for 1d4 points of damage per blow. It also snaps with its beak for a 2d6 points of damage. If the phororhacos successfully bites a target smaller than man-sized, it picks up the victim and shakes it around before throwing it back to the ground (1d6 points of falling damage). Such victims are unable to take any action the following round.

Phororhacos eggs and hatchlings are worth 70-100 gp. They can be raised as guards, hunters, and mounts.

Rhino, Woolly

The woolly rhinoceros is similar to the modern rhino except that it is covered by a shaggy, russet coat and roams cold, temperate, and subarctic regions. It is an aggressive, belligerent herbivore that is very defensive about its territory.

The woolly rhino has poor eyesight but keen senses of hearing and smell. When one detects an intruder, the woolly rhino

charges. The horn inflicts 2d6 points of damage, double if it strikes while charging. Man-sized or smaller targets are also tossed 10-20 feet by the force of the blow. The woolly rhino can trample man-sized or smaller victims, each foreleg causing 2d4 points of damage.

A woolly rhino will charge wagons or other vehicles, thinking them animals. Such charges deliver a crushing blow to the vehicle. An enraged woolly rhino can smash a wagon apart with little effort.

If two or three woolly rhinos are encountered, one is a female. If four are encountered, the last one is a calf (30%-60% adult size). Adults gain +1 bonuses to their attack rolls if the calf is threatened. Woolly rhinos rarely abandon a captured or injured mate or offspring.

An adult hide is worth 20-30 gp; the thick skin is well suited for making armor. The horn is worth 10-20 gp to alchemists who use it in counterfeit healing potions.

Titanotheres

The titanotheres, also known as the brontotherium, is a rhino-like animal. The adult measures eight feet at the shoulder and 16 from nose to rump and weighs up to 8,000 pounds.

It is a huge and fearless herbivore armed with a yoke-shaped horn on its nose. The horn can be used to ram an opponent for 2d8 points of damage. Opponents of man-sized or smaller are also tossed up to 20 feet in the air by the force of the blow. It can trample man-sized or smaller victims with its forelegs, inflicting 2d4 points of damage with each foot.

If any creature threatens the herd, the bulls charge. If the charge strikes home, horn and trample damage is doubled.

If more than six titanotheres are encountered, there are 1d4 calves. The calves are 10% to 80% grown. They do not attack. If threatened, they head for their mothers and try to hide underneath or behind them.

The titanotheres' hide is worth 20-70 gp. It is extremely thick and well-suited for making leather armor, especially for larger humanoids or other armor-wearing beings.

Other Pleistocene animals detailed elsewhere in the *Monstrous Compendium* include the spotted lion/sabertooth tiger (under Cats, Great), mammoth/mastodon (Elephant), dire wolf (Wolf), cave bear (Bear), hyenaedon (Hyena), and cavemen (Men).

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:	9
HIT DICE:	8
THACO:	13 (base)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5'-6')
MORALE:	See below
XP VALUE:	4,000



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 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 saving throw vs. spell or be paralyzed with terror for 2d4 rounds. This power affects only the revenant's killer.

If a revenant is dismembered, the severed parts 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 priests 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). In order to make this transition, two requirements must be met. The dead character's Constitution must be 18 and either his Wisdom or Intelligence must be greater than 16. Also, the total of his six ability scores

must be 90 or more. Even if these conditions are met, there is only a 5% chance that the dead character becomes a revenant.

If both Intelligence and Wisdom are over 16, the chance increases to 10%. If Intelligence, Wisdom, and Constitution are all 18, the creature can shift at will into any freshly killed humanoid, if the revenant rolls a successful saving throw vs. death.

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.

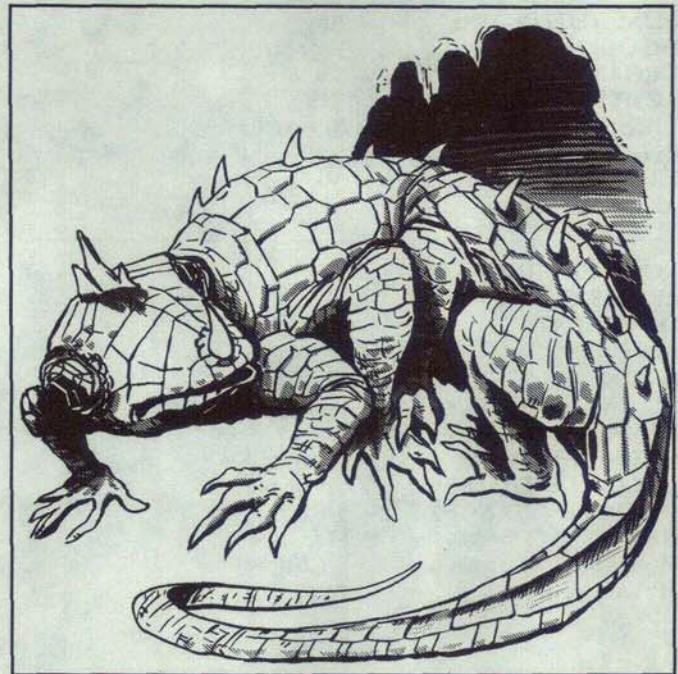
Ecology: Revenants give murder victims a chance to avenge their own murders. They pursue their goals alone without desire or need for allies. However, if the revenant faces a powerful foe able to destroy the revenant's new form, the revenant may decide to use adventurers as pawns in its quest.

Rhaumbusun



CLIMATE/TERRAIN:	Warm, dry regions
FREQUENCY:	Rare
ORGANIZATION:	Mated pairs
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	0, possibly Q or R
ALIGNMENT:	Neutral

NO. APPEARING:	1-3
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	1+2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Gaze
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2-2 ¹ / ₂ ')
MORALE:	Steady (11-12)
XP VALUE:	120



The rhaumbusun is a small, reptilian creature that is distantly related to the basilisk. It is a timid herbivore with a dangerous paralyzing gaze.

The rhaumbusun has eight legs and dorsal spikes. The male's thick hide is covered with glittering purple scales, while the female is predominantly orange. All young are a dusty red, although their coloration changes with maturity. The eyes resemble small, clear, multifaceted gems.

The creature is not graceful. Its legs curl slightly under, giving the beast a scuttling gait that enables anything with 60 feet to hear its approach.

A rhaumbusun communicates with others of its kind through a simple language of clicks and hisses. When agitated, the creature's foot-long tail flips from side to side.

Combat: The rhaumbusun relies on its magical gaze to defend itself. It can paralyze one victim per round at a range of 20 yards. If the victim fails its saving throw vs. paralyzation, it is paralyzed for 3d4 turns. The victim must make eye contact before paralyzation can occur. Mirrors do not reflect the gaze but the spell *gaze reflection* can turn the creature's power against itself, if the creature fails a saving throw vs. petrification. The power does not extend into the Astral or Ethereal planes.

A rhaumbusun is immune to the gaze of others of its kind, but it is vulnerable to its own reflected gaze.

If desperate or surprised, the rhaumbusun may bite for 1d3 points of damage.

Habitat/Society: Rhaumbusuns are usually encountered in mated pairs. They normally mate for life and fight to the death to defend their family or lair. Solitary rhaumbusun usually have a mate hiding nearby. A third rhaumbusun is their offspring (1d4 hp, bite for 1-2 points, victims gains a +2 bonus to saving throw). If the offspring is attacked, the parents attack with +1 bonuses to attack and damage rolls.

They make their lairs in small, dark, dry caves or other secure places. Lairs are only used as a place to rear young. There is a 60% chance the lair contains an egg or 40% that there is a young rhaumbusun. A rhaumbusun's location may be revealed by the presence of paralyzed animals that wandered by.

Rhaumbusuns mate in late spring. The female lays a single egg that hatches in 40 + 1d8 days. The offspring are weak at first, but they attain full growth in 20 days.

The creatures decorate their lairs with stray items that have attracted their attention, such as shiny objects. Sometimes this shiny hoard includes precious metals, coins, or even cut gemstones.

Although rhaumbusuns are timid, they will communicate with humanoids who use a *Speak with Monsters* spell or are actually able to use the rhaumbusun's rudimentary language.

Ecology: Although the rhaumbusun is a timid creature, it acts as an accidental predator by paralyzing threatening animals and thus allowing other creatures to feed on these victims. Small animals often make their dens near the rhaumbusun's lair in order to take advantage of the protection thus offered.

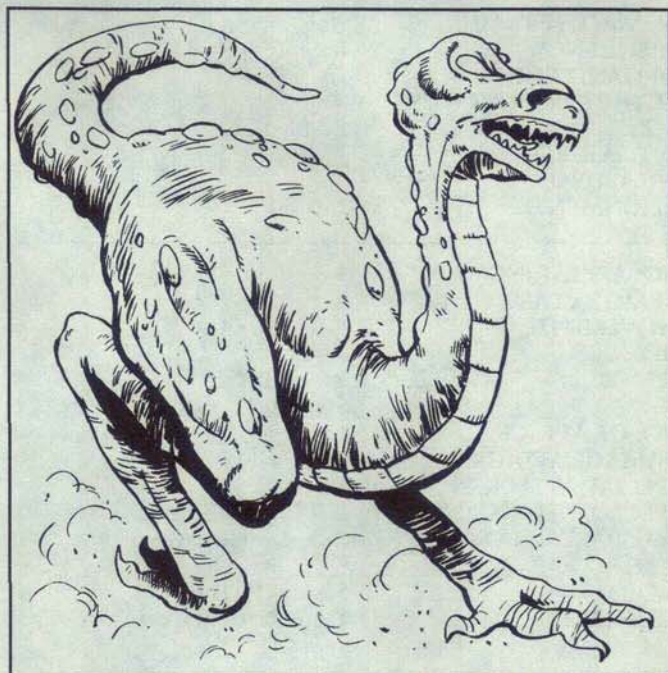
The hide is worth one gp per Hit Die and is used primarily for small items or decorations. If the eyes are removed intact and preserved from decay, they are worth up to 200 gp each to alchemists or wizards. Rhaumbusun eyes are used in the preparation of magical inks and potions related to paralyzation.

Rhaumbusuns may be kept as pets or guards by high-level wizards or priests. Rhaumbusuns sell for 2,000 gp per pair and eggs for 500 gp. If mated rhaumbusuns are separated by captivity or death, they physically deteriorate as they mourn. They lose 1 hp each week for 1d4 weeks. Rhaumbusuns that survive the mourning period recover and eventually seek new mates.

Strider, Giant

CLIMATE/TERRAIN:	Hot, volcanic regions
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-10
SPECIAL ATTACKS:	Fireball
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	+2; immune to magical fire
SIZE:	L
MORALE:	Steady (11-12)
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 it was last struck.

It can emit a small fireball from the duct that lies next to either eye. Each fireball has a range of 20 yards and a burst radius of 10 feet. Anyone caught by the blast must roll a successful saving throw vs. breath weapon or suffer 1d6 points of damage. The giant strider can generate one fireball per eye per hour.

Giant striders are immune to magical fire. 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 on giant striders. This effect can occur only once every three rounds. Fireballs and other intense fiery attacks have this effect immediately.

Conversely, cold-based attacks inflict an additional 1d6 + 1 points of damage and water acts as a poison if they drink it. Any cold liquid poured on their bodies does some damage, usually 1-2 points (at the discretion of the DM).

Giant striders are generally fearless and gain a +4 bonus to their morale.

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 poisoned by ingested water and harmed by cold weather or frigid attacks.

Despite their abnormal nature, giant striders' behavior is similar to 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 six inches high. They grow swiftly, adding six inches per month. They can begin to emit flame after six months. Giant striders mature in one year.

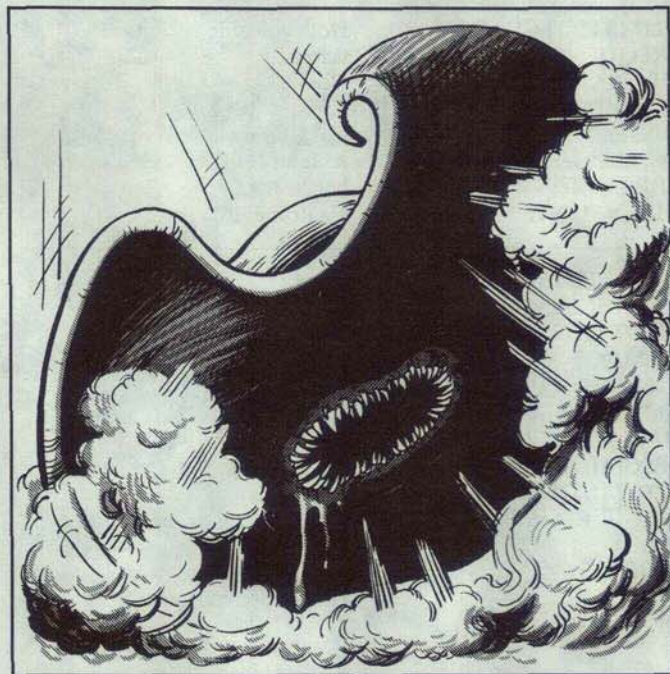
Wild striders have a potential life span of 10-20 years, although the struggle for survival usually shortens this. Striders domesticated by firenewts are usually killed and eaten after 15 years.

Giant striders are the primary mounts of firenewts. The firenewts may keep herds of up to 100 giant striders. Giant striders are fitted with a saddle atop the hips. The firenewts control these mount by kicking their sides or hitting them with spears (the giant striders' sharp teeth would saw through any bridle).

Sull

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to Highly (8-14)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	9
MOVEMENT:	Fl 8 or 16 (A)
HIT DICE:	3 to 6
THACO:	3-4 HD: 17 5-6 HD: 15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 or 4-16
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Gas cloud
MAGIC RESISTANCE:	Resistant to charms
SIZE:	L (20' diameter)
MORALE:	Steady (11-12)
XP VALUE:	420/650/975/1400



Sull, also known as floaters, are living flying saucers, predators who may also serve as aerial mounts.

The sull is a rounded saucer ten feet in diameter and one foot thick at the rim. A dome rises three feet on the top, while a mouth extends two feet from the bottom. The otherwise featureless body is light blue in color. The sull has a mildly sour odor.

Combat: A sull rams into opponents with its hard, rubber-like rim with as much force as it can manage. This attack causes 1d4 points of damage. The sull then rebounds away. If the sull is able to drop down on top of a victim, it bites for 4d4 points of damage. Sull do not crush with their bodies.

When engaged in combat, a sull emits gas from the orifices spaced around the underside of the rim. This gas is a byproduct of digestion and hangs in the air in a blinding, irritating cloud. The sull's opponents suffer a -4 penalty to their attack rolls if they fail their saving throws vs. poison and the gas affects their eyes. If they successfully save vs. poison or have magical protection for their eyes, they receive only a -1 penalty to their attack rolls as they contend with the swirling vapors.

Sulls support themselves by the buoyant gases within their hump. By rapidly inhaling and exhaling, sulls can travel vertically at a rate of 18 or horizontally at a rate of 6. Air currents can alter their speed and turbulence can cause sulls to lose control. For this reason, sulls fear aerial creatures who cause severe turbulence in their wakes (wind walkers, etc.).

Habitat/Society: Sulls are nomadic creatures that silently float along in small groups. Sulls live in the clouds most of the time. They descend when hunger forces them to hunt on the surface. Sulls prefer to hunt in open areas, such as fields and plains.

When a sull spots a quarry, it dives on it at a 45% angle at full speed. Further attacks are made horizontally at ground level. If the sull is prevented from feeding on the spot, it grabs its victim in

its jaws and floats away with it in search of a quieter place to feed. A sull can carry 40 pounds of weight for each Hit Die.

Sulls are omnivorous. Prey is consumed by the great jaws that hang underneath. They can extend a six-foot tube to suck in liquids.

Sulls reproduce by budding asexually in their sixth year. The miniature sulls (2d4) develop within the safety of the upper hump. When they are one foot wide, they are released through the mouth. Young sulls have 3 HD but do not attack. They trail behind their parent and share in its meals. By their first birthday, the sulls have grown to five feet in diameter, developed their rims, and can now attack with either rim or bite. Each year the sulls gain an additional Hit Die and grow another five feet. At age four, the sulls reach their full growth of 20 feet and 6 HD.

Sulls lack visible sensory organs. However, they possess infra-vision (60-foot range) and hearing and smell (20-foot range for these senses). They understand common but cannot speak it. Their own language consists of clicks and whistles. They are quick to learn new languages; if one is serving a humanoid master, the sull quickly masters more of that humanoid's language than the sull lets on. Sulls always recognize their masters' voices and commands.

Ecology: Sulls are very secretive, neither hostile nor friendly to most other races. They are distrustful of humanoids, especially spellcasters, because such people view sulls as vehicles rather than intelligent beings. Sulls are used by birds as landing places; this annoys the sulls as they lack the means to drive the birds off.

Sull are occasionally captured and trained to serve spellcasters as aerial platforms. Sulls deeply resent such servitude. They cooperate only under the threat of pain from electrical shock or magic missiles. Sulls lack the ability to turn over in midair, thus they are helpless to voluntarily dump any riders. They conceal their true intelligence as they await a chance to escape.

Svirfneblin (Deep Gnome)

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	K (x2) and Q (x3)
ALIGNMENT:	Neutral (good)

REACTION:	
NO. APPEARING:	3-30
ARMOR CLASS:	2 and better
MOVEMENT:	9
HIT DICE:	3+6
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Stun darts at +2
SPECIAL DEFENSES:	Save at +3, +2 vs. poison
MAGIC RESISTANCE:	20% (or more)
SIZE:	S (3')
MORALE:	Elite (13)
XP VALUE:	420



Far beneath the surface of the earth dwell the svirfnebli—the deep gnomes—a race related to the the gnomes of the bright world. Small parties of these demihumans roam here and there in underworld mazes of small passageways, always in search of gem minerals. Their realm is in a region unknown, but thought to consist of a closely-connected series of vast caverns in which thousands of these diminutive creatures labor for their king. Only males have ever been seen, and those only in very deep places beneath the ground.

The svirfnebli are gnarled and muscular. Their skin color is usually medium brown to brownish gray. Deep gnomes have gray eyes and tend to be bald.

The svirfnebli communicate with each other by a form of racial empathy when outside their own domains. They also have their own dialect of gnomish that a normal gnome is 60% likely to understand. Most deep gnomes are also able to converse in the underworld cant (the trade language) and speak and understand a fair amount of kuo-toan and drow (tongues of their hated and feared enemies who, along with the mind flayers, are the worst threat to any deep gnome gem-gathering expedition). All these small creatures can converse with speaking creatures from the Elemental Plane of Earth.

Combat: Despite their metal armor and arms, these small and fast moving creatures are able to move very quietly. They are 60% likely to be unseen by any observer, even a kuo-toan, as deep gnomes are able to “freeze” in place for long periods without any hint of movement. They are surprised only on a 1 due to their keen hearing and smelling abilities. They are likely to surprise opponents 90% of the time.

All the svirfnebli have the following magical powers of illusionist nature: *blindness*, *blur*, and *change self*. Each of these spell-like abilities can be used once each day by any deep gnome. All these creatures radiate *non-detection* identical to the spell of the same name.

The deep gnomes wear leather jacks sewn with rings or scales of mithral-steel alloy over fine chainmail shirts. They do not usually carry shields, as these devices would tend to hinder movement through the narrow corridors favored by the svirfnebli. For

every level above 3rd, the typical svirfnebli's Armor Class improves by one point—i.e., a 4th level deep gnome has AC 1, a 5th level AC 0, and a 6th level AC -1.

All deep gnomes are 20% magic resistant, gaining an extra 5% magic resistance for each level they attain above 3rd. They are immune to illusions, phantasms, and hallucinations. Because of their high wisdom, speed, and agility, they make all saving throws at +3, except against poison, when their bonus is +2.

Deep gnomes are typically armed with a nonmagical +1 pick (as horseman's pick for purposes of damage, size, etc.) and a nonmagical +1 dagger. They fight with these as fighters of the same level.

Each individual also carries a pouch of special darts, 7-10 hand-hurled missiles of about nine inches length. Two darts can be thrown each round, with an attack bonus, due to dexterity, of +2. The range of the dart is 40' and the dart inflicts 1-3 points of damage. It is constructed to contain a small glass bead filled with a gas, which compacts and breaks on impact. Any creature struck on its front parts by one of these darts must save versus poison. If it fails, the puff of gas has reached the creature's system and the creature will be *stunned* the next round and *slowed* for the four rounds following that. Deep gnomes above 3rd level also carry 3-6 special darts containing an acid that eats a three-inch hole in armor protection in 1 round, or inflicts an additional 2-8 points of damage on non-protected targets (such as armor with holes, ring mail, chain mail, etc.).

When being pursued by enemies, svirfnebli will typically dash into a secret escape passage tunnelled to their size. Larger escape routes used by the deep gnomes will be filled with covered pit traps and rock deadfalls. A deep gnome leader is 75% likely to carry 3-12 small rock-like crystals (d10+2), and these will be strewn in the path of pursuing enemies if no handy escape route is nearby. These crystals are crushed if stepped on by any creature weighing more than 100 pounds, and each releases a cloud of poisonous gas about 10' in diameter and 15' high. Any creature passing through the cloud must save versus poison or lose consciousness for 1-12 turns. The gas cloud dissipates in 2 rounds.

Svirfneblin (Deep Gnome)

Habitat/Society: Deep gnomes have 120' infravision. They have the normal gnomish powers:

Detect slope in passage	1-5 on 1d6
Detect unsafe walls, ceilings, or floors	1-7 on 1d10
Determine approx. depth underground	1-4 on 1d6
Determine approx. direction underground	1-3 on 1d6

All males of the race are doughty fighters. For every four svirfnebli encountered, there will be an additional leader-type with Hit Dice 4+7. If more than twenty normal deep gnomes are encountered there will be an additional 6th level fighter (Hit Dice 6+9)—a burrow warden—with two 5th level assistants (Hit Dice 5+8). It is 25% probable that a 6th level deep gnome will have illusionist abilities of 5th, 6th, or 7th abilities. Note that a deep gnome of 6th level, if not an illusionist, is 50% likely to be able to summon an earth elemental. The type of earth elemental that can be summoned is found on the special table, and the summoning can be attempted only once per day. Deep gnome clerics might reach 9th level, though levels 5-7 are most common. Priest spell sphere include the following: Charm, Divination, Elemental (earth only), Healing, Necromantic (minor access), and Protec-

tion. The ability to summon creatures of the Elemental Plane of Earth once per day (as per the table) is a granted ability for deep gnome clerics at 7th level, and deep gnome clerics have no ability to turn undead.

Deep Gnome Elemental Summoning Table

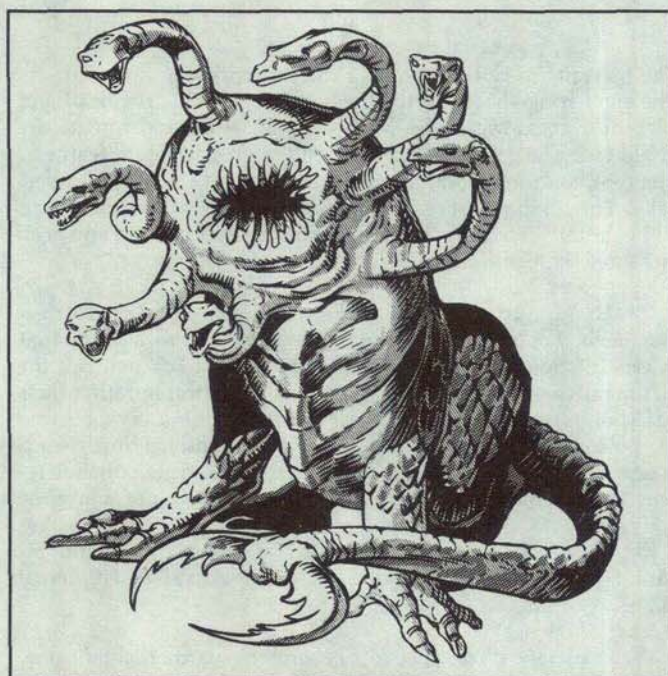
Die roll	Elemental
1	24 Hit Dice earth elemental (or DM's special)
2-6	16 Hit Dice earth elemental
7-10	12 Hit Dice earth elemental
11-15	8 Hit Dice earth elemental
16-18	xorn
19-20	summoning fails

Ecology: Deep gnomes will usually aid any non-enemy for a fee, and they will certainly help in fighting drow, kuo-toans, or mind flayers, providing there is a reasonable chance of defeating these mortal enemies. They love gems and will take great risks in order to gain them. Creatures from the Elemental Plane of Earth are 90% unlikely to harm a deep gnome, though the gnome might have to pay a heavy bribe in precious metals or gems to escape.

Thessalmonster



	Thessalhydra	Thessalmera	Thessalgorgon	Thessaltrice
CLIMATE/TERRAIN:	Damp, dark places	Damp, dark places	Damp, dark places	Damp, dark places
FREQUENCY:	Rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Nocturnal	Nocturnal	Nocturnal	Nocturnal
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)	Low (5-7)
TREASURE:	See below	Any	A	D
ALIGNMENT:	Neutral	Neutral evil	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	0	5/2/0	2	3
MOVEMENT:	12	12	12	12
HIT DICE:	12	10	10	8
THAC0:	9	11	11	13
NO. OF ATTACKS:	1-10	See below	See below	See below
DAMAGE/ATTACK:	1-6(x8)/1-12/1-20	See below	See below	See below
SPECIAL ATTACKS:	Acid	Breath, poison	Petrif.	Petrif.
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G	H	G	G
MORALE:	Steady (11-12)	Steady (11-12)	Steady (11-12)	Steady (11-12)
XP VALUE:	12,000	10,000	9,000	8,000



The thessalmonsters are a family of hybrid monsters resembling hydras. There are four known types of thessalmonsters.

The actual derivation of the name "thessal" is unknown. Legends suggest that the name Thessal referred to a person or organization responsible for the creation of these monstrosities or the land where they were first encountered.

The original thessalmonster is now extinct. It resembled the thessalhydra except that it lacked the fringe of serpentine heads. The thessalmonster was so genetically unstable that it was able to crossbreed with other monsters, such as hydras, gorgons, chimeras, and even the drastically smaller cockatrice.

Thessalhydra

The thessalhydra resembles an eight-headed hydra. It has a large, reptilian torso and tail measuring 30 feet long (eight feet tall at the shoulder). Eight serpentine heads surround a large, circular mouth rimmed with jagged teeth. Each serpentine head and neck measures six feet long. At the end of the 18-foot-long tail is a pair of sharp pincers.

Most of the shiny hide is a deep green. The undersides of the necks, torso, and tail are ochre yellow. Patches of reddish yellow hair cover the chest and upper forelegs. The eyes are dark red.

Combat: The thessalhydra attacks with its serpentine heads. Each head attacks independently and bites for 1d6 points of damage plus an additional 1d6 points if the victim fails a saving throw vs. poison. The main mouth bites for 1d20 points of damage plus an additional 1d20 points if the victim fails a saving throw vs. poison. The tail pincer can grasp an opponent, deliver 1d12 points of damage, and deposit the victim in the mouth in the same round. Items placed in the central mouth must roll saving throws vs. acid and crushing blows each round until destroyed or removed.

Once per day, the thessalhydra can spit out a gob of acidic saliva from its main mouth. This gob can cover a 12-foot-diameter circle at a range of 30 yards. Creatures struck by the acid suffer 12d6 points of damage (half if a saving throw vs. poison is successful).

Thessalhydrae are immune to all acids and acidic poisons.

A fringe head can suffer 12 points of damage before it is severed. Damage done to heads does not affect the overall hit points of the monster. Severed heads are regenerated in 12 days.

Habitat/Society: Thessalhydrae prefer dark, damp settings, such as swamps, jungles, and subterranean lairs.

Thessalhydrae do not collect treasure. Such items as they possess are the remains of former meals that have somehow survived the chewing and acid of the monsters' digestive tracts.

Thessalmonster

Ecology: Thessalhydrae are often confused with hydras. They prey upon their less intelligent kin and anything else edible that wanders by. They may take advantage of their resemblance to attack would-be hydra slayers.

Eggs are worth 7,500 gp. Young are worth 12,000 gp. The young can be chained in place to act as guardians for specific locations or set to roaming normally unused areas.

Thessalmera

The thessalmera is a hybrid of thessalhydra and chimera. It has the scaled, lizard-like body and pincer-clawed tail of the thessalhydra, six to eight snake-like heads, a lion's head in the middle of the snake heads, and a red dragon-like head above these on the upper back. The lion's head is covered in reddish gold hair. Patches of red-black hair cover the chest and upper forelegs.

Combat: The snake-like heads cause 1d6 points of damage per bite, plus 1d6 on each hit from the monster's acidic venom (half if a saving throw vs. poison is successful). The thessalmera cannot spit acid.

The lion jaws bite for 3d4 points of damage. The pincer-like tail inflicts 1d12 points of damage on a hit and can grasp one human-sized or smaller opponent. Victims are held immobile and can only escape by rolling less than their Strength on 1d20 (one attempt per round).

The dragon head bites for 2d4 points of damage or breathes fire up to six times. The flame extends in a cone five feet wide at its mouth, widening to 50 feet wide at its maximum range of 20 feet. The flame causes 3d8 points of damage (half if saving throw vs. breath weapon succeeds).

The serpentine heads can be severed after suffering 12 points of damage; harming them does not diminish the monster's overall hit points. The thessalmera is always controlled by the lion head unless this is damaged or destroyed, in which case the dragon head takes over. If that is destroyed, the thessalmera becomes a semi-intelligent, frenzied killing machine, fearlessly and recklessly attacking everything within reach. When it is done, it retires to a cave to regrow its missing heads.

Thessalmera regenerate 2 hit points of damage every 24 hours. They are resistant to fire (+3 bonus to saving throws vs. heat and fire). They are immune to petrification and acid.

Habitat/Society: These fearsome creatures make their lairs in swamps, jungles, and caverns. They can endure extreme environments with impunity.

Ecology: The cunning thessalmera is often found close to society, where it can feed on livestock and travelers under the cover of night. It prefers human flesh.

Eggs are worth 8,000 gp. Young are worth 12,000 gp. The young can be chained in place to act as guardians for specific locations or set to roaming normally unused areas.

Thessalgorgon

The thessalgorgon is a hybrid of a thessalhydra and a gorgon. It has the scaled, lizard-like body of the thessalhydra, eight snake-

like heads, and a bull's head in the middle of the snake heads. The entire body is covered in thick, metallic scales that are a coppery green in color. A thatch of green-black hair covers the top of the bull's head, the chest, and upper forelegs.

Combat: Each head attacks independently and bites for 1d6 points of damage plus an additional 1d6 points if the victim fails a saving throw vs. poison. The main mouth bites for 2d6 points of damage plus an additional 2d6 points if the victim fails a saving throw vs. poison.

Four times per day, the thessalgorgon can breathe out a cone of petrifying gas measuring five feet at the mouth, 60 feet long, and 20 feet wide at the end. Victims who fail their saving throws vs. petrification are immediately turned to stone.

Thessalgorgons are immune to petrification and all acids.

A fringe head can suffer 12 points of damage before it is severed. Damage done to heads does not affect the overall hit points of the monster. Severed heads are regenerated in 12 days.

Habitat/Society: These monsters prefer caves in wilderness regions.

Ecology: Eggs are worth 7,000 gp. Young are worth 10,000 gp. The young can be chained in place to act as guardians for specific locations or set to roaming normally unused areas.

Thessaltrice

The thessaltrice is a hybrid of a thessalhydra and a cockatrice. The eight fringe heads of the thessaltrice resemble the head and neck of a cockatrice. The wattle, comb, eyes, and tongue are bright red. The green neck is covered with reddish gold feathers. The reptilian torso and tail are deep green with a yellow underbelly. The torso measures 12 feet long (six feet at the shoulder), while the tail is eight feet long. Each cockatrice-like head and neck measures six feet in length.

Combat: The thessaltrice attacks with its circle of cockatrice-like heads. Each head can attack independently with a bite that causes 1d6 points of damage plus an additional 1d6 points if the victim fails a saving throw vs. poison. The central mouth inflicts 1d10 points of damage plus 1d10 if the victim fails a saving throw vs. poison. Each head can attack independently. Fringe heads take 8 points of damage before they are severed. Lost heads regenerate in ten days. Damage done to heads does not injure the body.

Each head can, once per day, petrify a victim by touch. This aura of petrification can extend into the Astral and Ethereal planes.

Habitat/Society: The thessaltrice prefers warmer conditions, such as tropical swamps, jungles, and caverns.

Ecology: Thessaltrice treasure consists of the possessions of petrified victims.

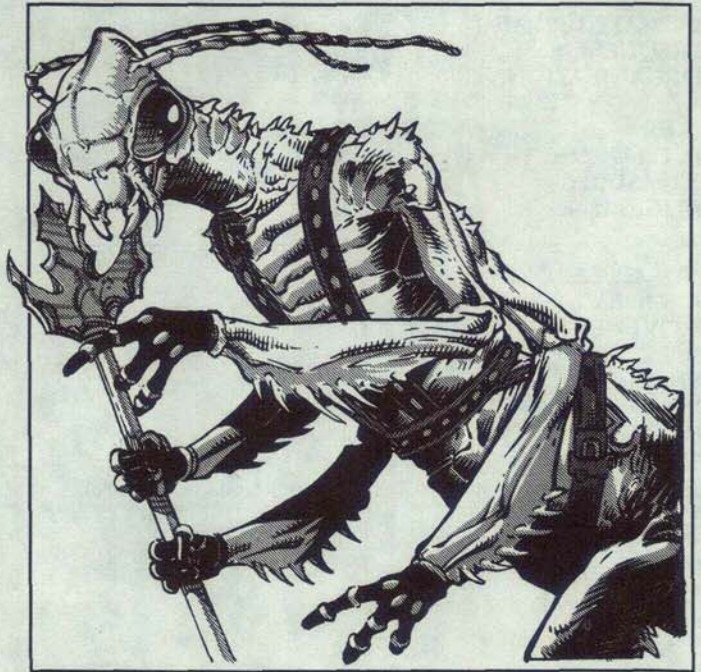
Eggs are worth 5,000 gp. Young are worth 10,000 gp. The young can be chained in place to act as guardians for specific locations or set to roaming normally unused areas.

Thri-kreen (Mantis Warrior)



CLIMATE/TERRAIN:	Deserts, dry lands
FREQUENCY:	Rare
ORGANIZATION:	Packs
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High
TREASURE:	Q
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	2-12
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	6+3
THACO:	13
NO. OF ATTACKS:	5 or 3
DAMAGE/ATTACK:	1-4(x4)/2-5 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Dodge missiles on 9 or better
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7')
MORALE:	Steady (11-12)
XP VALUE:	1,400



The thri-kreen are carnivorous insect-men that roam deserts and dry lands.

The typical thri-kreen adult resembles a human-sized praying mantis. The exoskeleton is sandy yellow. The multi-faceted eyes are shiny black. It is nearly impossible to differentiate males from females. They may wear utilitarian leather harnesses that carry their weapons and other possessions.

Combat: Thri-kreen are extremely agile. They can dodge any missile attack on a roll of 9 or better on 1d20. They can leap 20 feet upward or 50 feet forward.

Thri-kreen use two weapons of their own design. They use a polearm with a blade at either end. These can be used to slash for 1d6 points of damage against a man-sized or smaller target or 1d10 points of damage against a larger target. If thrown as a spear, it causes 1d6+2 points of damage.

They also carve small, triangular throwing wedges from crystalline substances. These wedges automatically return to their thrower if they miss a target. Thri-kreen carry 1d10 of these. They can be thrown 90 yards for 1d6+2 points of damage.

Even if unarmed, thri-kreen are still dangerous. They can attack with their four clawed arms for 1d4 points of damage apiece and bite for 1d4+1 points of damage. Because of the thri-kreen's venomous saliva, bite victims must succeed with saving throws vs. paralyzation or be paralyzed for 2d8 rounds.

Habitat/Society: Thri-kreen are not social creatures. They live in small hunting bands in the deep desert or savannah. They make their lairs in small, light-less burrows devoid of luxuries.

They hunt a variety of creatures. They especially like the taste of elves and consider such beings a delicacy.

Mating occurs in the spring. Thri-kreen females dig egg chambers in the ground where they lay clutches of 10-120 eggs. The egg chamber is then sealed and abandoned. Eggs hatch in mid-

summer. Thri-kreen larvae resemble small versions of their adult forms. They possess 1 Hit Die and attack for 1 point of damage for each arm and bite. Extensive instincts guide the young thri-kreen in developing hunting and tool-making skills. Unfortunately such instincts do not guarantee survival; 90% of the larvae die before adulthood. Thri-kreen gain a Hit Die each year and reach adulthood in 6 years.

Packs are generally clutch-mates. Meetings with other thri-kreen tend to erupt into battle. Occasionally solitary young or the survivors of vanquished packs may join into new packs.

Humanoids find it difficult to establish relations with thri-kreen, as thri-kreen instinctively see humanoids as food, not allies or trading partners. The thri-kreen value few humanoid goods; such treasures as they possess are kept more for decorative or utilitarian value rather than as raw wealth. If they can be persuaded, thri-kreen can make valuable allies or assistants. Humanoid realms that border thri-kreen territories sometimes make alliances that encourage the thri-kreen to act against intruders from a third region.

Thri-kreen require little food or water to survive. Extra meat from their kills is dried for later consumption. They can also eat carrion or each other if food is scarce. This cannibalism accounts for the high attrition rate of young thri-kreen.

Ecology: The thri-kreen are the dominant nonhuman intelligent race to live exclusively in the dry deserts and savannah plains.

Thri-kreen harness and weaponry are valued by collectors. A spear or harness in good condition may fetch prices as high as 25 gp. The throwing wedges are worth 1d6 gp to collectors, though they will cut an unarmed hand and are thus difficult for others to learn to use.

Thri-kreen exoskeletons may be mounted intact as trophies or be magically animated as a mantis-equivalent of a skeleton. The head may be hollowed out and worn as a mask or helmet.

Thylacine

CLIMATE/TERRAIN:	Rocky or wooded regions
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1 (see below)
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	4 + 4
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/2-8
SPECIAL ATTACKS:	Pounce
SPECIAL DEFENSES:	+2 bonus to its surprise roll
MAGIC RESISTANCE:	See below
SIZE:	L (8')
MORALE:	Elite (13-14)
XP VALUE:	650



The thylacine, also known as the jumping tiger or mantiger, is a fearless predator that possesses illusionary powers.

It is similar in size and shape to a normal tiger. The fur is a smudgy, smoky-gray with irregular patches of varying hues. The eyes are black. This cat possesses infravision (120-yard range). Its acute senses of hearing and smell enable it to track with 80% efficiency.

Combat: The thylacine can leap upon opponents to bite and rend. Its claws inflict 1d4 points of damage, while the teeth tear for 2d4 points.

The thylacine can leap 20 feet upward and 50 feet forward. It can make a running leap of 65 feet. It suffers only 1 point of damage when falling, no matter what the distance. If it has surprise when jumping on a victim, the thylacine gains a +2 bonus to its attack rolls with its front claws. If both front claws strike, the beast can rake with its rear claws (1d4 points each), as well as bite with a +4 bonus to the attack roll. Such bites inflict the maximum damage each round until the beast is dislodged or killed. Dislodging a thylacine requires a successful bend bars/lift gates roll. The front claws automatically inflict minimum damage each round the beast simply holds onto its prey.

Its camouflage coat enables a motionless thylacine to escape detection 70% of the time if it is in the woods or standing against rocks. The thylacine is immune to charm, fear, and other mind-controlling or influencing spells. It cannot be magically sensed or summoned.

One out of five thylacines can cast an illusion upon itself once a day; the illusion makes the beast appear to be human. The illusion can be maintained for 1d3 rounds; it is used to elude pursuit or approach alert prey. Viewers gain a +2 bonus to their saving throws against this illusion.

The beast is a clever hunter. It avoids large groups of intelligent-looking prey, preferring instead to pick off solitary beings or those in small, weaker-looking groups. It can recognize wizards and magical items, especially the dangers they represent.

It tries to destroy magical items, scrolls, and potions, as well as cripple wizards.

Habitat/Society: The thylacine dwells in rocky areas and deep forests. It is a solitary hunter. It does not maintain a lair, although it may have several favored rest spots. High, rocky ledges and small, concealed caves are its first choice; it will make do with tangled thickets and ruins. The beast hides the remains of its meals. Although it does not collect treasure, it sometimes uses such items as bait to lure humanoids into a trap.

Each thylacine stalks a territory 30 miles across. It prefers a variety of game, including large herbivores, small predators, and humanoids. It stays clear of communities and roads.

Thylacines are solitary hunters. Even mating occurs only once every 12 years. At this time, mature thylacines are driven by instinct to travel to isolated forests and arctic regions. There they form prides of 10-40 individuals. They stay together for months, hunting en masse and howling loudly as they do so. The males then leave the region. The pregnant females remain together. Six months after conception, each female gives birth to one to three cubs. The cubs remain with their mothers in the pride until they are fully grown in three years. The pack breaks up as the young mature and the females return to their isolation. The newly matured thylacine are left to find their own hunting ranges.

Thylacine have been known to live as long as 70 years, although most die early.

Ecology: Thylacines may make alliances with other intelligent felines or feline monsters when dealing with a common problem or foe. They are closest in temperament to weretigers and may share territories with such beings. They detest canine and lupine species and monsters.

The thylacine's coat is valued for its use in making camouflage cloaks. It is worth 1d3 gp. The brain is a component the magical inks used to write *mind blank* spells. It is worth 25-50 gp on the open market.

	Common	Giant	Condor
CLIMATE/TERRAIN:	Temperate, tropical mountains	Temperate, tropical mountains	Temperate, tropical mountains
FREQUENCY:	Common	Very rare	Rare
ORGANIZATION:	Flock	Flock	Solitary
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore, scavenger	Carnivore, scavenger	Carnivore, scavenger
INTELLIGENCE:	Animal	Animal	Animal
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil
<hr/>			
NO. APPEARING:	4-24	2-12	1-2
ARMOR CLASS:	6	7	7
MOVEMENT:	3, Fl 27 (E)	3, Fl 24 (D)	3, Fl 24 (D)
HIT DICE:	1+1	2+2	3+3
THACO:	19	19	17
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-2	1-4	2-5
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S	M	L
MORALE:	Irr (5-7)	Ave (8-10)	Ave (8-10)
XP VALUE:	65	120	175

Vultures and their kin are carrion eaters that roam the skies in search of injured or dead creatures to feed upon.

The typical vulture measures two to three feet long from beak to tail and has a wingspan of five to seven feet. Greasy blue-black feathers cover the torso and wings. The pink head is bald.

Combat: Vultures are cowards that wait until an intended meal stops moving. If six or more vultures are present, they may attack a weakly moving victim. Vultures peck with their beaks, causing 1-2 points of damage with each bite. Their claws are used to hold rather than attack a meal. If the victim defends himself, the vultures move back out of reach but maintain their deathwatch.

During the course of a melee in vultures' terrain, vultures appear 1d6+6 rounds after a creature is felled. Creatures that are unconscious and injured, dead, magically sleeping, or magically held are considered meals. If the surviving combatants are farther than 20 feet from the fallen creatures, the vultures alight and immediately begin feeding.

Habitat/Society: Vultures live in flocks that roam warm, open lands. The updraft provided by rising, warm air enables them to remain aloft for hours, while the open landscape helps their search for food. Vulture hens lay 1d4 + 4 eggs. These hatch in two months. Chicks are able to fly at four months.

Because of their diet, vultures and their kin have developed a natural resistance to disease and organic toxins. They can safely eat decayed or diseased meat without risk of illness.

Ecology: Vultures feed on carrion and injured animals. They soar along at great altitude, scanning the landscape with their keen eyesight. When they spot an erratically moving, crippled, or fallen animal, they swoop lower to determine whether the creature is sleeping, injured, or dead. If it is either of the latter cases, the vultures land and prepare to make a meal of the creature.

Giant Vulture

Giant vultures measure three to five feet from beak to tail and have a wingspan of ten to 12 feet. They are more fierce than their smaller kin. When they are attacking a prospective meal, they must be physically struck before they retreat.

The tendency of giant vultures to trail injured creatures makes them useful as scouts. Domesticated giant vultures can be trained to associate specific species (such as humanoids) with food, hence the birds will tend to concentrate on locating and following such creatures. If domesticated giant vultures are also trained to stay in a specific region, their trainers can locate members of the indicted species by following the birds' flight. Giant vultures must be raised domestically in order to train them in this way. Giant vulture eggs and hatchlings are worth 30-60 gp.

Condor

Condors measure three to six feet from beak to tail and have a wingspan of 13 to 20 feet. They have black, shiny feathers. The head may be bald or covered with black pinfeathers.

Condors are the largest of the natural aerial scavengers. They are immense birds that prefer cliffs and mountainous regions. They rarely land except to feed or sleep. With their great wingspan, they can soar for hours.

Hens lay 1-2 eggs per year. Chicks mature in two years.

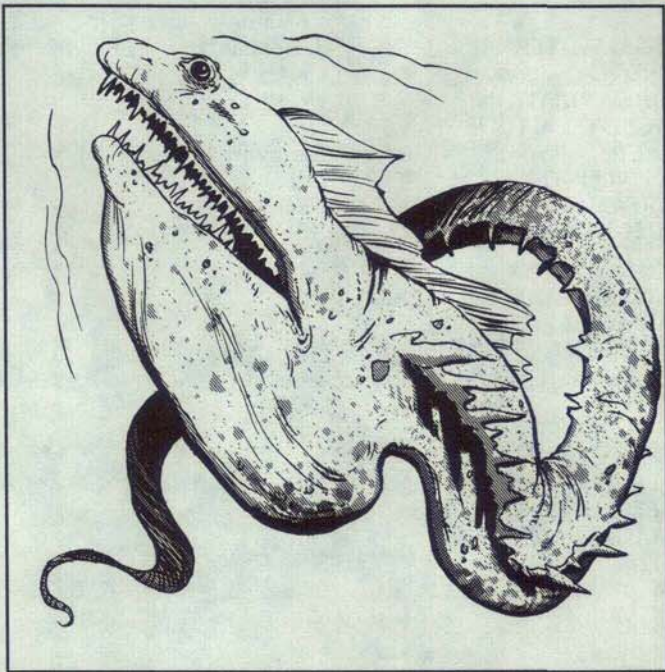
Condor eggs and hatchlings are worth 30-60 gp. They can be trained to act as spotters or retrievers. Humanoids of size S or smaller can train them to serve as aerial mounts. Condors can carry up to 80 extra pounds, either held in their claws or riding atop their backs.

Condor feathers are prized for their size and beauty. Pinion feathers are worth one sp each, other wing feathers one cp each. An intact condor is worth five to ten gp.

Vurgens

CLIMATE/TERRAIN:	Ocean depths
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	Sw 15
HIT DICE:	7+7 to 9+9
THACO:	7+7 to 8+8 HD: 13 9+9 HD: 11
NO. OF ATTACKS:	1 bite or tail slap
DAMAGE/ATTACK:	2-12 or 3-12
SPECIAL ATTACKS:	Swallows whole, paralyzes, acid
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (20' to 40')
MORALE:	Average (8-10)
XP VALUE:	4,000 to 6,000



The vurgens, also known as the giant gulper eel, is a fierce marine predator that roams the depths of the sea.

Its body consists of a long, sinuous torso and tail, and an oversized head and detachable jaw. The vurgens has a bite radius of six feet; the mouth and stomach can expand to hold prey as large as it is. Rows of spines extend down either side of its body from its head to the tip of its tail. The tail is extremely strong and formed from a pointed, tapered cluster of spines.

Most vurgens are colored mottled brown, although olive, russet, white and purple specimens have been reported. The small eyes are a flat black.

Combat: Vurgens normally prefer to strike quickly, swallow prey whole, and move on to the next meal. The great jaws enable the vurgens to swallow even huge prey. The large jaws of the vurgens cause only 2d6 points of damage, as they are toothless, bony ridges designed to clamp down on prey and hold it inside the mouth rather than shred or chew food.

Once prey is swallowed, corrosive saliva floods the mouth. Victims must roll successful saving throws vs. poison or be paralyzed by it. Digestive juices combine with the saliva to dissolve the intended meal; victims suffer 4d4 points of damage each round they remain within the vurgens. This occurs whether the victim is paralyzed or not. Active prey can easily cut or eat its way free if the victim is in good shape and can fit through between the curving ribs and jaw.

The spines are extremely sharp; anything that comes in contact with them suffers 1d4 points of damage. The vurgens may lash with its tail to cause 3d4 points of damage.

Habitat/Society: Little is known about the vurgens for the simple reason that anytime someone encounters the monster, that person is faced with a struggle that usually ends in the death of the observer or the vurgens.

These solitary hunters endlessly cruise the ocean depths, swallowing anything edible in their path. These creatures consider vast tracts of ocean to be their territories. Rival vurgens participate in titanic battles over territory. Vurgens do not keep lairs, although they may retreat to ocean-floor caves to give birth or heal wounds. Vurgens will certainly haunt waters that have yielded plentiful food in the past.

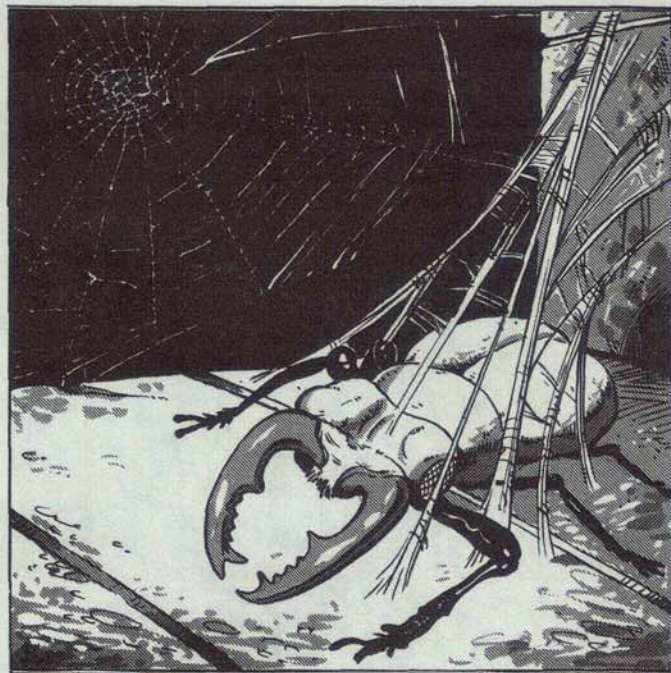
Vurgens spawn once every two years, producing 20-40 offspring. The female carries the fertilized eggs and hatchlings within her. The hatchlings emerge when they are one foot long (1 HD, inflict 1 point of damage). Vurgens gain 1 HD each year and mature in six years, provided they live that long.

Ecology: Vurgens are the terror of sea-dwelling races like locathah. They see any creature their own size as a rival, thus they attack even whales and kraken.

Humanoids are fortunate in that vurgens prefer the depths of the sea and come near the surface only when forced to by unguessed-at disturbances.

	Living	Memory
CLIMATE/TERRAIN:	Caverns, ruins	Caverns, ruins
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Pack	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivorous	Carnivorous
INTELLIGENCE:	Semi- (2-4)	Very (11-12)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	1-8	1
ARMOR CLASS:	9	2
MOVEMENT:	6	3 (leap 18)
HIT DICE:	1/2 to 6	6
THACO:	1/2 to 2 HD: 19 3-4 HD: 17 5-6 HD: 15	13
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	See below	1-6
SPECIAL ATTACKS:	Lightning	Nil
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (1'-7')	See below
MORALE:	Average (9-10)	Elite (13-14)
XP VALUE:	650 to 2,000	3000



Living webs, also known as carnivorous webs or duleep, are omnivores that roam caverns and ruins.

Living webs are small, amorphous creatures that resemble thick gray sheets, filaments, and filaments of dusty cobwebs. They lack visible sensory organs and specialized body parts. They appear to consist of colonies of microscopic, identical cells.

Combat: The touch of a living web delivers an electrical shock. This attack causes a minimum of 1d4 points of damage. Webs of 3-5 HD inflict 1d6 points of damage, while those of 6 HD cause 2d4 points of damage.

Living webs can fire a miniature lightning bolt (20 yard range, 3d4 points of damage) up to twice per turn. Living webs with less than 9 hit points can fire only one lightning bolt per turn. All web fragments have this power, thus a living web cut in two can fire four such bolts per turn.

Living webs absorb all electrical energy, whether natural or magical, and permanently gain 1 Hit Die for each 8 hit points of electricity absorbed. Such energy causes the web to visibly grow.

They are unaffected by fire, water, heat, and cold attacks. Blows from edged weapons inflict full damage to these creatures; such blows divide them into two smaller wisps. Each has half the parent's remaining hit points and will continue to advance on the prey. Blunt weapons cause only half damage as the living web stretches to absorb the damage without tearing. Note that separation occurs only as a result of an opponent's attack or an accident; living webs cannot voluntarily divide.

Living webs attack instinctively; they are unaffected by fear, repulsion, or similar spells.

Habitat/Society: These are nomadic omnivores that perpetually roam subterranean and wilderness areas. They prefer locations such as caverns and ruins, places full of normal webs that living webs can hide among. They spend their lives in endless search of plant life, carrion, and live prey. Ingested matter is converted into the electrical energy they use for movement and attacks.

Despite the lack of visible sensory organs, the living web can sense vibrations, variations in heat, and the presence of other living webs. Such senses have a maximum range of 90 feet.

They seem to flow over surfaces, moving like caterpillars on millions of tiny filaments. The filaments can fuse together into a larger, denser mass. Living webs can climb walls and ceilings of any material. They never slip, and they grasp a surface so strongly that they cannot be removed by any physical or magical attack that fails to slay them.

Though living webs move and act independently, they sense the direction and size of other living webs within 90 feet. If a living web detects another web with less than 9 hit points, it attempts to join together with the weaker web. If successful, it adds the hit points and Hit Dice to its own total, up to a maximum total of 6 HD.

Ecology: Living webs are useful for their role in killing vermin. They may be caught and used for guards in normally unused sections of habitats and caverns.

Memory Web

This creature is a mass of fibers resembling those created by a *web* spell; it has similar but not identical attributes. It can hide by compressing itself into a tight ball. It attacks by leaping up to 180 feet, spreading out into a circular web 20 feet in diameter. The web does not need anchor points. Anyone caught by the memory web has the same chance of breaking free as if escaping a normal web. As the web constricts, enwrapped victims suffer 1d6 points of damage per round until they escape, die, or the web is destroyed. A memory web suffers only half damage from non-magical weapons or fire.

Memories of slain victims are absorbed by the memory web. If the web is destroyed, it will emit all the memories gained during the previous day in the form of a telepathic shock wave. The memories lodge into the minds of all creatures up to 200 feet from the web and take the form of dream-like recollections. Some details will be clear, others beyond recall.

Wemic

CLIMATE/TERRAIN:	Temperate plains
FREQUENCY:	Very Rare
ORGANIZATION:	Prides
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Neutral

NO. APPEARING:	2-16
ARMOR CLASS:	Males 6(5), females 7
MOVEMENT:	12
HIT DICE:	5+8
THACO:	15
NO. OF ATTACKS:	2 or 3
DAMAGE/ATTACK:	1-4/1-4 and weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	-2 initiative modifier
MAGIC RESISTANCE:	Nil
SIZE:	L (7')
MORALE:	Steady (11-12)
XP VALUE:	Normal: 270 Chief/Chieftain: 420 Witch Doctor/King: 975



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 six to seven 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 5) for protection. Females are AC 7 and do not use weapons; however, they gain a +2 bonus to attack rolls if their cubs are attacked. 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 typ-

ical 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 5, 6+4 Hit Dice, and its claws inflict 1d6 points of damage. It gains a +1 bonus to its attack rolls with any 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 3, 9 Hit Dice, and claws that inflict 1d8 points of damage. It has a +2 bonus to its attack rolls with any weapon.

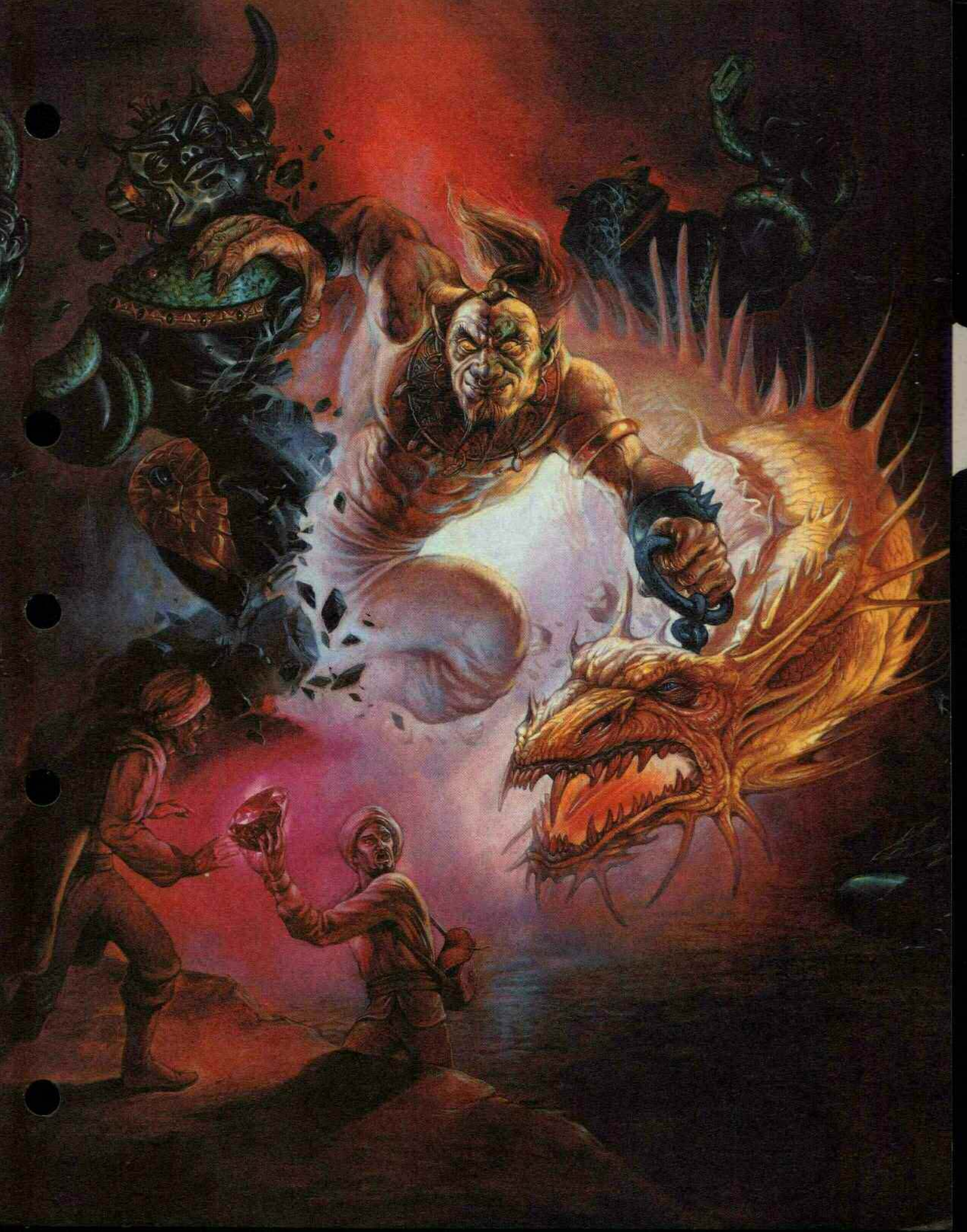
Some wemics are able to use magic. There is a 70% chance that any tribe includes a witch doctor. Such wemics may attain a maximum level of 7th-level priest and 4th-level wizard.

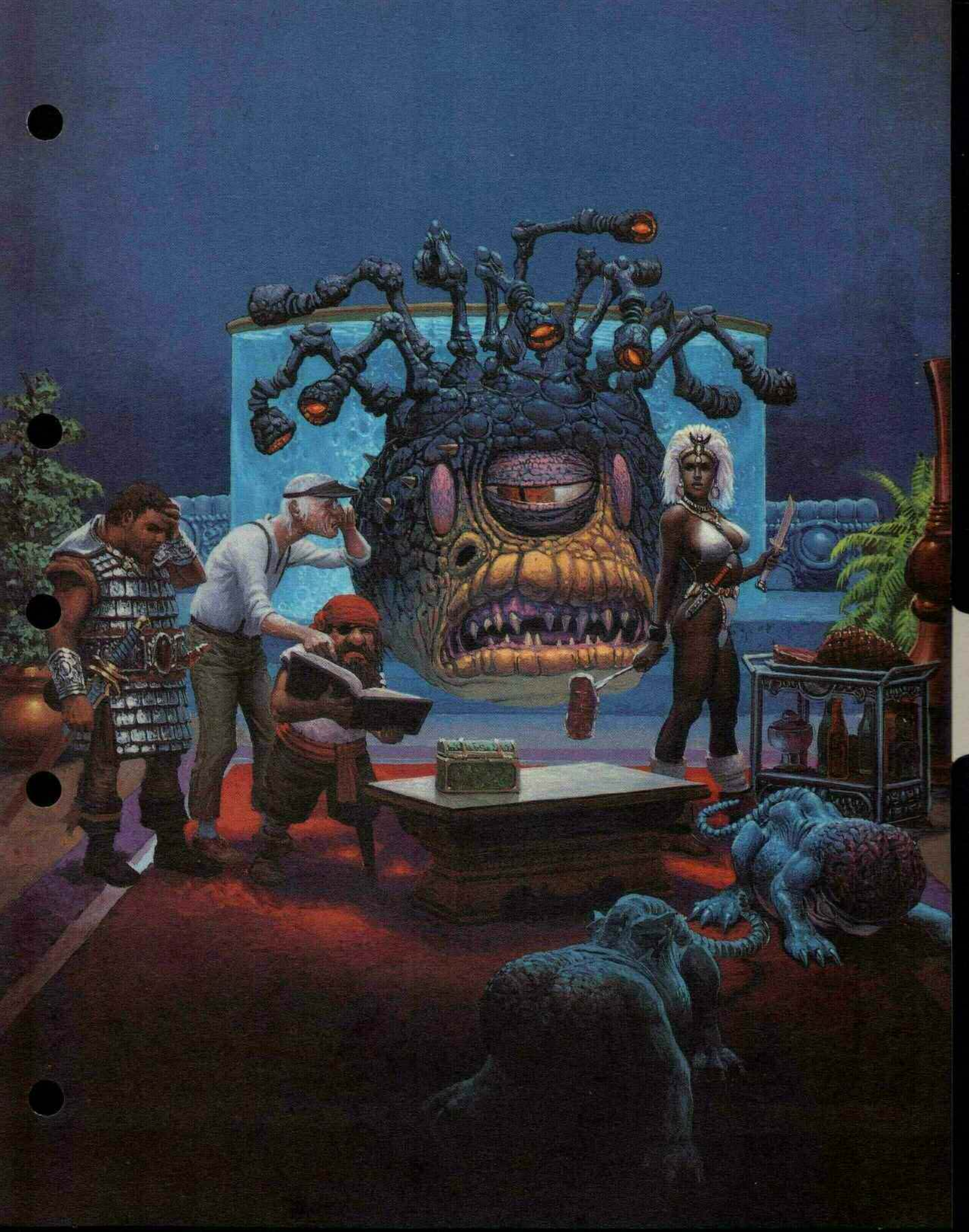
Mating occurs at any time of year. The female bears a litter of one to three cubs in ten months. The cubs are born with a camouflage pattern of black spots; these fade within two months. Wemic cubs are playful and curious; they possess few instincts and thus must learn everything. Cubs are born with 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.









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